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Human-Computer Interaction: Users and

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Interaction Design

Thematic Area, HCI 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings, Part I

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until September 1, 2020, the HCII 2020 conference was held virtually.

HCI International 2021 - Late Breaking Papers: Cognition, Inclusion, Learning, and Culture

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This book constitutes late breaking papers from the 23rd International Conference on Human-Computer Interaction, HCII 2021, which was held in July 2021. The conference was planned to take place in Washington DC, USA but had to change to a virtual conference

mode due to the COVID-19 pandemic. A total of 5222 individuals from academia, research institutes, industry, and governmental agencies from 81 countries submitted contributions, and 1276 papers and 241 posters were included in the volumes of the proceedings that were published before the start of the conference. Additionally, 174 papers and 146 posters are included in the

volumes of the proceedings published after the conference, as “Late Breaking Work” (papers and posters). The contributions thoroughly cover the entire field of HCI, addressing major advances in knowledge and effective use of computers in a variety of application areas.

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International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and

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THEMATIC AREA, HCI 2019, HELD AS PART OF THE 21ST HCI INTERNATIONAL CONFERENCE, HCII 2019, ORLANDO, FL, USA, JULY 26-31, 2019, PROCEEDINGS, PART I

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accepted for publication after a careful reviewing process. The 53 papers presented in this volume are organized in topical sections named: social media for business; electronic, mobile and ubiquitous commerce; business analytics and visualization; branding, marketing and consumer behavior; and digital innovation.

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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;

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LNCS 10271 and 10272 constitutes the refereed proceedings of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. The papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. They 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 cover the following topics: games in HCI; mobile and wearable interaction; HCI, children and learning; and HCI in complex human environments. *Human-Computer Interaction* Springer Anyone can master the fundamentals of game design - no technological expertise is necessary. *The Art of Game Design: A Book of Lenses* shows that the same basic principles of psychology that work for board games, card games and athletic games also

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are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

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