Determining What Individual Sus Scores Mean Adding An

This book constitutes the refereed proceedings of the 12th European Conference on Ambient Intelligence, AmI 2015, held in Athens, Greece, in November 2015. The 21 revised full papers presented together with 5 short papers were carefully reviewed and selected from 48 submissions. Over the past 20 years, the vision of Ambient Intelligence has gradually materialized into a plethora of technologies and devices, which are being introduced into almost every aspect of everyday life, thus affecting our abilities, activities, behavior and in the end,shaping a new way of thinking.

The 2-volume set LNCS 12242 and 12243 constitutes the refereed proceedings of the 7th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2020, held in Lecce, Italy, in September 2020.* The 45 full papers and 14 short papers presented were carefully reviewed and selected from 99 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, 3D reconstruction visualization, and applications in the areas of cultural heritage, medicine, education, and industry. * The conference was held virtually due to the COVID-19 pandemic.

The 3 volume-set LNCS 11566, 11567 + 11568 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 21st International Conference on Human-Computer Interaction, HCII 2019, which took place in Orlando, Florida, USA, in July 2019. A total of 1274 papers and 209 posters have been accepted for publication in the HCII 2019 proceedings from a total of 5029 submissions. The 125 papers included in this HCI 2019 proceedings were organized in topical sections as follows: Part I: design and evaluation methods and tools; redefining the human in HCI; emotional design, Kansei and aesthetics in HCI; and narrative, storytelling, discourse and dialogue. Part II: mobile interaction; facial expressions and emotions recognition; eye-gaze, gesture and motion-based interaction; and interaction in virtual and augmented reality. Part III: design for social challenges; design for culture and entertainment; design for intelligent urban environments; and design and evaluation case studies.

The two-volume set LNCS 10295 and 10296 constitute the refereed proceedings of the 4th International Conference on Learning and Collaboration Technologies, LCT 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, in conjunction with 15 thematically similar conferences. The 1228 papers presented at the HCII

2017 conferences were carefully reviewed and selected from 4340 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume are organized in the following topical sections: STEM education; diversity in learning; learning analytics; and improving the learning and collaboration experience./div The chapter 'The Quality of MOOCs: How to Improve the Design of Open Education and Online Courses for Learners?' is Open Access under a CC BY 4.0 license. This book reports on a novel and comprehensive approach to the uptake of ICT in Schools. It focuses on key questions, pedagogically sound ways of introducing ICT, new technical artifacts supporting the approach, the evaluation in a large-scale validator, and future work. While many innovations in Technology Enhanced Learning (TEL) have emerged over the last two decades, the uptake of these innovations has not always been very successful, particularly in schools. The transition from proof of concept to integration into learning activities has been recognized as a bottleneck for quite some time. This major problem, which is affecting many TEL stakeholders, is the focus of this book which focuses on developing a more effective and efficient approach based on more than 2500 pilots in European classrooms. Teachers, head teachers, and policy makers may

benefit from reading how novel learning scenarios can be elaborated, adapted to a local context, and implemented in the classroom; how new technologies can support this process for teachers and their national/regional communities; how teachers and other stakeholders can be educated in such a re-engineering process; how the approach can be scaled up through MOOCs, ambassador schemes, and train-the-trainer programs; how future classroom labs can inspire teachers, head teachers, and policy makers; how teachers and, above all, learners can become more engaged in learning through the adoption of the iTEC approach. Readers with a more technical focus may also be interested in the discussion of recommender systems, the flexible provision of resources and services, the deployment of the cloud in schools, and systems for composing technological support for lesson plans.

This book constitutes the refereed proceedings of the 15th International Conference on Electronic Commerce and Web Technologies (EC-Web) held in Munich, Germany, in September 2014. The 11 full and 8 short papers included in this volume were carefully reviewed and selected from 46 submissions. The papers are organized in topical sections on data, information, and knowledge management for e-business; Semantic Web and linked open data for e-business; search, matchmaking, recommender and comparison systems; economics,

management, and law; and social interaction in e-business.

