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Autore	Eboussi Boulaga, Fabien
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Nota di contenuto	-- Full Research Papers. -- Accessibility Knowledge Viewed Through the Lens of the Stakeholders. -- CM-DIR: A method to Support the Specification of the User's Dynamic Behavior in Recommender Systems. -- Facilitating Development of Accessible Web Applications. -- GaLaPaGoS: A Design Pattern for Sustainability of ICT Interactive Software and Services. -- Prototyping Cross-Reality Escape Rooms. -- What is Needed to Apply Sentiment Analysis in Real Software Projects: A Feasibility Study in Industry. -- Late-Breaking Results. -- Allowing for Secure and Accessible Authentication for Individuals with Disabilities of Dexterity. -- Defining Software Company's KPIs from Customers' and Employees' Perspectives. -- Ensuring Usable Cybersecurity for All: A Systematic Literature Review. -- Evaluating Learning Experiences - Comparison of Two Student Feedback Methods. -- Interaction Techniques for Remote Maintenance in an AR Shared Environment. -- PhD Student Discussion Forum. -- A Critical Examination of UCD4D Studies. -- InterView: a System to Support Interaction-Driven

Visualization Systems Design. -- User-Centred Design: Experiences from Toolbox-Based Learning. -- Posters. -- A Survey of Natural Language-Based Editing of Low-Code Applications Using Large Language Models. -- Enhancing Mobile Game Accessibility: Guidelines for Users with Visual and Dexterity Dual Impairments. -- Exploratory Study on Sustainability in Agile Software Requirements. -- Intuitiveness and Trustworthiness of AI-powered Interfaces for Neurological Diagnosis - Preliminary Results. -- Medical-Domain-Expert-Centered AI-Assisted Digitized Histopathology Education Tool. -- Demos. -- A Preliminary User Interface for Software Vendor Analysis and Selection Tool. -- Developing a VR Factory Walkthrough for Use in Schools. -- End-User Development of Oracle APEX Low-Code Applications using Large Language Models. -- InterView: a System to Support Interaction-Driven Visualization Systems Design.

Sommario/riassunto

This book constitutes the refereed proceedings of the 10th IFIP WG 13.2 International Working Conference on Human-Centered Software Engineering, HCSE 2024, held in Reykjavik, Finland, during Iceland, July 8–10, 2024. The 11 full papers with 5 poster, 4 demos and 3 PhD forum papers were carefully selected from 36 submissions. HCSE 2024 conference and papers focused on recurring topics such as innovative methods for human-centered and participatory design and software engineering, modeling approaches, usable security, and the balancing of multiple properties in the development, but also on emerging areas like immersive environments and augmented/virtual/mixed reality, low-code development and human-centered AI. .
