

Human-Computer Interaction Series

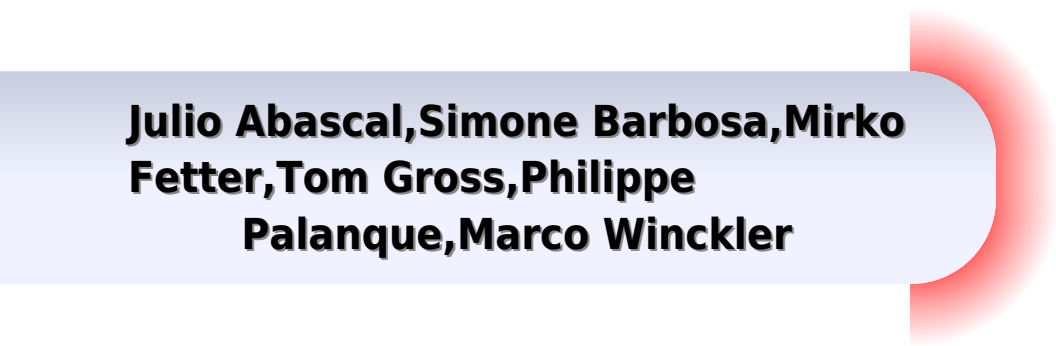
David England *Editor*

Whole Body Interaction

 Springer

Whole Body Interaction Human Computer Interaction Series

**Julio Abascal, Simone Barbosa, Mirko
Fetter, Tom Gross, Philippe
Palanque, Marco Winckler**



Whole Body Interaction Human Computer Interaction Series:

Whole Body Interaction David England, 2011-04-28 Whole Body Interaction is The integrated capture and processing of human signals from physical physiological cognitive and emotional sources to generate feedback to those sources for interaction in a digital environment England 2009 Whole Body Interaction looks at the challenges of Whole Body Interaction from the perspectives of design engineering and research methods How do we take physical motion cognition physiology emotion and social context to push boundaries of Human Computer Interaction to involve the complete set of human capabilities Through the use of various applications the authors attempt to answer this question and set a research agenda for future work Aimed at students and researchers who are looking for new project ideas or to extend their existing work with new dimensions of interaction

Whole Body Interaction David England, 2011-05-10 Whole Body Interaction is The integrated capture and processing of human signals from physical physiological cognitive and emotional sources to generate feedback to those sources for interaction in a digital environment England 2009 Whole Body Interaction looks at the challenges of Whole Body Interaction from the perspectives of design engineering and research methods How do we take physical motion cognition physiology emotion and social context to push boundaries of Human Computer Interaction to involve the complete set of human capabilities Through the use of various applications the authors attempt to answer this question and set a research agenda for future work Aimed at students and researchers who are looking for new project ideas or to extend their existing work with new dimensions of interaction

New Directions in Music and Human-Computer Interaction Simon Holland, Tom Mudd, Katie Wilkie-McKenna, Andrew McPherson, Marcelo M. Wanderley, 2019-02-06 Computing is transforming how we interact with music New theories and new technologies have emerged that present fresh challenges and novel perspectives for researchers and practitioners in music and human computer interaction HCI In this collection the interdisciplinary field of music interaction is considered from multiple viewpoints designers interaction researchers performers composers audiences teachers and learners dancers and gamers The book comprises both original research in music interaction and reflections from leading researchers and practitioners in the field It explores a breadth of HCI perspectives and methodologies from universal approaches to situated research within particular cultural and aesthetic contexts Likewise it is musically diverse from experimental to popular classical to folk including tango laptop orchestras composition and free improvisation

Music and Human-Computer Interaction Simon Holland, Katie Wilkie, Paul Mulholland, Allan Seago, 2013-03-12 This agenda setting book presents state of the art research in Music and Human Computer Interaction also known as Music Interaction Music Interaction research is at an exciting and formative stage Topics discussed include interactive music systems digital and virtual musical instruments theories methodologies and technologies for Music Interaction Musical activities covered include composition performance improvisation analysis live coding and collaborative music making Innovative approaches to existing musical activities are explored as well as tools that

make new kinds of musical activity possible Music and Human Computer Interaction is stimulating reading for professionals and enthusiasts alike researchers musicians interactive music system designers music software developers educators and those seeking deeper involvement in music interaction It presents the very latest research discusses fundamental ideas and identifies key issues and directions for future work

