Persuasive Technology Using Computers To Change What We Think And Do Interactive Technologies

This book constitutes the refereed proceedings of the 12th International Conference on Persuasive Technology, PERSUASIVE 2017, held in Amsterdam, The Netherlands, in April 2017. The 23 revised full papers presented were carefully reviewed and selected from 85 submissions. The papers are grouped in topical sections on health(care), monitoring, and coaching; personality, personalization, and persuasion; motivations, facilitators, and barriers; design principles and strategies.

Technology has changed communication drastically in recent years, facilitating the speed and ease of communicating, and also redefining and shaping linguistics, etiquette, and social communication norms. The Handbook of Research on Computer Mediated Communication provides academics and practitioners with an authoritative collection of research on the implications and social effects computers have had on communication. With 69 chapters of innovative research contributed by over 90 of the world's leading experts in computer mediated communication, the Handbook of Research on Computer Mediated Communication is a must-have addition to every library collection.

This book is composed by the papers accepted for presentation and discussion at The 2019 International Conference on Information Technology & Systems (ICITS'20), held at the Universidad Distrital Francisco José de Caldas, in Bogotá, Colombia, on 5th to 7th February 2020. ICIST is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, professional experiences and challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered are: information and knowledge management; organizational models and information systems; software and systems modelling; software systems, architectures, applications and tools; multimedia systems and applications; computer networks, mobility and pervasive systems; intelligent and decision support systems; big data analytics and applications; human–computer interaction; ethics, computers & security; health informatics; information technologies in education.

This book constitutes the proceedings of the 7th International Conference on Persuasive Technology, PERSUASIVE 2012, held in Linköping, Sweden, in June 2012. The 21 full papers presented together with 5 short papers were carefully reviewed and selected from numerous submissions. In addition three keynote papers are included in this volume. The papers cover the typical fields of persuasive technology, such as health, safety and education.

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.

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and

students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

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.

Can computers change what you think and do? Can they motivate you to stop smoking, persuade you to buy insurance, or convince you to join the Army? "Yes, they can," says Dr. B.J. Fogg, director of the Persuasive Technology Lab at Stanford University. Fogg has coined the phrase "Captology"(an acronym for computers as persuasive technologies) to capture the domain of research, design, and applications of persuasive computers.In this thought-provoking book, based on nine years of research in captology, Dr. Fogg reveals how Web sites, software applications, and mobile devices can be used to change people's attitudes and behavior. Technology designers, marketers, researchers, consumers" anyone who wants to leverage or simply understand the persuasive power of interactive technology" will appreciate the compelling insights and illuminating examples found inside. Persuasive technology can be controversial" and it should be. Who will wield this power of digital influence? And to what end? Now is the time to survey the issues and explore the principles of persuasive technology, and B.J. Fogg has written this book to be your guide. * Filled with key term definitions in persuasive computing *Provides frameworks for understanding this domain *Describes real examples of persuasive technologies

An exploration of the way videogames mount arguments and make expressive statements about the world that analyzes their unique persuasive power in terms of their computational properties. Videogames are an expressive medium, and a persuasive medium; they represent how real and imagined systems work, and they invite players to interact with those systems and form judgments about them. In this innovative analysis, Ian Bogost examines the way videogames mount arguments and influence players. Drawing on the 2,500-year history of rhetoric, the study of persuasive expression, Bogost analyzes rhetoric's unique function in software in general and videogames in particular. The field of media studies already analyzes visual rhetoric, the art of using imagery and visual representation persuasively. Bogost argues that videogames, thanks to their basic representational mode of procedurality (rule-based representations and interactions), open a new domain for persuasion; they realize a new form of rhetoric. Bogost calls this new form "procedural rhetoric," a type of rhetoric tied to the core affordances of computers: running processes and executing rule-based symbolic manipulation. He argues further that videogames have a unique persuasive power that goes beyond other forms of computational persuasion. Not only can videogames support existing social and cultural positions, but they can also disrupt and change these positions themselves, leading to potentially significant long-term social change. Bogost looks at three areas in which videogame persuasion has already taken form and shows considerable potential: politics, advertising, and learning.

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.

Hailed on first publication as a compendium of foundational principles and cutting-edge research, The Human-Computer Interaction Handbook has become the gold standard reference in this field. Derived from select chapters of this groundbreaking and authoritative resource, Human-Computer Interaction Fundamentals emphasizes emerging topics such as sen

This two-volume set LNCS 10907 and 10908 constitutes the refereed proceedings of the 12th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2018, held as part of HCI International 2018 in Las Vegas, NV, USA, in July 2018.The total of 1170 papers and 195 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4373 submissions. The 49 papers presented in this volume were organized in topical sections named: design for all, accessibility and usability; alternative I/O techniques, multimodality and adaptation; non-visual interaction; and designing for cognitive disabilities.

This book constitutes the refereed proceedings of the Third International Conference on Learning and Collaboration Technologies, LCT 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, in Toronto, Canada, in July 2016, in conjunction with 14 thematically similar conferences. The 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions. The papers 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 are organized in the following thematic sections: instructional design; interaction techniques and platforms for learning; learning performance; web-based, mobile and ubiquitous learning; intelligent learning environments; learning technologies; collaboration technologies; and cultural and social aspects of learning and collaboration technologies.

