

1. Record Nr.	UNISOBE600200015187
Autore	Bottari, Francesca
Titolo	L 'Italia dei tesori : legislazione dei beni culturali, museologia, catalogazione e tutela del patrimonio artistico / Francesca Bottari ; Fabio Pizzicannella
Pubbl/distr/stampa	Bologna : Zanichelli, 2002
Descrizione fisica	IX, 311 p. : ill. ; 27 cm.
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	(rp)
2. Record Nr.	UNISA996542667503316
Autore	Marcus Aaron
Titolo	Design, User Experience, and Usability [[electronic resource]] : 12th International Conference, DUXU 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part II // edited by Aaron Marcus, Elizabeth Rosenzweig, Marcelo M. Soares
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-35696-9
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (608 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14031
Altri autori (Persone)	RosenzweigElizabeth SoaresMarcelo M
Disciplina	005.437
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Image processing—Digital techniques Computer vision Application software Artificial intelligence User Interfaces and Human Computer Interaction Computer Communication Networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications Artificial Intelligence

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Intro -- Foreword -- HCI International 2023 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 12th International Conference on Design, User Experience and Usability (DUXU 2023) -- HCI International 2024 Conference -- Contents - Part II -- Design Case Studies -- Design Specifications for Bidirectional Feedback on Indoor Environmental Quality -- 1 Introduction -- 2 Literature Review and Theoretical Framework -- 2.1 Parameter Granularity -- 2.2 Temporal Granularity -- 2.3 Data Granularity -- 2.4 Spatial Granularity -- 3 Method -- 3.1 Product Review -- 4 Results -- 4.1 Parameter Granularity -- 4.2 Data Granularity -- 4.3 Spatial Granularity -- 4.4 Temporal Granularity -- 5 Discussion -- 5.1 Best Practices for Parameter Granularity -- 5.2 Best Practices for Data Granularity -- 5.3 Best Practices for Spatial Granularity -- 5.4 Best Practices for Temporal Granularity -- 6 Conclusion -- References -- Digital Fabrication in the Industrial Sector in Middle East, General Overview -- 1 Introduction -- 2 Methodology -- 2.1 Literature Review on Current Application of Digital Fabrication in the Industrial Sector in Middle East -- 2.2 Current Application of Digital Fabrication in UAE/MATERIALS -- 2.3 Digital Fabrication of Complex Structures, Material Overview -- 3 Results -- 4 Conclusions and Discussion -- References -- Colour Accuracy in Fashion E-tail -- 1 Introduction -- 2 Theoretical Background -- 2.1 Fashion E-tail -- 2.2 Interaction Design as a Means to Improve UX -- 2.3 Light and Colour -- 3 Metamerism -- 4 Light, Colour, and Matter -- 5 Systematic Review -- 5.1 Carrying Out the Systematic Literature Review -- 6 Conclusion -- 7 Limitations -- References -- Ux in Immersive Reality: The Power of the Users -- 1 Introduction -- 2 Gamification and Ux Research -- 3 Game for Safety. 4 Materials and Methods -- 5 Results and Discussion -- 6 Conclusion and Future Works -- References -- Applying Service Design Thinking to UX Research: A Case of Smart Campus Dance Experience Design -- 1 Introduction -- 1.1 Background -- 1.2 Service Design and UX Design -- 2 Design Process and UX Research -- 2.1 Double Diamond Design Process -- 2.2 Cycle 1: Experience Stories and User Needs -- 2.3 Cycle 2: Insights and Persona -- 2.4 Cycle 3: Design for Insights -- 2.5 Cycle 4: Develop Concept -- 3 Usability Testing -- 3.1 Lo-Fi Prototype -- 3.2 Usability Testing Process -- 3.3 Usability Testing Result -- 4 System Implement -- 4.1 Data Actuation -- 4.2 Service Blueprint -- 4.3 Hi-Fi Prototype -- 5 Conclusion and Discussion -- References -- Beyond Car Human-Machine Interface (HMI): Mapping Six Intelligent Modes into Future Cockpit Scenarios -- 1 Introduction -- 2 Methodology -- 2.1 The UX Foundation Course -- 2.2 Transdisciplinary Student Team -- 2.3 The Design Brief Assignment -- 3 Results -- 3.1 Team 1: Generation Z -- 3.2 Team 2: Generation Z -- 3.3 Team 3: Generation Z -- 3.4 Team 4: Generation Y -- 3.5 Team 5: Generation Y -- 3.6 Team 6: Generation Y -- 4 Discussion -- 4.1 Transdisciplinary Learning -- 4.2 User Needs of Generation Z and Y -- 4.3 Reflection -- References -- Research on Lacquer Display Design in Digital Age -- 1 Current Status of Lacquer Culture Preservation -- 1.1 The Heritage and Status of Lacquer Art -- 1.2 The Need for Digital Display of Lacquer Art -- 2 Database and Technology Development for Digital Preservation</p>

