Persuasive Technology 11th International Conference Persuasive 2016 Salzburg Austria April 5 7 2016 Proceedings Lecture Notes In Computer Science

This book constitutes the thoroughly refereed post-proceedings of the Second International Conference on Persuasive Technology for Human Well-Being, PERSUASIVE 2007, held in Palo Alto, CA, USA, in April 2007. The 37 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers are organized in topical sections and cover a broad range of subjects.

This book constitutes the refereed proceedings of the 11th International Conference on Mobile Web and Information Systems, MobiWIS 2014, held in Barcelona, Spain, in August 2014. The 24 papers presented were carefully reviewed and selected from 75 submissions and cover topics such as: mobile software systems, middleware/SOA for mobile systems, context- and location-aware services, data management in the mobile web, mobile cloud services, mobile web of things, mobile web security, trust and privacy, mobile networks, protocols and applications, mobile commerce and business services, HCI in mobile applications, social media, and adaptive approaches for mobile computing.

Dr. Max Jalowski designs strategies for revolutionizing workshops by introducing persuasive technology.His results show that investigating the behavior of participants in design workshops offers various application potentials for persuasive technology. He presents scenarios how established persuasive technologies can be used in participatory design and how new technologies can be designed. Furthermore, he presents four artifacts for the application in workshopswhich contribute to the generation of design knowledge. Finally,he derives design principles to support future applications and research. About the author Dr. Max Jalowski is a postdoctoral researcher at Friedrich-Alexander-Universitat Erlangen-Nurnberg (FAU), Department of Information Systems, Chair of Information Systems Innovation and Value Creation (Prof. Dr. Kathrin M. Moslein). His research focuses ondesigningtechnologies, persuasive technology, user behavior in creativeprocesses and digital innovation.

This book constitutes the refereed proceedings of the 10th International Conference on Persuasive Technology, PERSUASIVE 2015, held in Chicago, IL, USA in June 2015. The 19 revised full papers and 5 revised short papers presented were carefully reviewed and selected from 41 submissions. The papers are grouped in topical sections on understanding individuals, empowering individuals and understanding and empowering communities.

This book constitutes the refereed proceedings of the 15th International Conference on Persuasive Technology, PERSUASIVE 2020, held in Aalborg, Denmark, in April 2020. The 18 full papers presented in this book were carefully reviewed and selected from 79 submissions. The papers are grouped in the following topical sections: methodological and theoretical perspectives on persuasive design; persuasive in practice, digital insights; persuasive technologies for health and wellbeing; persuasive solutions for a sustainable future; and on security and ethics in persuasive technology.

This book constitutes the thoroughly refereed proceedings of the 9th International Conference on e-Infrastructure and e-Services for Developing Countries, AFRICOMM 2017, held in Lagos, Nigeria, in December 2017. The 19 full papers, 12 short papers and 5 workshop papers were carefully selected from 81 submissions. The papers were presented in eight sessions: e-government, network and load management, digital inclusion, knowledge extraction, representation and sharing, networks and communications, ICT applications for development, decision support, e-business and e-services, internet measurement.

This book constitutes the refereed proceedings of the 14th International Conference on Mobile Web and Intelligent Information Systems, MobiWIS 2017, held in Prague, Czech Republic, in August 2017. The 23 full papers together with 4 short papers presented in this volume were carefully reviewed and selected from 77 submissions. The call for papers of the MobiWis 2017 included new and emerging areas such as: mobile web systems, recommender systems, security and authentication, context-awareness, mobile web and advanced applications, cloud and IoT, mobility management, mobile and wireless networks, and mobile web practice and experience.

This 2-volume set constitutes the refereed proceedings of the 4th International Conference on HCI in Business, Government and Organizations, HCIBGO 2017, held as part of the 19 International Conference on Human-Computer Interaction , HCII 2017, which took place in Vancouver, Canada, in July 2017. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 35 papers presented in this volume, focusing on supporting business, are organized in topical sections named: e-commerce and consumer behavior; social media for business; analytics, visualization and decision support.