This two-volume set LNCS 11592 and 11593 constitutes the refereed proceedings of the 5th International Conference on Human Aspects of IT for the Aged Population, ITAP 2019, held in July 2019 as part of HCI International 2019 in Orlando, FL, USA. HCII 2019 received a total of 5029 submissions, of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process. The 86 papers presented in these two volumes are organized in topical sections named: Design with and for the Elderly, Aging and Technology Acceptance, Aging and the User Experience, Elderly-Specific Web Design, Aging and Social Media, Games and Exergames for the Elderly, Ambient Assisted Living, Aging, Motion, Cognition, Emotion and Learning.

This conference proceedings LNCS 12782 constitutes the refereed proceedings of the 9 th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2021, held as part of the 23rd International Conference, HCI International 2021, which took place in July 2021. The conference was held virtually due to the COVID-19 pandemic. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of DAPI 2021, Distributed, Ambient and Pervasive Interactions, are organized in topical sections

named: Smart Cities; IoT, Sensors and Smart Environments; Learning and Culture in Intelligent Environments; Designing Intelligent Environments.
This book constitutes late breaking papers from the 22nd International Conference on Human-Computer Interaction, HCII 2020, which was held in July 2020. The conference was planned to take place in Copenhagen, Denmark, but had to change to a virtual conference mode due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings before the conference took place. In addition, a total of 333 papers and 144 posters are included in the volumes of the proceedings published after the conference as "Late Breaking Work" (papers and posters). These contributions address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems. The 54 late breaking papers presented in this volume were organized in two topical sections named: User Experience Design and Evaluation Methods and Tools; Design Case Studies; User Experience Case Studies.
This book constitutes the refereed proceedings of the 16th International Conference on Virtual Reality and Augmented Reality, EuroVR 2019, held in Tallinn, Estonia, in October 2019. The 11 full papers and 5 short papers

presented together with 8 scientific posters were carefully reviewed and selected from 54 submissions. The papers are organized in topical sections named: Immersive Interaction; Training, Teaching and Learning; Industrial Applications and Data Analysis; Perception, Cognition and Evaluation; and Scientific Posters. This book addresses emerging issues in usability, interface design, human-computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interactions with products, services and systems and focuses on finding effective approaches for improving the user experience. It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment, offering them support with mobility, communication, positioning, environmental control and daily living. The book covers modeling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Further topics include virtual reality, digital environments, gaming, heuristic evaluation and forms of device interface feedback (e.g. visual and haptic). Based on the AHFE 2021 Conferences on Usability and User Experience, Human Factors and Wearable Technologies, Human Factors in Virtual Environments and Game Design, and Human Factors and Assistive Technology, held virtually on 25-29 July, 2021, from USA, this book

provides academics and professionals with an extensive source of information and a timely guide to tools, applications and future challenges in these fields. The three-volume set CCIS 1224, CCIS 1225, and CCIS 1226 contains the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCII 2020, which took place in Copenhagen, Denmark, in July 2020.* HCII 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication in the pre-conference proceedings after a careful reviewing process. The 238 papers presented in these three volumes are organized in topical sections as follows: Part I: design and evaluation methods and tools; user characteristics, requirements and preferences; multimodal and natural interaction; recognizing human psychological states; user experience studies; human perception and cognition. -AI in HCI. Part II: virtual, augmented and mixed reality; virtual humans and motion modelling and tracking; learning technology. Part III: universal access, accessibility and design for the elderly; smartphones, social media and human behavior; interacting with cultural heritage; human-vehicle interaction; transport, safety and crisis management; security, privacy and trust; product and service design. *The conference was held virtually due to the COVID-19 pandemic.

This book provides a collection of comprehensive research articles on data analytics and applications of wearable devices in healthcare. This Special Issue presents 28 research studies from 137 authors representing 37 institutions from 19 countries. To facilitate the understanding of the research articles, we have organized the book to show various aspects covered in this field, such as eHealth, technology-integrated research, prediction models, rehabilitation studies, prototype systems, community health studies, ergonomics design systems, technology acceptance model evaluation studies, telemonitoring systems, warning systems, application of sensors in sports studies, clinical systems, feasibility studies, geographical location based systems, tracking systems, observational studies, risk assessment studies, human activity recognition systems, impact measurement systems, and a systematic review. We would like to take this opportunity to invite high quality research articles for our next Special Issue entitled "Digital Health and Smart Sensors for Better Management of Cancer and Chronic Diseases" as a part of Sensors journal. This open access book constitutes the refereed proceedings of the 15th International Conference on Semantic Systems, SEMANTiCS 2019, held in Karlsruhe, Germany, in September 2019. The 20 full papers and 8 short papers presented in this volume were carefully reviewed and selected from 88

submissions. They cover topics such as: web semantics and linked (open) data; machine learning and deep learning techniques; semantic information management and knowledge integration; terminology, thesaurus and ontology management; data mining and knowledge discovery; semantics in blockchain and distributed ledger technologies.

