

Advances in Affective and Pleasurable Design

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Advances In Affective And Pleasurable Design

**Margherita Antona, Constantine
Stephanidis**



Advances In Affective And Pleasurable Design:

Advances in Affective and Pleasurable Design Yong Gu Ji, Sooshin Choi, 2021-07-19 This volume discusses pleasurable design a part of the traditional usability design and evaluation methodologies The book emphasizes the importance of designing products and services to maximize user satisfaction By combining this with traditional usability methods it increases the appeal of products and use of services This book focuses on a positive emotional approach in product service and system design and emphasizes aesthetics and enjoyment in user experience and provides dissemination and exchange of scientific information on the theoretical and practical areas of affective and pleasurable design for research experts and industry practitioners from multidisciplinary backgrounds including industrial designers emotion designer ethnographers human computer interaction researchers human factors engineers interaction designers mobile product designers and vehicle system designers

Advances in Affective and Pleasurable Design WonJoon Chung, Cliff Sungsoo Shin, 2016-07-26 This book discusses the latest advances in affective and pleasurable design It reports on important theoretical and practical issues covering a wealth of topics including aesthetics in product and system design design driven innovation affective computing evaluation tools for emotion Kansei engineering for products and services and many more This timely survey addresses experts and industry practitioners with different backgrounds such as industrial designers emotion designers ethnographers human computer interaction researchers human factors engineers interaction designers mobile product designers and vehicle system designers Based on the AHFE 2016 International Conference on Affective and Pleasurable Design held on July 27 31 2016 in Walt Disney World Florida USA the book represents an inspiring guide for all researchers and professionals in the field of design

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Advances in Industrial Design Cliff Sungsoo Shin,Giuseppe Di Bucchianico,Shuichi Fukuda,Yong-Gyun Ghim,Gianni Montagna,Cristina Carvalho,2021-07-08 This book addresses current research trends and practice in industrial design Going beyond the traditional design focus it explores a range of recent and emerging aspects concerning service design human computer interaction and user experience design sustainable design virtual and augmented reality as well as inclusive universal design and design for all A further focus is on apparel and fashion design here innovations developments and challenges in the textile industry including applications of material engineering are taken into consideration Papers on pleasurable and affective design covering studies on emotional user experience emotional interaction design and topics related to social networks are also included Based on the AHFE 2021 International Conferences on Design for Inclusion Interdisciplinary Practice in Industrial Design Affective and Pleasurable Design Kansei Engineering and Human Factors for Apparel and Textile Engineering held virtually on 25 29 July 2021 from USA this book

provides researchers and professionals in engineering design human factors and ergonomics human computer interaction and materials science with extensive information on research trends innovative methods and best practices and is expected to foster collaborations between experts from different disciplines and sectors Affective and Pleasurable Design Shuichi Fukuda,2023-07-19 Proceedings of the 14th International Conference on Applied Human Factors and Ergonomics AHFE 2023 July 20 24 2023 San Francisco USA *Distributed, Ambient and Pervasive Interactions* Norbert Streitz,Panos Markopoulos,2017-07-03 This book constitutes the refereed proceedings of the 5th International Conference on Distributed Ambient and Pervasive Interactions DAPI 2017 held as part 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 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 addressing the following major topics designing and evaluating distributed ambient and pervasive interactions natural interaction smart cities art and cultural heritage in smart environments smart environments for quality of life smart environments for learning and creativity and ambient games and humour *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 Making Smart Cities More Playable Anton Nijholt,2019-07-23 This book explores the ways in which the broad range of technologies that make up the smart city infrastructure can be harnessed to incorporate more playfulness into the day to day activities that take place within smart cities making them not only more efficient but also more enjoyable for the people who live and work within their confines The book addresses various topics that will be of interest to playable cities stakeholders including the human computer interaction and game designer communities computer scientists researching sensor and actuator technology in public spaces urban designers and hopefully urban policymakers This is a follow up to another book on Playable Cities edited by Anton Nijholt and published in 2017 in the same book series Gaming Media and Social Effects **EU Trade Mark Law and Product Protection** Lavinia Brancusi,2023-07-13 This book

employs scholarly analysis to ground practical tools for applying the EU Trade Mark law EUTM functionality refusal grounds to address business needs when registering trade marks consisting of product characteristics The study comprehensively examines the absolute grounds for a refusal of registration of functional signs under EUTM It interprets the functionality refusal grounds through objective tests focusing on the pro competition rationale of denying trade mark exclusivity on product features that are technically or aesthetically important for competitors ability to trade in alternative products The work takes a comparative approach looking at the US trade dress functionality doctrine and a law and economics perspective on the role of trade marks and brands in the marketplace It explores how competition rules related to market definition and the substitutability of products as well as marketing and design findings related to branding and aesthetics could be integrated into the legal assessment of EUTM functionality The volume will be of interest to academics and researchers working in the areas of Intellectual Property Law Trade Mark and Design Law EU Law Comparative Law and Branding

The Future of Humans and Emotional Machines Elena Giannoulis, 2025-07-18 This book explores human machine interaction in Japan providing a new focus on how and in what form people build affective bonds to new technologies To gain insights into the feelings identities fears and desires of people in our contemporary society this book brings together perspectives from Japanese studies cultural and literary studies anthropology robotics philosophy and game studies Through these lenses it reveals how narratives about machines are not merely reflections of technological capabilities but when it comes to emotional attachment are deeply embedded in cultural practices and social values In addition to discussions by leading scholars in the field from around the world this book includes two original literary contributions by award winning Japanese authors Y ko Tawada and Kei ichir Hirano as well as interviews with Japanese roboticists providing readers with the rare opportunity to learn about the motivations and inspirations behind technological advances in human machine interaction Shedding light on the mutual influence of academics producers and artists in the field of the attachment to new technologies and encouraging a dialogue between them this book will be a valuable resource for scholars and students of Japanese studies cultural and literary studies and anthropology The Open Access version of this book available at <http://www.taylorfrancis.com> has been made available under a Creative Commons Attribution Non Commercial No Derivatives CC BY NC ND 4 0 license