of Lacquer Art -- 3 Exploration of Lacquer Art Digital Display Design Solutions -- 3.1 Lacquer Art Museum Digital Virtual Experience -- 3.2 Digital Interactive Experience of Lacquer Art -- 3.3 Lacquer Art Digital Collection Display -- 4 Conclusion -- References.

Pedestrian Presence Detection in Areas of Interest Using Multiple Cameras -- 1 Introduction -- 2 Related Work -- 2.1 Pedestrian Detection -- 2.2 Pedestrian Tracking -- 2.3 Multi-camera Detection and Tracking -- 2.4 Detection of Pedestrian Presence in Areas of Interest -- 3 Method -- 3.1 Detection in Areas of Interest -- 3.2 Detection and Tracking in Areas of Interest -- 3.3 Pedestrian Check in the Area of Interest -- 4 Results -- 4.1 Dataset -- 4.2 Metrics -- 4.3 Evaluation -- 5 Conclusions -- References -- Research on Retail Media Advertisements and Consumer Requirements - Taking E-Commerce Listing Pages as an Example -- 1 Introduction -- 2 Literature Review -- 2.1 Display Advertising Dramatically Increases the Profitability of Retail Media -- 2.2 Advertising Models and Advertising Effectiveness Measurement -- 2.3 Quality Function Deployment (QFD) -- 3 Method -- 3.1 Case Study: Current Status of Retail Media Advertising -- 3.2 Consumer Survey -- 3.3 Research on Consumer User Needs and Design Criteria Through QFD Method -- 4 Discussion -- 4.1 Diversified Retail Media Advertising -- 4.2 Advertising Potential of Listing Pages and Product Information Pages -- 4.3 Most Potential Ad Type: "TOP ROW Ads" -- 4.4 Ad Personalization Requirements -- 5 Conclusions and Future Work -- References -- Research on the Ageing-Friendly Design of Smart Entertainment Products Based on the Perceived Affordances Perspective -- 1 Introduction -- 2 Characteristics of Older Users -- 2.1 Psychological Characteristics -- 2.2 Behavioural Cognitive Characteristics -- 3 Perceived Affordances Theory -- 4 Requirements Framework for Smart Entertainment Products Based on Perceived Performance -- 4.1 Category Requirements -- 4.2 Dimensional Requirements -- 4.3 Interaction Needs -- 5 Interaction Design Strategies for Smart Entertainment Products Based on Perceptual Schemability.

5.1 The Proposed Interaction Design of Intelligent Entertainment Product System -- 5.2 Interaction Design Elements of Intelligent Entertainment Product Systems -- 5.3 Principles of Interaction Design for Intelligent Entertainment Product Systems -- 6 Different Dimensions of Experience Based on the Perspective of Perceptual Schematic Properties -- 6.1 Material Functional Properties -- 6.2 Material Functional Properties -- 7 Analysis and Implementation of the Kano Model from the Perspective of Perceived Performance -- 7.1 Information Gathering on User Needs -- 7.2 User Satisfaction Factor Analysis Table -- 8 Conclusions -- References -- Digital Technology and Interactive Experience: Children's Product Design Based on Zhuang Brocade Cultural Elements -- 1 Instruction -- 1.1 Background -- 1.2 Current Research on Children's Educational Products -- 2 Analysis of Children's Product Demand Based on Zhuang Brocade Cultural Elements -- 2.1 Positioning -- 2.2 User Research and Methodology -- 2.3 Characteristics of Zhuang Brocade Design Elements -- 3 Product Design Practice Based on Zhuang Brocade Cultural Elements -- 3.1 Product Design Methods Based on Zhuang Brocade Cultural Elements -- 3.2 Development Framework of Children's Product Design Based on Zhuang Brocade Cultural Elements -- 3.3 User Satisfaction Evaluation -- 4 Conclusion -- References -- Exploring the Potential Causes of Dormitory Relationship in University Students in Terms of Experiences and Behaviors -- 1 Introduction -- 2 Interpersonal Factors -- 2.1 Co-design -- 2.2 Projection -- 2.3 Economic Factors -- 3 Method -- 4 Results -- 4.1