"The primary purpose of this book is to provide a statistical resource for those who measure the behavior and attitudes of people as they interact with interfaces. The focus is on methods applicable to practical user research, based on our experience, investigations, and reviews of the latest statistical literature"-- This book constitutes the refereed proceedings of the 8th International Conference on Social Robotics, ICSR 2016, held in Kansas City, MO, USA, in November 2016. The 98 revised full papers presented were carefully reviewed and selected from 107 submissions. The theme of the 2016 conference is Sociorobotics: Design and implementation of social behaviors of robots interacting with each other and humans. In addition to technical sessions, ICSR 2016 included three workshops: The Synthetic Method in Social Robotics (SMSR 2016), Social Robots: A Tool to Advance Interventions for Autism, and Using Social Robots to Improve the Quality of Life in the Elderly. The 3 volume-set LNCS 10901, 10902 + 10903 constitutes the refereed proceedings of the

20th International Conference on Human-Computer Interaction, HCI 2018, which took place in Las Vegas, Nevada, in July 2018. The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions. HCI 2018 includes a total of 145 papers; they were organized in topical sections named: Part I: HCI theories, methods and tools; perception and psychological issues in HCI; emotion and attention recognition; security, privacy and ethics in HCI. Part II: HCI in medicine; HCI for health and wellbeing; HCI in cultural heritage; HCI in complex environments; mobile and wearable HCI. Part III: input techniques and devices; speech-based interfaces and chatbots; gesture, motion and eye-tracking based interaction; games and gamification.

This book discusses online engineering and virtual instrumentation, typical working areas for today's engineers and inseparably connected with areas such as Internet of Things, cyber-physical systems, collaborative networks and grids, cyber cloud technologies, and service architectures, to name just a few. It presents the outcomes of the 14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017), held at Columbia University in New York from 15 to 17 March 2017. The conference addressed fundamentals, applications and experiences in the field of online engineering and virtual instrumentation in the light of growing interest in and need for teleworking, remote services and collaborative working environments as a result of the globalization of education. The book also discusses guidelines for education in university-level courses for these topics.

The three-volume set CCIS 1032, CCIS 1033, and CCIS 1034 contains the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCII 2019, which took place in Orlando, Florida, in July 2019.The total of 1274

papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. The 208 papers presented in these three volumes are organized in topical sections as follows: Part I: design, development and evaluation methods and technique; multimodal Interaction; security and trust; accessibility and universal access; design and user experience case studies. Part II:interacting with games; human robot interaction; AI and machine learning in HCI; physiological measuring; object, motion and activity recognition; virtual and augmented reality; intelligent interactive environments. Part III: new trends in social media; HCI in business; learning technologies; HCI in transport and autonomous driving; HCI for health and well-being.

This book constitutes the refereed proceedings of the 7th Iberoamerican Conference on Applications and Usability of Interactive Television, jAUTI 2018, in Bernal, Argentina, in October 2018. The 13 full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on Contexts of application of the IDTV; Design and Implementation Techniques of IDTV Content and Services; Interaction Techniques, Technologies and Accesibility of IDTV Services; Testing and User Experience of IDTV Services.

This volume constitutes the refereed proceedings of the 7th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCI 2015, held in Los Angeles, CA, USA, in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of

design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The 54 papers included in this volume are organized in the following topical sections: user experience in virtual and augmented environments; developing virtual and augmented environments; agents and robots in virtual environments; VR for learning and training; VR in Health and Culture; industrial and military applications.

