

Human–Computer Interaction Series

Aaron Marcus

Mobile Persuasion Design

Changing Behaviour by Combining
Persuasion Design with Information
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Mobile Persuasion Design Changing Behaviour By Combining Persuasion Design With Information Design Human Computer Interaction Series

Francisco Rebelo



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Human Computer Interaction Series:

Mobile Persuasion Design Aaron Marcus, 2015-11-03 Mobile Persuasion Design presents ten conceptual design projects or Machines for new mobile applications smartphone or tablet with Web portals that combine theories of persuasion and information design to change people's behaviour. Areas such as the environment, health, learning and happiness are explored looking at ways of marrying people's wants and needs to make simple, usable and desirable mobile applications. A user-centred design approach has been used adopting user experience UX methods in depth case studies and market analysis to see what a modern user needs from their mobile application. By applying concepts like persuasion theory and information architecture, try to find ways to satisfy these needs and positively change their user habits. In 2011 the Green Health and Money Machines won design awards in an international competition hosted by the International Institute for Information Design Vienna.

Corpus Approaches to Language in Social Media Matteo Di Cristofaro, 2023-08-18 This book showcases the unique possibilities of corpus linguistic methodologies in engaging with and analysing language data from social media, surveying current approaches and offering guidelines and best practices for doing language analysis. The book provides an overview of how language in social media has been approached by linguists and non-linguists before delving into the identification of the datasets requirements needed to pursue investigations in social media and of the technical aspects of particular platforms that may influence the analysis such as emoticons, retweets and metadata. Sample Python code along with general guidelines for using it is provided to empower researchers to apply these techniques in their own work supported by actual examples from three real-life case studies. Di Cristofaro highlights the full potential of using these methodologies in analysing social media language data and the ways in which they might pave the way for future applications of data analysis and processing for corpus linguistics. The book will be key reading for researchers in corpus linguistics and linguists and social scientists interested in data-driven analysis of social media.

Research and Design Innovations for Mobile User Experience R?zvano?lu, Kerem, 2013-08-31 Mobile devices allow users to remain connected with each other anytime and anywhere but flaws and limitations in the design of mobile interfaces have often constituted frustrating obstacles to usability. Research and Design Innovations for Mobile User Experience offers innovative design solutions for mobile human computer interfaces addressing both challenges and opportunities in the field to pragmatically improve the accessibility of mobile technologies. Through cutting-edge empirical studies and investigative cases, this reference book will enable designers, developers, managers and experts of mobile computer interfaces with the most up-to-date tools and techniques for providing their users with an outstanding mobile experience.

Cuteness Engineering Aaron Marcus, Masaaki Kurosu, Xiaojuan Ma, Ayako Hashizume, 2017-10-30 This state-of-the-art monograph presents a unique introduction to thinking about cuteness and its incorporation into modern, especially computer-based products and services.

Cuteness is defined and explored in relation to user centered design concepts and methods in addition to considering the history of cuteness and cuteness in other cultures especially in relation to eastern Asia The authors provide detailed analyses and histories of cuteness in Japan and in China the rise of Kawaii and Moe cultural artifacts and their relation to social psychological and design issues They also attempt an initial taxonomy of cuteness Finally detailed interviews with leading designers of cute products and services such as Hello Kitty provide an understanding of the philosophy and decision making process of designers of cuteness Cuteness Engineering Designing Adorable Products and Services will be of interest and use to a wide range of professionals researchers academics and students who are interested in exploring the world of cuteness in fresh new ways and gaining insights useful for their work and studies **Ergonomics in Design** Francisco

Rebelo,2022-07-24 **Ergonomics in Design** Proceedings of the 13th International Conference on Applied Human Factors and Ergonomics AHFE 2022 July 24 28 2022 New York USA **Technological Advancements and the Impact of**

Actor-Network Theory Tatnall, Arthur,2014-06-30 Actor Network Theory ANT has existed as a topic of interest among social theorists for decades Due to the prevalence of technology in modern society discussions over the influence of actor network theory on the changing scope of technology can assist in facilitating further research and scientific thought **Technological Advancements and the Impact of Actor Network Theory** focuses on cross disciplinary research as well as examples of the use of actor network theory in a variety of fields including medicine education business engineering environmental science computer science and social science This timely publication is well suited for reference use by academicians researchers upper level students and theorists *Congress on Smart Computing Technologies* Jagdish Chand Bansal,Harish Sharma,Antorweep Chakravorty,2025-02-24 This book presents high quality research papers presented at Congress on Smart Computing Technologies CSCT 2023 organized by SAU Center for Research and Innovative Learning SCRIL South Asian University India from 2 3 December 2023 The book extensively covers recent research in algorithms for smart computing AI and machine learning in smart computing edge computing algorithms adversarial networks and autoencoders data visualization data mining data analytics machine learning game theory high performance computing mobile and ubiquitous platforms for smart environments cloud edge fog computing technologies for smart systems Internet of Things IoT and industrial IoT technologies for smart systems smart device and hardware security privacy and economics in smart environments big data healthcare informatics smart precision agriculture smart transportation social network analysis and human computer interaction The work is presented in two volumes **Intelligent Human Systems Integration 2023**