Principle -- 4.2 Economic Factors -- 5 Discussion and Conclusion -- References -- Research on User Experience Design Strategy of Digital Aquarium Based on UTAUT2 Model -- 1 Introduction -- 2 Digital-Intelligent Design.

2.1 The Concept of Digital Intelligence Design -- 2.2 Digital Intelligent Design into the Cultural Tourism Industry -- 3 Qingdao Underwater World Digital Intelligence Display UTAUT Model Construction -- 3.1 Unified Technology Adoption and Use Model -- 4 The Study Hypothesis -- 4.1 Performance Expectations -- 4.2 Work Expectations -- 4.3 Social Impact -- 4.4 Facilitating Factors -- 4.5 Willingness to Use the Behavior -- 4.6 Pleasurable Motivation (Spiritual Satisfaction) -- 5 The Study Hypothesis -- 5.1 Survey Index Design -- 5.2 Questionnaire Survey -- 5.3 Description of the Statistics -- 5.4 The Reliability Analysis -- 5.5 Validity Test -- 5.6 Structural Equation Model -- 5.7 Multigroup Regulation Model Test -- 6 Proposal and Discussion of Digital Intelligence Design of Qingdao Undersea World -- 6.1 Intelligent Multiple Information Transfer Mode Design -- 6.2 Suggestions on Bridge Interaction Design for Digital Intelligence Integration -- 6.3 Visualization of Marine Cultural Information -- 6.4 Immersive Intelligent Experience Mode -- 6.5 Build a New Form of Digital and Intelligent Tourism Cultural -- 7 Digital Intelligent Design into the Future of Cultural Tourism Industry -- References -- Research on the Strategy of Digital Services in the Adoption Scene of Pet Shelters -- 1 Introduction -- 2 Introduction -- 2.1 Pet Adoption -- 2.2 Digital Service -- 3 Methodology -- 4 Research Process -- 4.1 Questionnaire Survey -- 4.2 Field Visit -- 4.3 User Research and Analysis -- 4.4 Case Analysis -- 5 Solutions -- 5.1 Concept Description -- 5.2 Design Strategy -- 6 Discussion -- 7 Conclusion -- References -- A Study on the Service Design of Leisure Campsites in Shanghai Based on Kansei Engineering -- 1 Introduction -- 2 Literature Review -- 2.1 Service Design based on Kansei Engineering -- 2.2 Leisure Campsite Services -- 3 Methods -- 3.1 Service Design. 3.2 Kansei Engineering.

Sommario/riassunto

This 5-volume HCII-DUXU 2023 book set constitutes the refereed proceedings of the 12th International Conference on Design, User Experience, and Usability, DUXU 2023, held as part of the 24th International Conference, HCI International 2023, which took place in Copenhagen, Denmark, in July 2023. A total of 1578 papers and 396 posters have been accepted for publication in the HCII 2023 proceedings from a total of 7472 submissions. The papers included in this volume set were organized in topical sections as follows: Part I: Design methods, tools and practices; emotional and persuasive design; Part II: Design case studies; and creativity and design education; Part III: Evaluation methods and techniques; and usability, user experience and technology acceptance studies; Part IV: Designing learning experiences; and chatbots, conversational agents and robots: design and user experience; Part V: DUXU for cultural heritage; and DUXU for health and wellbeing.