This book provides a variety of answers in its description and discussion of new, sometimes radical approaches to `usability evaluation', now an increasingly common business tool. It contains new thinking of the subject of usability evaluation in industry. Contributions come from those involved in the practice of industry-based usability evaluation as well as those involved in related research activity. The chapters are derived from and developed from presentations and discussions at the invited international seminar `Usability Evaluation in Industry', and give a leading edge overview of current usability practice in industry - identifying those issues of concern and approaches to tackling these. Key Features: * Provides a comprehensive overview of current practice * International examples * Contains practical examples of ergonomics at work and gives clear ideas of what does and doesn't work under industrial constraints

Parkinson's Disease (PD) is a neurodegenerative disorder that manifests with motor and non-motor symptoms. PD treatment is symptomatic and tries to alleviate the associated symptoms through an adjustment of the medication. As the disease is evolving and this evolution is patient specific, it could be very difficult to properly manage the disease. The current available technology (electronics, communication, computing, etc.), correctly combined with wearables,

can be of great use for obtaining and processing useful information for both clinicians and patients allowing them to become actively involved in their condition. Parkinson's Disease Management through ICT: The REMPARK Approach presents the work done, main results and conclusions of the REMPARK project (2011 - 2015) funded by the European Union under contract FP7-ICT-2011-7-287677. REMPARK system was proposed and developed as a real Personal Health Device for the Remote and Autonomous Management of Parkinson's Disease, composed of different levels of interaction with the patient, clinician and carers, and integrating a set of interconnected sub-systems: sensor, auditory cueing, Smartphone and server. The sensor subsystem, using embedded algorithmics, is able to detect the motor symptoms associated with PD in real time. This information, sent through the Smartphone to the REMPARK server, is used for an efficient management of the disease. Implementation of REMPARK will increase the independence and Quality of Life of patients; and improve their disease management, treatment and rehabilitation.

This two-volume set constitutes the refereed proceedings of the 7th International Conference on Human Aspects of IT for the Aged Population, ITAP 2021, held as part of the 23rd International Conference, HCI International 2021, held as a virtual event, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. ITAP 2021 includes a total of 67 papers; they focus on topics related to designing for and with older users, technology acceptance and user experience of older users, use of social media and games by the aging population, as well as applications supporting health, wellbeing, communication, social participation and everyday activities.

This book constitutes the thoroughly refereed proceedings of the First International Conference on HCI for Cybersecurity, Privacy and Trust, HCI-CPT 2019, which was held as part of the 21st HCI International Conference, HCII 2019, in Orlando, FL, USA, in July 2019. The total of 1275 papers and 209 posters included in the 35 HCII 2019 proceedings volumes were carefully reviewed and selected from 5029 submissions. HCI-CPT 2019 includes a total of 32 papers; they were organized in topical sections named: Authentication; cybersecurity awareness and behavior; security and usability; and privacy and trust.

This two-volume set LNCS 11590 and 11591 constitutes the refereed proceedings of the 6th International Conference on Learning and Collaboration Technologies, LCT 2019, held as part of the 21st International Conference on Human-Computer Interaction, HCII 2019, in Orlando, FL, USA in July 2019. The 1274 full papers 209 posters presented at the HCII 2019 conferences were carefully reviewed and selected from 5029 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of applications areas. The papers in this volume are organized in the following topical sections: mobile and ubiquitous learning; virtual reality and augmented reality systems for learning; and collaborative technology.

A smart city is a modern technology-driven urban area which uses sensing devices, information, and communication technology connected to the internet of things (IoTs) for the optimum and efficient utilization of infrastructures and services with the goal of improving the living conditions of citizens. Increasing populations, lower budgets, limited resources, and compatibility of the upgraded technologies are some of the few problems affecting the implementation of smart cities. Hence, there is continuous advancement regarding

technologies for the implementation of smart cities. The aim of this Special Issue is to report on the design and development of integrated/smart sensors, a universal interfacing platform, along with the IoT framework, extending it to next-generation communication networks for monitoring parameters of interest with the goal of achieving smart cities. The proposed universal interfacing platform with the IoT framework will solve many challenging issues and significantly boost the growth of IoT-related applications, not just in the environmental monitoring domain but in the other key areas, such as smart home, assistive technology for the elderly care, smart city with smart waste management, smart E-metering, smart water supply, intelligent traffic control, smart grid, remote healthcare applications, etc., signifying benefits for all countries.