Human-Computer Interaction - INTERACT 2015 Julio Abascal, Simone Barbosa, Mirko Fetter, Tom Gross, Philippe Palanque, Marco Winckler, 2015-08-31 The four volume set LNCS 9296 9299 constitutes the refereed proceedings of the 15th IFIP TC13 International Conference on Human Computer Interaction INTERACT 2015 held in Bamberg Germany in September 2015 The 47 papers included in the second volume are organized in topical sections on computer supported cooperative work and social computing end user development evaluation methods usability evaluation eye tracking gesture interaction HCI and security HCI for developing regions and social development HCI for education

New Directions in Third Wave Human-Computer Interaction: Volume 2 - Methodologies Michael Filimowicz, Veronika Tzankova, 2018-06-27 This is the first extensive compilation documenting contemporary third wave HCI covering key methodological developments at the leading edge of human computer interactions Now in its second decade as a major current of HCI research the third wave integrates insights from the humanities and social sciences to emphasize human dimensions beyond workplace efficiency or cognitive capacities Where the earliest HCI work has been strongly based on the concept of human machine coupling which expanded to workplace collaboration as computers came into mainstream professional use today HCI can connect to almost any human experience because there are new applications for every aspect of daily life Volume 2 Methodologies covers methodological approaches grounded in autoethnography empathy based design crowdsourcing psychometrics user engagement speculative design somatics embodied cognition peripheral practices and transdisciplinarity

Human Movements in Human-Computer Interaction (HCI) Cezary Biele, 2021-12-01 This book discusses human computer interaction HCI which is a multidisciplinary field of study which aims at developing and implementing tools and techniques to attain an effective and efficient interaction between the humans the users and computers In recent years there is an increase of interest of HCI researchers and practitioners in the inclusion of gaze gestures which can greatly enhance the communication between the human user and the computer as well as other more physical communication involving all what can be learned from movements of the human body from face hand leg foot etc to the whole body movement even extending to the involvement of groups of agents even society These explicitly human centric issues in the development design analysis and implementation of the HCI systems are discussed in the book A comprehensive state of the art is given complemented with original own proposals As opposed to more traditional formal and IT based analyses the discussion is here more focused on relevant research results from psychology and psychophysiology and other soft cognitive etc sciences Remarks on the relevance of affective computing are also mentioned

Usability and User Experience Tareq Ahram, Christianne Falcão, 2024-07-24

Proceedings of the 15th International Conference on Applied Human Factors and Ergonomics and the Affiliated Conferences Nice France 24 27 July 2024 Designing with the Body Kristina Hook, 2024-03-12 Interaction design that entails a qualitative shift from a symbolic language oriented stance to an experiential stance that encompasses the entire design and use cycle With the rise of ubiquitous technology data driven design and the Internet of Things our interactions and interfaces with technology are about to change dramatically incorporating such emerging technologies as shape changing interfaces wearables and movement tracking apps A successful interactive tool will allow the user to engage in a smooth embodied interaction creating an intimate correspondence between users actions and system response And yet as Kristina H k points out current design methods emphasize symbolic language oriented and predominantly visual interactions In Designing with the Body H k proposes a qualitative shift in interaction design to an experiential felt aesthetic stance that encompasses the entire design and use cycle H k calls this new approach soma design it is a process that reincorporates body and movement into a design regime that has long privileged language and logic Soma design offers an alternative to the aggressive rapid design processes that dominate commercial interaction design it allows and requires a slow thoughtful process that takes into account fundamental human values She argues that this new approach will yield better products and create healthier more sustainable companies H k outlines the theory underlying soma design and describes motivations methods and tools She offers examples of soma design encounters and an account of her own design process She concludes with A Soma Design Manifesto which challenges interaction designers to restart their field to focus on bodies and perception rather than reasoning and intellect **Human-Computer Interaction - INTERACT 2019** David Lamas, Fernando Loizides, Lennart Nacke, Helen Petrie, Marco Winckler, Panayiotis Zaphiris, 2019-08-24 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