Tareq Ahram, Waldemar Karwowski, Pepetto Di Bucchianico, Redha Taiar, Luca Casarotto and Pietro Costa,2023-02-22 Proceedings of the 6th International Conference on Intelligent Human Systems Integration IHSI 2023 Integrating People and Intelligent Systems February 22 24 2023 Venice Italy *Persuasive Technology* Thomas Ploug,Per Hasle,Harri Oinas-Kukkonen,2010-06-01 This book constitutes the proceedings of the 5th International Conference on Persuasive

Technology PERSUASIVE 2010 held in Copenhagen Denmark in June 2010 The 25 papers presented were carefully reviewed and selected from 80 submissions In addition three keynote papers are included in this volume The topics covered are emotions and user experience ambient persuasive systems persuasive design persuasion profiles designing for health psychology of persuasion embodied and conversational agents economic incentives and future directions for persuasive technology *Human-Computer Interaction. Theoretical Approaches and Design Methods* Masaaki Kurosu, 2022-06-16 The three volume set LNCS 13302 13303 and 13304 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 24th International Conference on Human Computer Interaction HCII 2022 which took place virtually in June July 2022 The 132 papers included in this HCI 2022 proceedings were organized in topical sections as follows Part I Theoretical and Multidisciplinary Approaches in HCI Design and Evaluation Methods Techniques and Tools Emotions and Design and Children Computer Interaction Part II Novel Interaction Devices Methods and Techniques Text Speech and Image Processing in HCI Emotion and Physiological Reactions Recognition and Human Robot Interaction Part III Design and User Experience Case Studies Persuasive Design and Behavioral Change and Interacting with Chatbots and Virtual Agents

Persuasive Technology. PERSUASIVE 2025 Satellite Events Isaac Wiafe, Areej Babiker, Jaap Ham, Kiemute Oyibo, Elena Vlahu-Gjorgievska, 2025-08-17 This book constitutes the proceedings of the PERSUASIVE 2025 Satellite Events held together with the 20th International Conference on Persuasive Technology in Limassol Cyprus during May 5 7 2025 The 10 full papers and 5 short papers included in this book were carefully reviewed and selected from 19 submissions They are organized in topical sections as follows Late Breaking Results Poster Presentations Demonstrations and Artefacts and Doctoral Consortium Papers **Human-Computer Interaction - INTERACT 2019** David Lamas, Fernando Loizides, Lennart Nacke, Helen Petrie, Marco Winckler, Panayiotis Zaphiris, 2019-08-28 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 The chapter Experiencing Materialized Reading Individuals Encounters with Books is open access under a CC BY 4.0 license at link.springer.com The chapter What Is Beautiful Continues to Be Good People Images and Algorithmic Inferences on Physical Attractiveness is open access under a CC BY 4.0 license at link.springer.com

Advances in Computer Entertainment Technology Adrian David Cheok, Masahiko Inami, Teresa Romão, 2018-03-02 This book constitutes the refereed conference proceedings of the 14th International Conference on Advances in Computer Entertainment Technology ACE 2017 held in London UK in December 2017 The 59 full papers presented were selected from a total of 229 submissions ACE is by nature a multi disciplinary conference therefore attracting people across a wide spectrum of interests and disciplines including computer science design arts sociology anthropology psychology and marketing The main goal is to stimulate discussion in the development of new and compelling entertainment computing and interactive art concepts and applications The chapter eSport vs iSport is open access under a CC BY 4.0 license via link.springer.com

Emerging Technologies and Future of Work Tareq Ahram and Waldemar Karwowski, Proceedings of the AHFE International Conference on Human Factors in Design Engineering and Computing AHFE 2023 Hawaii Edition Honolulu Hawaii USA 4-6 December 2023