This book constitutes the refereed proceedings of the 9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters has been accepted for publication in the HCII 2020 proceedings. The 51 papers included in this volume were organized in topical sections on interactions in public, urban and rural contexts; UX design for health and well-being; DUXU for creativity, learning and collaboration; DUXU for culture and tourism.

Quantifying the User Experience: Practical Statistics for User Research offers a practical guide for using statistics to solve quantitative problems in user research. Many designers and researchers view usability and design as qualitative activities, which do not require attention to formulas and numbers. However, usability practitioners and user researchers are increasingly

expected to quantify the benefits of their efforts. The impact of good and bad designs can be quantified in terms of conversions, completion rates, completion times, perceived satisfaction, recommendations, and sales. The book discusses ways to quantify user research; summarize data and compute margins of error; determine appropriate samples sizes; standardize usability questionnaires; and settle controversies in measurement and statistics. Each chapter concludes with a list of key points and references. Most chapters also include a set of problems and answers that enable readers to test their understanding of the material. This book is a valuable resource for those engaged in measuring the behavior and attitudes of people during their interaction with interfaces. Provides practical guidance on solving usability testing problems with statistics for any project, including those using Six Sigma practices Show practitioners which test to use, why they work, best practices in application, along with easy-to-use excel formulas and web-calculators for analyzing data Recommends ways for practitioners to communicate results to stakeholders in plain English Resources and tools available at the authors' site: http://www.measuringu.com/

The four-volume set LNCS 11746–11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019. The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named: Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative work; cyber security and e-voting

systems; design methods; design principles for safety/critical systems. Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I. Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction. Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops.

Decision support systems (DSS) are widely touted for their effectiveness in aiding decision making, particularly across a wide and diverse range of industries including healthcare, business, and engineering applications. The concepts, principles, and theories of enhanced decision making are essential points of research as well as the exact methods, tools, and technologies being implemented in these industries. From both a standpoint of DSS interfaces, namely the design and development of these technologies, along with the implementations, including experiences and utilization of these tools, one can get a better sense of how exactly DSS has changed the face of decision making and management in multi-industry applications. Furthermore, the evaluation of the impact of these technologies is essential in moving forward in the future. The Research Anthology on Decision Support Systems and Decision

Management in Healthcare, Business, and Engineering explores how decision support systems have been developed and implemented across diverse industries through perspectives on the technology, the utilizations of these tools, and from a decision management standpoint. The chapters will cover not only the interfaces, implementations, and functionality of these tools, but also the overall impacts they have had on the specific industries mentioned. This book also evaluates the effectiveness along with benefits and challenges of using DSS as well as the outlook for the future. This book is ideal for decision makers, IT consultants and specialists, software developers, design professionals, academicians, policymakers, researchers, professionals, and students interested in how DSS is being used in different industries.

The lives of people with disabilities are complex and various, and there are many situations where technology – particularly assistive technology – already makes a real difference. It is clear that smart phone and tablet computer based solutions continue to enhance the independence of many users, but it is also important that more traditional assistive technologies and services are not forgotten or neglected. This book presents the proceedings of the 14th conference of the Association for the Advancement of Assistive Technology in Europe (AAATE 2017) entitled: 'Harnessing the power of technology to improve lives', held in Sheffield, UK, in September 2017. This 4-day event about assistive technologies (AT) highlights the association's interest in innovating not only technology, but also services, and addresses the global challenge of meeting the needs of the increasing number of people who could benefit from assistive technology. The 200+ papers in the book are grouped under 30 subject headings, and include contributions on a wide range of topical subjects, including aging

well and dementia; care robotics; eHealth and apps; innovations; universal design; sport; and disordered speech. The breadth of the AAATE conference reflects people's life needs and so the book is sure to contain something of interest to all those whose work involves the design, development and use of assistive technology, whatever the situation. The photo on the front cover illustrates the breadth of assistive technologies that can improve lives. Photographer: Simon Butler.