Contemporary Sensorimotor Theory John Mark Bishop, Andrew Owen Martin, 2014-02-08 This book analyzes the philosophical foundations of sensorimotor theory and discusses the most recent applications of sensorimotor theory to human computer interaction child s play virtual reality robotics and linguistics Why does a circle look curved and not angular Why does red not sound like a bell Why as I interact with the world is there something it is like to be me An analytic philosopher might suggest if we ponder the concept of circle we find that it is the essence of a circle to be round However where does this definition come from Was it set in stone by the Gods in other words by divine arbiters of circleness redness and consciousness Particularly with regard to visual consciousness a first attempt to explain why our conscious experience of the world appears as it does has been attributed to Kevin O Regan and Alva Noe who published their sensorimotor account of vision and visual consciousness in 2001 Starting with a chapter by Kevin O Regan *Contemporary Sensorimotor Theory* continues by presenting fifteen additional essays on as many developments achieved in recent years in this field It provides readers with a critical review of the sensorimotor theory and in so doing introduces them to a radically new enactive approach in cognitive science

Distributed, Ambient, and Pervasive Interactions Norbert Streitz, Constantine Stephanidis, 2013-07-02 This book constitutes the refereed proceedings of the 5th International Conference on Distributed Ambient and Pervasive Interactions DAPI 2013 held as part of the 15th International Conference on Human Computer Interaction HCII 2013 held in Las Vegas USA in July 2013 jointly with 12 other thematically similar conferences 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 The total of 54 contributions was carefully reviewed and selected for inclusion in the DAPI proceedings The papers are organized in the following topical sections natural interaction context awareness in smart and intelligent environments design and evaluation of smart and intelligent environments smart cities multi user group and collaborative interaction smart everyday living and working environments

Cage-based Performance Capture Yann Savoye, 2013-09-17 Nowadays highly detailed animations of live actor performances are increasingly easier to acquire and 3D Video has reached considerable attentions in visual media production In this book we address the problem of extracting or acquiring and then reusing non rigid parametrization for video based animations At first sight a crucial challenge is to reproduce plausible boneless deformations while preserving global and local captured properties of dynamic surfaces with a limited number of controllable flexible and reusable parameters To solve this challenge we directly rely on a skin detached dimension reduction thanks to

the well known cage based paradigm First we achieve Scalable Inverse Cage based Modeling by transposing the inverse kinematics paradigm on surfaces Thus we introduce a cage inversion process with user specified screen space constraints Secondly we convert non rigid animated surfaces into a sequence of optimal cage parameters via Cage based Animation Conversion Building upon this reskinning procedure we also develop a well formed Animation Cartoonization algorithm for multi view data in term of cage based surface exaggeration and video based appearance stylization Thirdly motivated by the relaxation of prior knowledge on the data we propose a promising unsupervised approach to perform Iterative Cage based Geometric Registration This novel registration scheme deals with reconstructed target point clouds obtained from multi view video recording in conjunction with a static and wrinkled template mesh Above all we demonstrate the strength of cage based subspaces in order to reparametrize highly non rigid dynamic surfaces without the need of secondary deformations To the best of our knowledge this book opens the field of Cage based Performance Capture

Arts and Technology Anthony Lewis Brooks,Elif Ayiter,Onur Yazicigil,2015-05-23 This book constitutes the thoroughly refereed proceedings of the Fourth International Conference on Arts and Technology ArtsIT 2014 held in Istanbul Turkey in November 2014 The 17 revised full papers presented were carefully selected and reviewed from numerous submissions ArtsIT has become a leading scientific forum for the dissemination of cutting edge research results in the area of arts design and technology The papers focus on IT technologies artists designers and industrial members and offer content creators tools that expand the means of expression of the traditional design field