Routledge Encyclopedia of Technology and the Humanities Chan Sin-wai, Mak Kin-wah, Leung Sze Ming, 2024-04-29 Routledge Encyclopedia of Technology and the Humanities is a pioneer attempt to introduce a wide range of disciplines in the emerging field of techno humanities to the English reading world This book covers topics such as archaeology cultural heritage design fashion linguistics music philosophy and translation It has 20 chapters contributed by 26 local and international scholars Each chapter has its own theme and addresses issues of significant interest in the respective disciplines References are provided at the end of each chapter for further exploration into the literature of the relevant areas To facilitate an easy reading of the information presented in this volume chapters have been arranged according to the

alphabetical order of the topics covered This Encyclopedia will appeal to researchers and professionals in the field of technology and the humanities and can be used by undergraduate and graduate students studying the humanities

Kansei Engineering and Emotion Research Tzu-wei Tsai, Kuohsiang Chen, Toshimasa Yamanaka, Shinichi Koyama, Simon Schütte, Anitawati Mohd Lokman, 2024-11-15 The two volume set LNCS 2313 and LNCS 2314 constitutes the proceedings of the 10th International Conference on Kansei Engineering and Emotion Research KEER 2024 held in Taichung Taiwan during November 20-23, 2024. The 57 full papers presented in these volumes were carefully reviewed and selected from 154 submissions. These papers have been organized in the following topical sections: Part I: Emotion Research in Southeast Asia, SEA Bridging Cultures, Advancing Design Competencies Required by Different Positions for Innovation, Exploring the Intersection of Kansei Engineering and Affective Computing in Digital Media Design, Research Image and Media in Kansei Design, Innovative Design for Cultural Sustainability. Part II: Kansei Approach to Sustainability, Society Kansei in Senses and Interaction, Kansei Issues in Cross Cultural Design, Wellbeing, Experience, Quality of Life, Healthcare.

Advances in Visual Computing George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Ryan McMahan, Jason Jerald, Hui Zhang, Steven Drucker, Kambhamettu Chandra, El Choubassi Maha, Zhigang Deng, Mark Carlson, 2014-12-02 The two volume set LNCS 8887 and 8888 constitutes the refereed proceedings of the 10th International Symposium on Visual Computing ISVC 2014 held in Las Vegas, NV, USA. The 74 revised full papers and 55 poster papers presented together with 39 special track papers were carefully reviewed and selected from more than 280 submissions. The papers are organized in topical sections: Part I: LNCS 8887 comprises computational bioimaging, computer graphics, motion tracking, feature extraction and matching, segmentation, visualization, mapping, modeling, and surface reconstruction, unmanned autonomous systems, medical imaging, tracking for human activity monitoring, intelligent transportation systems, visual perception, and robotic systems. Part II: LNCS 8888 comprises topics such as computational bioimaging, recognition, computer vision applications, face processing and recognition, virtual reality, and the poster sessions.

Computers Helping People with Special Needs Klaus Miesenberger, Georgios Kouroupetroglou, 2018-07-02 The two volume set LNCS 10896 and 10897 constitutes the refereed proceedings of the 16th International Conference on Computers Helping People with Special Needs ICCHP 2018 held in Linz, Austria, in July 2018. The 101 revised full papers and 78 short papers presented were carefully reviewed and selected from 356 submissions. The papers are organized in the following topical sections: Web accessibility in the connected world, accessibility and usability of mobile platforms for people with disabilities and elderly persons, design, development, and engineering accessible system, information document design, accessible e-learning, e-learning for accessibility, AT, personalized access to TV, film, theatre, and music, digital games, accessibility, accessibility and usability of self-service terminals, technologies and systems, universal learning, design, motor and mobility disabilities, AT, HCI, care, empowerment of people with cognitive disabilities using digital technologies, augmented and alternative communication, AAC supported speech, Art Karshmer lectures in access to

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Perspectives on Design and Digital Communication Nuno Martins, Daniel Brandão, Daniel Raposo, 2020-07-09 This book shares new research findings and practical lessons learned that will foster advances in digital design communication design web multimedia and motion design graphic design and branding and other related areas It gathers the best papers presented at the 3rd International Conference on Digital Design and Communication DIGICOM 2019 held on November 15 16 2019 in Barcelos Portugal The respective contributions highlight new theoretical perspectives and practical research directions in design and communication aimed at promoting their use in a global digital world The book offers a timely guide and a source of inspiration for designers of all kinds Graphic Digital Web UI UX Design and Social Media for researchers advertisers artists entrepreneurs and brand or corporate communication managers and for teachers and advanced students

Universal Access in Human-Computer Interaction. Theory, Methods and Tools Margherita Antona, Constantine Stephanidis, 2019-07-10 This two volume set constitutes the proceedings of the 13th International Conference on Universal Access in Human Computer Interaction UAHCI 2019 held as part of the 21st International Conference HCI International 2019 which took place in Orlando FL USA 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 UAHCI 2019 includes a total of 95 regular papers they were organized in topical sections named universal access theory methods and tools novel approaches to accessibility universal access to learning and education virtual and augmented reality in universal access cognitive and learning disabilities multimodal interaction and assistive environments

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