1.

Record Nr.	UNISALENTO991002969129707536
Autore	Antiseri, Dario
Titolo	Il filo della ragione / Dario Antiseri, Ralf Dahrendorf ; a cura di Francesco Erbani
Pubbl/distr/stampa	Milano : Reset, c1994
ISBN	8879891464
Descrizione fisica	58 p. ; 16 cm.
Altri autori (Persone)	Dahrendorf, Ralfauthor Erbani, Francesco
Soggetti	Popper, Karl Raimund Ragione Razionalita'
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNISA996546850303316

Titolo	Human-computer interaction – INTERACT 2023 : 19th IFIP TC13 International Conference, York, UK, August 28 – September 1, 2023, Proceedings . Part II / / edited by José Abdelnour Nocera, Marta Kristín Lárusdóttir, Helen Petrie, Antonio Piccinno, Marco Winckler
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-42283-X
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (xxx, 651 pages) : illustrations (some color)
Collana	Lecture Notes in Computer Science, , 1611-3349
Altri autori (Persone)	Abdelnour-NoceraJose <1973-> LarusdottirMarta (Marta Kristin) PetrieHelen PiccinnoAntonio WincklerMarco
Disciplina	005.437 004.019
Soggetti	Human-computer interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Human-Robot Interaction -- Pedestrian Interaction with a Snow Clearing Robot -- Robot Collaboration and Model Reliance Based on its Trust in Human-Robot Interaction -- User Experience in Large-Scale Robot Development: A Case Study of Mechanical and Software Teams -- Information Visualization -- BiVis: Interactive and Progressive Visualization of Billions (and Counting) Items -- Modeling and Assessing User Interaction in Big Data Visualization Systems -- The Effect of Teleporting versus Room-scale Walking for Interacting with Immersive Visualizations -- Information Visualization and 3D Interaction -- Playing with Data: An Augmented Reality Approach to Interact with Visualizations of Industrial Process Tomography -- Supporting Construction and Architectural Visualization through BIM and AR/VR: A Systematic Literature Review -- Through Space and Time: Spatio-Temporal Visualization of MOBA Matches -- Interacting with Children -- Awayvirus: A Playful and Tangible Approach to Improve Children’s Hygiene Habits in Family Education -- Money from the

Queen”: Exploring Children’s Ideas for Monetization in Free-to-Play Mobile Games -- Motivating Children’s Engagement with Sleep Diaries through Storytelling -- The Peer Data Labelling System (PDLS). A Participatory Approach to Classifying Engagement in the Classroom -- WashWall: an Interactive Smart Mirror for Motivating Handwashing Among Primary School Children -- Interaction with Conversational Agents I -- Beyond Browser Online Shopping: Experience Attitude Towards Online 3D Shopping with Conversational Agents -- Effects of Prior Experience, Gender, and Age on Trust in a Banking Chatbot with (out) Breakdown and Repair -- EaseOut: A Cross-Cultural Study of the Impact of a Conversation Agent on Leaving Video Meetings Early -- Interaction with Conversational Agents II -- An AI chat-based solution aimed to screen Postpartum Depression -- The Impact of Gender and Personality in Human-AI Teaming: the Case of Collaborative Question Answering -- Empirical Grounding for the Interpretations of Natural User Interface: A Case Study on Smartpen -- Methods for Evaluating Conversational Agents' Communicability, Acceptability and Accessibility Degree -- Methodologies for HCI -- A Review on Mood Assessment using Smartphones -- A close look at Citizen Science through the HCI lens: a systematic literature review -- The Gap Between UX Literacy and UX Practices in agile-UX Settings: A Case Study -- Model-Based UI Design and Testing -- AdaptReview: Towards Effective Video Review using Text Summaries and Concept Maps -- I perform my work with my body too: integrating body representations in and with task models -- Prototyping with the IVY workbench: Bridging Formal Methods and User-Centred Design -- Towards automated load testing through the user interface -- Montion Sickness, Stress and Risk perception in 3D Environments -- “Do I Run Away?”: Proximity, Stress and Discomfort in Human-Drone Interaction in Real and Virtual Environments -- Sick in the Car, Sick in VR? Understanding how Real-World Susceptibility to Dizziness, Nausea, and Eye Strain Influences VR Motion Sickness -- Spatial Augmented Reality in the Factory: Can In-Situ Projections Be Used to Communicate Dangers and Health Risks? -- Multisensory interaction and VR experiences -- Augmenting Indigenous Sámi Exhibition - Interactive Digital Heritage in Museum Context -- Design Paradigms of 3D User Interfaces for VR Exhibitions -- Multisensory Diorama: Enhancing Accessibility and Engagement in Museums -- Museum Visitor Experiences based on Hyperspectral Image Data. .

Sommario/riassunto

The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September 2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; Montion Sickness, Stress and Risk perception in 3D Environments and Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-

Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops. .