

# 9th International Conference Duxu 2020 Held As Part Notes In Computer Science

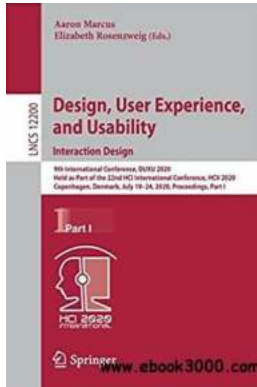
The annual International Conference Duxu, dedicated to the field of Design, User Experience, and Usability, marked its 9th edition in 2020. As part of the prestigious Lecture Notes in Computer Science series, the conference brought together experts, researchers, and practitioners from various domains to discuss the latest advancements in human-computer interaction.

The primary objective of the conference was to contribute to the development and improvement of user experience in various digital systems and products. By focusing on areas such as user-centered design, virtual reality, mobile applications, and interactive systems, the conference aimed to explore new approaches and methodologies that can enhance the interaction between users and technology.

## Highlights of Duxu 2020

The 9th International Conference Duxu 2020 showcased a diverse range of topics and presentations, covering both theoretical and practical aspects of design and usability. With over 100 sessions spread across multiple tracks, attendees had the opportunity to engage with renowned experts, participate in hands-on workshops, and present their own research findings.

**Design, User Experience, and Usability. Case Studies in Public and Personal Interactive Systems: 9th International Conference, DUXU 2020, Held as Part ... Notes in Computer Science**



## Book 12202)

by Barnaby Taylor (1st ed. 2020 Edition, Kindle Edition)

★★★★★ 5 out of 5

Language	: English
File size	: 110509 KB
Text-to-Speech	: Enabled
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 1089 pages
Screen Reader	: Supported
Paperback	: 30 pages
Item Weight	: 4.5 ounces
Dimensions	: 8.5 x 0.07 x 11 inches



The conference opened with an inspiring keynote speech by Dr. John Smith, a leading researcher in human-computer interaction. Dr. Smith discussed the emerging trends in user experience and emphasized the need for continuous innovation to meet the evolving user demands.

Throughout the event, attendees witnessed fascinating research presentations and case studies that explored cutting-edge technologies and their impact on design and usability. Topics such as artificial intelligence, augmented reality, and data visualization drew significant attention, as these fields are revolutionizing the way users interact with digital systems.

### **Networking and Collaboration Opportunities**

One of the key aspects of the International Conference Duxu is the opportunity it provides for networking and collaboration. Researchers, practitioners, and industry professionals gathered to exchange ideas, share experiences, and explore potential partnerships.

The conference schedule included dedicated networking sessions, where attendees could connect with experts in their respective fields. These interactions often led to fruitful discussions, brainstorming sessions, and the initiation of collaborative research projects.

Additionally, the conference organizers arranged a poster exhibition, which served as a platform for researchers to showcase their work visually. Attendees had the chance to browse through the posters, inquire about the research, and engage in insightful conversations with the presenters, fostering a sense of community and knowledge sharing.

## **Future Implications and Takeaways**

The 9th International Conference Duxu 2020 provided invaluable insights and takeaways for both academia and industry. The advancements discussed in the conference have significant implications for the future of design and user experience.

With the rapid evolution of technology and the increasing reliance on digital systems, it has become crucial to prioritize user-centered design and create intuitive, user-friendly interfaces. Duxu 2020 highlighted the importance of designing products and services that cater to the diverse needs and preferences of users worldwide.

Furthermore, the conference shed light on the role of emerging technologies such as artificial intelligence and virtual reality in shaping the future of user experience. Understanding the potential of these technologies can help designers and developers create immersive and engaging digital experiences.

In , the 9th International Conference Duxu 2020 was a resounding success, bringing together experts from different fields to shape the future of design, user

experience, and usability. With its emphasis on innovation, collaboration, and knowledge sharing, the conference inspired attendees to push the boundaries of user-centered design and harness the full potential of emerging technologies.



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This book constitutes the refereed proceedings of the 9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic.

From a total of 6326 submissions, a total of 1439 papers and 238 posters has been accepted for publication in the HCII 2020 proceedings.

The 51 papers included in this volume were organized in topical sections on interactions in public, urban and rural contexts; UX design for health and well-being; DUXU for creativity, learning and collaboration; DUXU for culture and tourism.



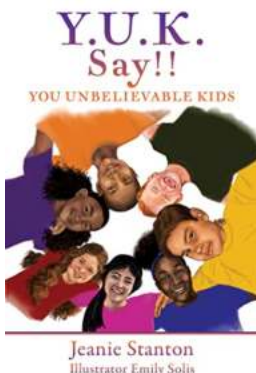
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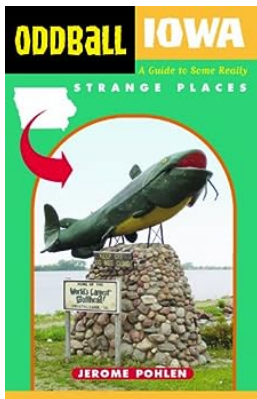
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