This book constitutes the refereed proceedings of the 7th International Symposium on End-User Development, IS-EUD 2017, held in Hatfield, UK, in July 2019. The 9 full papers and 8 short papers presented were carefully reviewed and selected from 35 submissions. The papers discuss progress in research around end-user development through, or towards, methods, socio-technical environments, intelligent agents, as well as the most effective end-user programming paradigms for smart environments. Papers and submissions in all categories addressed this specific theme together with topics that have been traditionally covered by the broader themes of end-user development, such as domain specific tools, spreadsheets, educational applications, and end user aspects.

Today the world's largest economies and corporations trade in data and its products to generate value in new disruptive markets. Within these markets vast streams of data are often inaccessible or untapped and controlled by powerful monopolies. Counter to this exclusive use of data is a promising world-wide "open-data" movement, promoting freely accessible information to share, reuse and redistribute. The provision and application of open data has enormous potential to transform exclusive, technocratic "smart cities" into inclusive and responsive "open-cities". This book argues that those who contribute urban data should

benefit from its production. Like the city itself, the information landscape is a public asset produced through collective effort, attention, and resources. People produce data through their engagement with the city, creating digital footprints through social medial, mobility applications, and city sensors. By opening up data there is potential to generate greater value by supporting unforeseen collaborations, spontaneous urban innovations and solutions, and improved decision-making insights. Yet achieving more open cities is made challenging by conflicting desires for urban anonymity, sociability, privacy and transparency. This book engages with these issues through a variety of critical perspectives, and presents strategies, tools and case studies that enable this transformation.

This book is to explores a variety of facets of online learning environments to understand how learning occurs and succeeds in digital contexts and what teaching strategies and technologies are most suited to this format. Business, health, government and education are some of the core sectors of society which have been experiencing deep transformations due to a generalized digitalization. While these changes are not novel, the swift progress of technology and the rising complexity of digital environments place a focus on the need for further research and novel strategies. In the context of education, the promise of increased flexibility and broader access to educational resources is impelling much of higher education's course offerings to online environments. The 21st century learner requires an education that can be pursued anytime and anywhere and that is more aligned with the demands of a digital society. Online education not only assists students to success-fully integrate a workforce that is increasingly digital, but it helps them to become more comfortable with the use of technology in general and, hence, more prepared to be prolific digital citizens. The variety of settings

portrayed in this volume attest to the unlimited opportunities afforded by online learning and serve as valuable evidence of its benefit for students' educational experience. Moreover, these research efforts assist a more comprehensive reflection about the delivery of higher education in the context of online settings.

The two-volume set LNCS 12376 and 12377 constitutes the refereed proceedings of the 17th International Conference on Computers Helping People with Special Needs, ICCHP 2020, held in Lecco, Italy, in September 2020. The conference was held virtually due to the COVID-19 pandemic. The 104 papers presented were carefully reviewed and selected from 206 submissions. Included also are 13 introductions. The papers are organized in the following topical sections: Part I: user centred design and user participation in inclusive R&D; artificial intelligence, accessible and assistive technologies; XR accessibility – learning from the past, addressing real user needs and the technical architecture for inclusive immersive environments; serious and fun games; large-scale web accessibility observatories; accessible and inclusive digital publishing; AT and accessibility for blind and low vision users; Art Karshmer lectures in access to mathematics, science and engineering; tactile graphics and models for blind people and recognition of shapes by touch; and environmental sensing technologies for visual impairment Part II: accessibility of non-verbal communication: making spatial information accessible to people with disabilities; cognitive disabilities and accessibility – pushing the boundaries of inclusion using digital technologies and accessible eLearning environments; ICT to support inclusive education – universal learning design (ULD); hearing systems and accessories for people with hearing loss; mobile health and mobile rehabilitation for people with disabilities: current state, challenges and opportunities; innovation and

implementation in the area of independent mobility through digital technologies; how to improve interaction with a text input system; human movement analysis for the design and evaluation of interactive systems and assistive devices; and service and care provision in assistive environments 10 chapters are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

The four-volume set LNCS 6946-6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2011, held in Lisbon, Portugal, in September 2011. The fourth volume includes 27 regular papers organized in topical sections on usable privacy and security, user experience, user modelling, visualization, and Web interaction, 5 demo papers, 17 doctoral consortium papers, 4 industrial papers, 54 interactive posters, 5 organization overviews, 2 panels, 3 contributions on special interest groups, 11 tutorials, and 16 workshop papers.

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