Knowledge-based Configuration incorporates knowledge representation formalisms to capture complex product models and reasoning methods to provide intelligent interactive behavior with the user. This book represents the first time that corporate and academic worlds collaborate integrating research and commercial benefits of knowledge-based configuration. Foundational interdisciplinary material is provided for composing models from increasingly complex products and services. Case studies, the latest research, and graphical knowledge representations that increase understanding of knowledge-based configuration provide a toolkit to continue to push the boundaries of what configurators can do and how they enable companies and customers to thrive. Includes detailed discussion of state-of-the art configuration knowledge engineering approaches such as automated testing and debugging, redundancy detection, and conflict management Provides an overview of the application of knowledge-based configuration technologies in the form of real-world case studies from SAP, Siemens, Kapsch, and more Explores the commercial benefits of knowledge-based configuration technologies to business sectors from services to industrial equipment Uses concepts that are based on an example personal computer configuration knowledge base that is represented in an UML-based graphical language

This book constitutes the refereed post-conference proceedings of the 16th International Conference on Persuasive Technology, PERSUASIVE 2021, held as a virtual event, in April 2021. The 17 full papers presented in this book together with 8 short papers were carefully reviewed and selected from 67 submissions. The papers are grouped in topical

sections as follows: persuasive affective technology; digital marketing, ecommerce, etourism and smart ecosystems; and persuasion and education.

This book constitutes the refereed proceedings of the 11th International Conference on Persuasive Technology, PERSUASIVE 2016, held in Salzburg, Austria, in April 2016. The 27 revised full papers and 3 revised short papers presented were carefully reviewed and selected from 73 submissions. The papers are grouped in topical sections on individual differences, theoretical reflections, prevention and motivation, methods and models, games and gamification, interventions for behavior change, and design strategies and techniques.

Prominent experts from science and the humanities explore issues in robot ethics that range from sex to war. Robots today serve in many roles, from entertainer to educator to executioner. As robotics technology advances, ethical concerns become more pressing: Should robots be programmed to follow a code of ethics, if this is even possible? Are there risks in forming emotional bonds with robots? How might society—and ethics—change with robotics? This volume is the first book to bring together prominent scholars and experts from both science and the humanities to explore these and other questions in this emerging field. Starting with an overview of the issues and relevant ethical theories, the topics flow naturally from the possibility of programming robot ethics to the ethical use of military robots in war to legal and policy questions, including liability and privacy concerns. The contributors then turn to human-robot emotional relationships, examining the ethical implications of robots as sexual partners, caregivers, and servants. Finally, they explore the possibility that robots, whether biological-computational hybrids or pure machines, should be given rights or moral consideration. Ethics is often slow to catch up with technological developments. This authoritative and accessible volume fills a gap in both scholarly literature and policy discussion, offering an impressive collection of expert analyses of the most crucial topics in this increasingly important field.

This book offers a comprehensive yet concise overview of the challenges and opportunities presented by the use of artificial intelligence in healthcare. It does so by approaching the topic from multiple perspectives, e.g. the nursing, consumer, medical practitioner, healthcare manager, and data analyst perspective. It covers human factors research, discusses patient safety issues, and addresses ethical challenges, as well as important policy issues. By reporting on cutting-edge research and hands-on experience, the book offers an insightful reference guide for health information technology professionals, healthcare managers, healthcare practitioners, and patients alike, aiding them in their decision-making processes. It will also benefit students and researchers whose work involves artificial intelligence-related research issues in healthcare.

This book constitutes the refereed proceedings of the 11th International Conference on User Modeling, UM 2007, held in Corfu, Greece in July 2007. Coverage includes evaluating user/student modeling techniques, data mining and machine learning for user modeling, user adaptation and usability, modeling affect and meta-cognition, as well as intelligent information retrieval, information filtering and content personalization.

This book constitutes the refereed proceedings of the 14th International Conference on Persuasive Technology, PERSUASIVE 2019, held in Limassol, Cyprus, in April 2019. The 29 full papers presented were carefully reviewed and selected from 79 submissions. The papers demonstrate how persuasive technologies can help solve societal issues. They were subsequently grouped in the following topical sections: Terminologies and methodologies; self-monitoring and reflection; systems development process; drones and automotives; ethical and legal aspects; special application domains; motivation and goal setting; personality, age and gender; social support; user types and tailoring.