Human-Computer Interaction Masaaki Kurosu,Ayako Hashizume,2024-05-31 This five volume set LNCS 14684 14688 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 26 International Conference on Human Computer Interaction HCII 2024 held in Washington DC USA during June 29 July 4 2024 The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions The VAMR 2024 proceedings were organized in the following topical sections Part I HCI Theory and Design and Evaluation Methods and Tools Emotions in HCI Part II Human Robot Interaction Child Computer Interaction Part III HCI for Mental Health and Psychological Wellbeing HCI in Healthcare Part IV HCI Environment and Sustainability Design and User Experience Evaluation Case Studies Part V Multimodality and Natural User Interfaces HCI AI Creativity Art and Culture

Interaction Techniques and Technologies in Human-Computer Interaction Constantine Stephanidis,Gavriel Salvendy,2024-08-30 This book offers a thorough exploration of interaction design by examining various technologies interaction techniques styles and devices This book Assists readers in acquiring a deep understanding of diverse ways humans interact with computer technologies and in selecting the most suitable approach for various interactive scenarios Introduces cutting edge interaction techniques including multimodal and gesture based interaction wearables haptic speech and sound based interaction embodied interaction and more Advances beyond traditional interfaces to large and multiscreen interactions proxemics brain computer interfaces affective computing and Extended Reality This book will

appeal to individuals interested in Human Computer Interaction research and applications Universal Access in Human-Computer Interaction. Multimodality and Assistive Environments 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 **Human-Computer Interactions in Museums**

Eva Hornecker, Luigina Ciolfi, 2022-05-31 Museums have been a domain of study and design intervention for Human Computer Interaction HCI for several decades However while resources providing overviews on the key issues in the scholarship have been produced in the fields of museum and visitor studies no such resource as yet existed within HCI This book fills this gap and covers key issues regarding the study and design of HCIs in museums Through an on site focus the book examines how digital interactive technologies impact and shape galleries exhibitions and their visitors It consolidates the body of work in HCI conducted in the heritage field and integrates it with insights from related fields and from digital heritage practice Processes of HCI design and evaluation approaches for museums are also discussed This book draws from the authors extensive knowledge of case studies as well as from their own work to provide examples reflections and illustrations of relevant concepts and problems This book is designed for students and early career researchers in HCI or Interaction Design for more seasoned investigators who might approach the museum domain for the first time and for researchers and practitioners in related fields such as heritage and museum studies or visitor studies Designers who might wish to understand the HCI perspective on visitor facing interactive technologies may also find this book useful

Universal Access in Human-Computer Interaction. Design for All and eInclusion Constantine

Stephanidis, 2011-06-27 The four volume set LNCS 6765 6768 constitutes the refereed proceedings of the 6th International Conference on Universal Access in Human Computer Interaction UAHCI 2011 held as Part of HCI International 2011 in Orlando FL USA in July 2011 jointly with 10 other conferences addressing the latest research and development efforts and highlighting the human aspects of design and use of computing systems The 57 revised papers included in the first volume were carefully reviewed and selected from numerous submissions The papers are organized in the following topical sections design for all methods and tools Web accessibility approaches methods and tools multimodality adaptation and personalization and eInclusion policy good practice legislation and security issues Embodied Human-Computer Interaction in Vocal

Music Performance Franziska Baumann, 2023-01-09 This SpringerBrief provides a unique insight into the practice and

research of the connections between voice HCI and embodiment. Specifically, it explores how the voice can be embodied and mediated by means of gestural communication through sensor interfaces and aims to situate and contextualise various aspects that generate meaningful connections in such interactive interface performance. The author offers an approach for understanding creative practices between humans and computers in gestural live music performance from the perspective of the embodied relationships created within such systems. Underlying practices, principles, and sensor technologies that support creativity in embodied human computer interaction in vocal music performance are examined, and a dynamic framework and tools for anyone wishing to engage with this subject in depth are presented. The book is essential reading not only for musicians, composers, researchers, application developers, musicologists, and educators but also for students and tertiary institutions as well as actors and dramaturgs in a music context.

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