

Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity

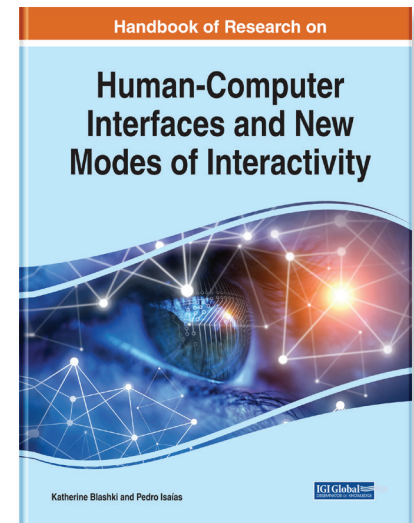
Part of the Advances in Computational Intelligence and Robotics Book Series

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Description:

Due to its versatility and accessibility, individuals all around the world routinely use various forms of technology to interact with one another. Over the years, the design and development of technologies and interfaces have increasingly aimed to improve the human-computer interactive experience in unimaginable ways.

The **Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity** is a collection of innovative research on the methods and applications of interactive technologies in the modern age. Highlighting topics including digital environments, sensory applications, and transmedia applications, this book is ideally designed for academicians, researchers, HCI developers, programmers, IT consultants, and media specialists seeking current research on the design, application, and advancement of different media technologies and interfaces that can support interaction across a wide range of users.



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Topics Covered:

- Cross-Cultural Design
- Design Approaches
- Digital Environments
- Emerging Technologies
- Global Culture
- Persuasive Design
- Sensory Applications
- Storytelling
- Transmedia Applications
- Virtual Learning

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