This book constitutes the proceedings of the 11th International Conference on Artificial General Intelligence, AGI 2018, held in Prague, Czech Republic, in August 2018. The 19 regular papers and 10 poster papers presented in this book were carefully reviewed and selected from 52 submissions. The conference encourage interdisciplinary research based on different understandings of intelligence, and exploring different approaches. As the AI field becomes increasingly commercialized and well accepted, maintaining and emphasizing a coherent focus on the AGI goals at the heart of the field remains more critical than ever.

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 irlSport' is open access under a CC BY 4.0 license via link.springer.com.

This book gathers selected theoretical and applied science papers presented at the 2016 Regional Conference of Sciences, Technology and Social Sciences (RCSTSS 2016), organized biannually by the Universiti Teknologi MARA Pahang, Malaysia. Addressing a broad range of topics, including architecture, computer science, engineering, environmental and management, furniture, forestry, health and medicine, material science, mathematics, plantation and agrotechnology, sports science and statistics, the book serves as an essential platform for disseminating research findings, and inspires positive innovations in the region's development. The carefully reviewed papers in this volume present work by researchers of local, regional and global prominence. Taken together, they offer a valuable reference guide and point of departure for all academics and students who want to pursue further research in their respective fields.

This book constitutes the thoroughly refereed proceedings of the 11th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2016, held in St. John, Newfoundland, Canada, in May 2016. The 11 full papers, 2 short papers and 9 short papers describing prototypes and products were carefully reviewed

and selected from 54 submissions. The papers are organized around the following topics: methodological aspects of design science; applications of design science research to real world design problems, for example in social media, health care systems, embedded technologies, climate, security.

This book offers valuable new insights into the design of culturally-aware systems. In its first part, it is devoted to presenting selected Culturally-Aware Intelligent Systems devised in the field of Artificial Intelligence and its second part consists of two sub-parts that offer a source of inspiration for building modelizations of Culture and of its influence on the human mind and behavior, to be used in new Culturally-Aware Intelligent Systems. Those sub-parts present the results of experiments conducted in two fields that study Culture and its influence on the human mind's functions: Cultural Neuroscience and Cross-Cultural Psychology. In this era of globalization, people from different countries and cultures have the opportunity to interact directly or indirectly in a wide variety of contexts. Despite differences in their ways of thinking and reasoning, their behaviors, their values, lifestyles, customs and habits, languages, religions – in a word, their cultures – they must be able to collaborate on projects, to understand each other's views, to communicate in such a way that they don't offend each other, to anticipate the effects of their actions on others, and so on. As such, it is of primary importance to understand how culture affects people's mental activities, such as perception, interpretation, reasoning, emotion and behavior, in order to anticipate possible misunderstandings due to differences in handling the same situation, and to try and resolve them. Artificial Intelligence, and more specifically, the field of Intelligent Systems design, aims at building systems that mimic the behavior of human beings in order to complete tasks more efficiently than humans could by themselves. Consequently, in the last decade, experts and scholars in the field of Intelligent Systems have been increasingly tackling the notion of cultural awareness. A Culturally-Aware Intelligent System can be defined as a system where Culture-related or, more generally, socio-cultural information is modeled and used to design the human-machine interface, or to provide support with the task carried out by the system, be it reasoning, simulation or any other task involving cultural knowledge.

This two-volume set LNCS 11576 and 11577 constitutes the thoroughly refereed proceedings of the 11th International Conference on Cross-Cultural Design, CCD 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. CCD 2019 includes a total of 80 papers; they were organized in topical sections named: Part I, Methods, Tools and User Experience: Cross-cultural design methods and tools; culture-based design; cross-cultural user experience; cultural differences, usability and design; aesthetics and mindfulness. Part II, Culture and Society: Cultural products; experiences and creativity; design for social change and development; cross-cultural product and service design; intercultural learning.