Interactive Mobile Communication Technologies and Learning Michael E. Auer, Thrasyvoulos Tsiatsos, 2018-02-13 Interactive mobile technologies have now become the core of many if not all fields of society Not only do the younger generation of students expect a mobile working and learning environment but also the new ideas technologies and solutions introduced on a nearly daily basis also boost this trend Discussing and assessing key trends in the mobile field were the primary aims of the 11th International Conference on Interactive Mobile Communication Technologies and Learning IMCL2017 which was held in Thessaloniki from 30 November to 01 December 2017 Since being founded in 2006 the conference has been devoted to new approaches in interactive mobile technologies with a focus on learning The IMCL conferences have in the meanwhile become a central forum of the exchange of new research results and relevant trends as well as best practices This book contains papers in the fields of Future Trends and Emerging Mobile Technologies Design and Development of Mobile Learning Apps and Content Mobile Games Gamification and Mobile Learning Adaptive Mobile Environments Augmented Reality and Immersive Applications Tangible Embedded and Embodied Interaction Interactive Collaborative and Blended Learning Digital Technology in Sports Mobile Health Care and Training Multimedia Learning in Music Education 5G Network Infrastructure Case Studies Real World Experiences The content will appeal to a broad readership including policymakers academics educators researchers in pedagogy and learning theory school teachers the learning industry further education lecturers etc

Basics Interactive Design: User Experience Design

Gavin Allanwood, Peter Beare, 2014-04-24 By putting people at the centre of interactive design user experience UX techniques are now right at the heart of digital media design and development As a designer you need to create work that will impact positively on everyone who is exposed to it Whether it's passive and immutable or interactive and dynamic the success of your design will depend largely on how well the user experience is constructed User Experience Design shows how researching and understanding users expectations and motivations can help you develop effective targeted designs The authors explore the use of scenarios personas and prototyping in idea development and will help you get the most out of the latest tools and techniques to produce interactive designs that users will love With practical projects to get you started and stunning examples from some of today's most innovative studios this is an essential introduction to modern UXD

Human-Computer Interaction: Towards Intelligent and Implicit Interaction Masaaki Kurosu, 2013-07-01 The five volume set LNCS 8004 8008 constitutes the refereed proceedings of the 15th International Conference on Human Computer Interaction HCII 2013 held in Las Vegas NV USA in July 2013 The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation 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 This volume contains papers in the thematic area of human computer interaction addressing the following major topics adaptive personalised and context aware interaction computational vision in HCI emotions in HCI biophysiological aspects of interaction

Human-Computer Interaction. Interaction in Context Masaaki Kurosu, 2018-07-10 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

Human-Computer Interaction Constantine Stephanidis, Gavriel Salvendy, 2024-09-28 The pervasive influence of technology continuously shapes our daily lives From smartphones to smart homes technology is revolutionizing the way we live work and interact with each other Human computer interaction HCI is a multidisciplinary research field focusing on the study of people interacting with information technology and plays a critical role in the development of computing systems that work well for the people using them ensuring the seamless integration of interactive systems into our technologically driven lifestyles The book series

contains six volumes providing extensive coverage of the field wherein each one addresses different theoretical and practical aspects of the HCI discipline Readers will discover a wealth of information encompassing the foundational elements state of the art review in established and emerging domains analysis of contemporary advancements brought about by the evolution of interactive technologies and artificial intelligence as well as the emergence of diverse societal needs and application domains These books Showcase the pivotal role of HCI in designing interactive applications across a diverse array of domains Explore the dynamic relationship between humans and intelligent environments with a specific emphasis on the role of Artificial Intelligence AI and the Internet of Things IoT Provide an extensive exploration of interaction design by examining a wide range of technologies interaction techniques styles and devices Discuss user experience methods and tools for the design of user friendly products and services Bridge the gap between software engineering and human computer interaction practices for usability inclusion and sustainability These volumes are an essential read for individuals interested in human computer interaction research and applications

HCI International 2025 Posters Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy, 2025-06-05 The eight volume set CCIS 2522 2529 constitutes the extended abstracts of the posters presented during the 27th International Conference on Human Computer Interaction HCII 2025 held in Gothenburg Sweden during June 22 27 2025 The total of 1430 papers and 355 posters included in the HCII 2025 proceedings were carefully reviewed and selected from 7972 submissions The papers presented in these eight volumes are organized in the following topical sections Part I Virtual Tangible and Intangible Interaction HCI for Health Part II Perception Cognition and Interaction Communication Information Misinformation and Online Behavior Designing and Understanding Learning and Teaching experiences Part III Design for All and Universal Access Data Knowledge Collaboration Research and Technological Innovation Part IV Human Centered Security and Privacy Older Adults and Technology Interacting and driving Part V Interactive Technologies for wellbeing Game Design Child Computer Interaction Part VI Designing and Understanding XR Cultural Experiences Designing Sustainable Smart Human Environments Part VII Design Creativity and AI eCommerce Fintech and Customer Behavior Part VIII Interacting with Digital Culture Interacting with GenAI and LLMs

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