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 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. 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.

Here is the fourth of a four-volume set that constitutes the refereed proceedings of the 12th International Conference on Human-Computer Interaction, HCII 2007, held in Beijing, China, jointly with eight other thematically similar conferences. It covers business applications; learning and entertainment; health applications; work and collaboration support; web-based and mobile applications; as well as, advanced design and development support.

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.

This book constitutes the refereed proceedings of the Third International Conference on Persuasive Technology, PERSUASIVE 2008, held in Oulu, Finland, in June 2008. The 17 revised full papers and 12 revised short papers presented together with 3 keynote papers were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections on social network systems, knowledge management, applications, conceptual frameworks, perspectives on persuasive technology, peer-to-peer and social networks, self-persuasion and timing, well-being

applications, and theoretical considerations.

This book constitutes the refereed proceedings of the Third EAI International Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2017, held in Pisa, Italy, November 29-30, 2017. The 38 revised full papers presented were carefully reviewed and selected from 70 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way. Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.

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.

An overview of the study of "captology"--the study of computers as persuasive technologies--examines the integration of behavior altering techniques and information technology.

Digital technology plays a vital role in today's need for instant information access. The simplicity of acquiring and publishing online information presents new challenges in establishing and evaluating online credibility. Online Credibility and Digital Ethos: Evaluating Computer-Mediated Communication highlights important approaches to evaluating the credibility of digital sources and techniques used for various digital fields. This book brings together research in computer mediated communication along with the affects digital culture and online credibility.

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.

The ways in which humans communicate with one another is constantly evolving. Technology plays a large role in this evolution via new methods and avenues of social and business interaction. Optimizing Human-Computer Interaction With Emerging Technologies is a primary reference source featuring the latest scholarly perspectives on technological breakthroughs in user operation and the processes of communication in the digital era. Including a number of topics such as health information technology, multimedia, and social media, this publication is ideally designed for professionals, technology developers, and researchers seeking current research on technology's role in communication.

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 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.

International interest in the use of assistive and ambient information and communication technologies to support people with a range of cognitive impairments is growing rapidly. Autism spectrum disorders (ASDs), which affect social skills, communicative abilities and behavior, are of particular interest. The number of diagnosed cases has continued to grow in recent decades, and the impairments associated with ASDs mean individuals affected are at risk of social isolation and marginalization. Although helping people with autism to overcome their difficulties has always required the joint expertise of various fields, the widely shared view is that innovative ICT may hold the key to more efficient support and intervention in the near future. This book summarizes the results and conclusions of HANDS, an international research and development project supported by the 7th Framework Programme of the European Commission. The aim of the HANDS project was to develop and test a smartphone-based cognitive support system for intellectually able young people with ASDs, with a focus on use in secondary school environments. The results presented here include the HANDS system: a partly mobile, partly web-based cognitive support system based on principles of Persuasive Design; a unique multi-mode research methodology, applying both various quantitative and qualitative techniques to test the applicability and efficiency of the system; an exploration of relevant conceptual issues from the point of view of Persuasive Design and its philosophical foundations; a mapping of key ethical issues related to developing and applying mobile ICT for individuals with autism and other cognitive impairments. The experiences of teachers who implemented the system in school environments are also summarized. These results can be seen as snapshots of an evolutionary process, but the conclusions drawn here are significant for future developments with mobile assistive technology for people with ASD, as well as for other conditions. The book will be of interest to professionals working with young people with ASD, human-computer interaction professionals, as well as others working in the broader field of mobile assistive technology.

This second edition of The Human-Computer Interaction Handbook provides an updated, comprehensive overview of the

most important research in the field, including insights that are directly applicable throughout the process of developing effective interactive information technologies. It features cutting-edge advances to the scientific ???????????????,????????????,?????????????????????????

This book constitutes the refereed proceedings of the 8th International Conference on Persuasive Technology, PERSUASIVE 2013, held in Sydney, NSW, Australia, in April 2013. The 16 revised full papers and 12 revised short papers presented were carefully reviewed and selected from 47 submissions. The papers address not only typical persuasive domains like health and environment, but also cover emerging research topics, such as data safety and evaluation of persuasive technologies.

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 gathers the proceedings of the 16th International Conference on Computing and Information Technology (IC2IT 2020), held on May 14th–15th, 2020, at Dusit Thani Pattaya, Thailand. The topics covered include big data, artificial intelligence, machine learning, natural language processing, speech recognition, image and video processing, and deep learning. In turn, the topics represent major research and engineering directions for autonomous driving, language assistants, automatic translation, and answering systems. Lastly, they are responses to major economic changes around the world, which are increasingly shaped by the need for enhanced globalization and worldwide cooperation, and by emerging global problems.

This two-volume set LNCS 12789 and 12790 constitutes the refereed proceedings of the Third International Conference on HCI in Games, HCI-Games 2021, held as part of the 23rd International Conference, HCI International 2021, which took place in July 2021. Due to COVID-19 pandemic the conference was held virtually. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of HCI-Games 2021, Part I, are organized in topical sections named: Experience Design in Games; User Engagement and Game Impact; Game Mechanics.

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