In this age of information overload, people use a variety of strategies to make choices about what to buy, how to spend their leisure time, and even whom to date. Recommender systems automate some of these strategies with the goal of providing affordable, personal, and high-quality recommendations. This book offers an overview of approaches to developing state-of-the-art recommender systems. The authors present current algorithmic approaches for generating personalized buying proposals, such as collaborative and content-based filtering, as well as more interactive and knowledge-based approaches. They also discuss how to measure the effectiveness of recommender systems and illustrate the methods with practical case studies. The final chapters cover emerging topics such as recommender systems in the social web and consumer buying behavior theory. Suitable for computer science researchers and students interested in getting an overview of the field, this book will also be useful for professionals looking for the right technology to build real-world recommender systems.

Assistive technology has made it feasible for individuals with a wide range of impairments to engage in many activities, such as education and employment, in ways not previously possible. The key factor is to create consumer-driven technologies that solve the problems by addressing the needs of persons with visual impairments. Assistive Technology for Blindness and Low Vision explores a broad range of technologies that are improving the lives of these individuals. Presenting the current state of the art, this book emphasizes what can be learned from past successful products, as well as what exciting new solutions the future holds. Written by world-class leaders in their field, the chapters cover the physiological bases of vision loss and the fundamentals of orientation, mobility, and information access for blind and low vision individuals. They discuss technology for multiple applications (mobility, wayfinding, information access, education, work, entertainment), including both established technology and cutting-edge research. The book also examines computer and digital media access and the scientific basis for the theory and practice of sensory substitution. This volume provides a holistic view of the elements to consider when designing assistive technology for persons with visual impairment, keeping in mind the need for a user-driven approach to successfully design products that are easy to use, well priced, and fill a specific need. Written for a broad audience, this book provides a comprehensive overview and in-depth descriptions of current technology for designers, engineers, practitioners, rehabilitation professionals, and all readers interested in the challenges and promises of creating successful assistive technology.

This two-volume set LNCS 12645-12646 constitutes the refereed proceedings of the 16th International Conference on Diversity, Divergence, Dialogue, iConference 2021, held in Beijing, China, in March 2021. The 32 full papers and the 59 short papers presented in this two-volume set were carefully reviewed and selected from 225 submissions. They cover topics such as: AI and machine learning; data science; human-computer interaction; social media; digital humanities; education and information literacy; information behavior; information governance and ethics; archives and records; research methods; and institutional management.

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.

Persuasive 2009; 4th International Conference on Persuasive Technology Apr 26, 2009-Apr 29, 2009 Claremont, USA. You can view more information about this proceeding and all of ACMs other published conference proceedings from the ACM Digital Library: http://www.acm.org/dl.

This book constitutes the refereed proceedings of the First International Conference on Persuasive Technology for human well-being, PERSUASIVE 2006. The 31 revised full papers presented together with 1 introductory paper are organized in topical sections on psychological principles of persuasive technology, persuasive technology: theory and modelling, design, applications and evaluations, ethics of persuasive technology persuasive gerontechnology, and ambient intelligence and persuasive technology.

This book constitutes the refereed proceeding of the 23rd International Conference on Collaboration and Technology, CRIWG 2017, held in Saskatoon, Canada, in August 2017. The 14 full papers presented together with 5 work-in-progress papers were carefully reviewed and selected from 33 submissions. The papers focus on collaboration technology design, development, and evaluation. The background research is influenced by a number disciplines, such as computer science, management science, information systems, engineering, psychology, cognitive sciences, and social sciences

Research on assistive technologies is undergoing many developments in its effectiveness in helping those with varying impairments. New technologies are constantly being created, researched, and implemented for those who need these technological aides in daily life. Assistive Technologies for Physical and Cognitive Disabilities combines worldwide cases on people with physical and cognitive disabilities with the latest applications in assistive technologies. This reference work brings different researchers together under one title to discuss current findings, developments, and ongoing research in the area of rehabilitative technology. This reference book is of critical use to professionals, researchers, healthcare practitioners, caretakers, academicians, and students.

This book aims to explore and discuss theories and technologies for the development of socially competent and culture-aware embodied conversational agents for elderly care. To tackle the challenges in ageing societies, this book was written by experts who have a background in assistive technologies for elderly care, culture-aware computing, multimodal dialogue, social robotics and synthetic agents. Chapter 1 presents a vision of an intelligent agent to illustrate the current challenges for the design and development of adaptive systems. Chapter 2 examines how notions of trust and empathy may be applied to human–robot interaction and how it can be used to create the next generation of emphatic agents, which address some of the pressing issues in multicultural ageing societies. Chapter 3 discusses multimodal machine learning as an approach to enable more effective and robust modelling technologies and to develop socially competent and culture-aware embodied conversational agents for elderly care. Chapter 4 explores the challenges associated with real-world field tests and deployments. Chapter 5 gives a short introduction to socio-cognitive language processing that describes the idea of coping with everyday language, irony, sarcasm, humor, paralinguistic information such as the physical and mental state and traits of the dialogue partner, and social aspects. This book grew out of the Shonan Meeting seminar entitled "Multimodal Agents for Ageing and Multicultural Societies" held in 2018 in Japan. Researchers and practitioners will be helped to understand the emerging field and the identification of promising approaches from a variety of disciplines such as human–computer interaction, artificial intelligence, modelling, and learning.

Today, people living in cities see up to 5000 ads per day, many on public displays. More and more of these public displays are networked and equipped with sensors, making them part of a global infrastructure that is currently emerging. Such displays provide the opportunity to create a benefit for society in the form of immersive experiences and relevant content. In this way, they can overcome the display blindness that evolved over the years. Two main reasons prevent this vision from coming true: first, public displays are stuck with traditional advertising as the driving business model. Second, no common ground exists for researchers or advertisers that outline important challenges. The main contribution of this thesis is presenting a design space for advertising on public displays that identifies important challenges - mainly from an HCI perspective. The results are envisioned to provide a basis for future research and for practitioners to shape future advertisements on public displays in a positive way.

This book constitutes the refereed proceedings of the 9th International Conference on Persuasive Technology, PERSUASIVE 2014, held in Padua, Italy, in May 2014. The 27 revised full papers and 12 revised short papers presented were carefully reviewed and selected from 58 submissions. In addition to the themes of persuasive technology dealt with in the previous editions of the conference, this edition highlighted a special theme, i.e. persuasive, motivating, empowering videogames.

This book presents recent machine learning paradigms and advances in learning analytics, an emerging research discipline concerned with the collection, advanced processing, and extraction of useful information from both educators' and learners' data with the goal of improving education and learning systems. In this context, internationally respected researchers present various aspects of learning analytics and selected application areas, including: • Using learning analytics to measure student engagement, to quantify the learning experience and to facilitate self-regulation; • Using learning analytics to predict student performance; • Using learning analytics to create learning materials and educational courses; and • Using learning analytics as a tool to support learners and educators in synchronous and asynchronous eLearning. The book offers a valuable asset for professors, researchers, scientists, engineers and students of all disciplines. Extensive bibliographies at the end of each chapter guide readers to probe further into their application areas of interest.

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In the modern era each new innovation poses its own special ethical dilemma. How can human society adapt to these new forms of expression, commerce, government, citizenship, and learning while holding onto its ethical and moral principles? The Changing Scope of Technoethics in Contemporary Society is a critical scholarly resource that examines the existing intellectual platform within the field of technoethics. Featuring coverage on a broad range of topics such as ethical perspectives on internet safety, technoscience, and ethical hacking communication, this book is geared towards academicians, researchers, and students seeking current research on domains of technoethics.

The four LNCS volume set 9175-9178 constitutes the refereed proceedings of the 9th International Conference on Learning and Collaboration Technologies, UAHCI 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers of the four volume set address the following major topics: LNCS 9175, Universal Access in Human-Computer Interaction: Access to today's technologies (Part I), addressing the following major topics: LNCS 9175: Design and evaluation methods and tools for universal access, universal access to the web, universal access to mobile interaction, universal access to information, communication and media. LNCS 9176: Gesture-based interaction, touch-based and haptic Interaction, visual and multisensory experience, sign language technologies, and smart and assistive environments LNCS 9177: Universal Access to Education, universal access to health applications and services, games for learning and therapy and cognitive disabilities and cognitive support and LNCS 9178: Universal access to culture, orientation, navigation and driving, accessible security and voting, universal access to the built environment and ergonomics and universal access.