Proceedings, The Second AAAI Conference on Human Computation and Crowdsourcing

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Jeffrey P. Bigham
and David Parkes
Conference Chairs

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Proceedings The Second Aaai Conference On Human Computation And Crowdsourcing:

Proceedings, the Second AAAI Conference on Human Computation and Crowdsourcing Jeffrey P. Bigham,David Parkes,2014-10-21 The HCOMP conference was created as a venue for exchanging ideas and developments on principles experiments and implementations of systems that rely on programmatic access to human intellect to perform some aspect of computation or where human perception knowledge reasoning or coordinated physical activities contributes to the operation of larger systems and applications Human computation promises to play an important role in research on principles of artificial intelligence as well as in the engineering of systems that can take advantage of the changing complementarities of human and machine intellect   **Computational Interaction** Antti Oulasvirta,Per Ola Kristensson,Xiaojun Bi,Andrew Howes,2018-01-10 This book presents computational interaction as an approach to explaining and enhancing the interaction between humans and information technology Computational interaction applies abstraction automation and analysis to inform our understanding of the structure of interaction and also to inform the design of the software that drives new and exciting human computer interfaces The methods of computational interaction allow for example designers to identify user interfaces that are optimal against some objective criteria They also allow software engineers to build interactive systems that adapt their behaviour to better suit individual capacities and preferences Embedded in an iterative design process computational interaction has the potential to complement human strengths and provide methods for generating inspiring and elegant designs Computational interaction does not exclude the messy and complicated behaviour of humans rather it embraces it by for example using models that are sensitive to uncertainty and that capture subtle variations between individual users It also promotes the idea that there are many aspects of interaction that can be augmented by algorithms This book introduces computational interaction design to the reader by exploring a wide range of computational interaction techniques strategies and methods It explains how techniques such as optimisation economic modelling machine learning control theory formal methods cognitive models and statistical language processing can be used to model interaction and design more expressive efficient and versatile interaction   **Macrotask Crowdsourcing** Vassillis-Javed Khan,Konstantinos Papangelis,Ioanna Lykourentzou,Panos Markopoulos,2019-08-06 Crowdsourcing is an emerging paradigm that promises to transform several domains creative work business work cultural cooperation etc Crowdsourcing reflects the close knit interplay between the latest computer technologies the rapidly changing work model of the 21st century and the very nature of people The interplay makes for an exciting but at the same time challenging new field to investigate under the lens of a diverse set of disciplines ranging from the technical to the social and from the theoretical to the applied Early research has focused on an aspect of crowdsourcing known as micro tasking Micro tasks are simple tasks like image annotations that anyone could perform An emerging area is how to utilize crowdsourcing to solve problems that go beyond simple tasks towards more complex ones that require collaboration and creativity In juxtaposition to micro task crowdsourcing this book

investigates macro task crowdsourcing and its potential **Mobile Crowdsourcing** Jie Wu,En Wang,2023-07-16 This book offers the latest research results in recent development on the principles techniques and applications in mobile crowdsourcing It presents state of the art content and provides an in depth overview of the basic background in this related field Crowdsourcing involves a large crowd of participants working together to contribute or produce goods and services for the society The early 21st century applications of crowdsourcing can be called crowdsourcing 1 0 which includes businesses using crowdsourcing to accomplish various tasks such as the ability to offload peak demand access cheap labor generate better results in a timely matter and reach a wider array of talent outside the organization Mobile crowdsensing can be described as an extension of crowdsourcing to the mobile network to combine the idea of crowdsourcing with the sensing capacity of mobile devices As a promising paradigm for completing complex sensing and computationtasks mobile crowdsensing serves the vital purpose of exploiting the ubiquitous smart devices carried by mobile users to make conscious or unconscious collaboration through mobile networks Considering that we are in the era of mobile internet mobile crowdsensing is developing rapidly and has great advantages in deployment and maintenance sensing range and granularity reusability and other aspects Due to the benefits of using mobile crowdsensing many emergent applications are now available for individuals business enterprises and governments In addition many new techniques have been developed and are being adopted This book will be of value to researchers and students targeting this topic as a reference book Practitioners government officials business organizations and even customers working participating or those interested in fields related to crowdsourcing will also want to purchase this book **Intelligent Computing Methodologies** De-Shuang Huang,Abir Hussain,Kyungsook Han,M. Michael Gromiha,2017-07-20 This three volume set LNCS 10361 LNCS 10362 and LNAI 10363 constitutes the refereed proceedings of the 13th International Conference on Intelligent Computing ICIC 2017 held in Liverpool UK in August 2017 The 212 full papers and 20 short papers of the three proceedings volumes were carefully reviewed and selected from 612 submissions This third volume of the set comprises 67 papers The papers are organized in topical sections such as Intelligent Computing in Robotics Intelligent Computing in Computer Vision Intelligent Control and Automation Intelligent Agent and Web Applications Fuzzy Theory and Algorithms Supervised Learning Unsupervised Learning Kernel Methods and Supporting Vector Machines Knowledge Discovery and Data Mining Natural Language Processing and Computational Linguistics Advances of Soft Computing Algorithms and Its Applications Rozaida Ghazali Advances in Swarm Intelligence Algorithm Computational Intelligence and Security for Image Applications in SocialNetwork Biomedical Image Analysis Information Security Machine Learning Intelligent Data Analysis and Prediction **Design Thinking Research** Hasso Plattner,Christoph Meinel,Larry Leifer,2017-10-26 This book summarizes the results of Design Thinking Research Program at Stanford University in Palo Alto California USA and the Hasso Plattner Institute in Potsdam Germany Offering readers a closer look at design thinking its innovation processes and methods it covers topics ranging from

how to design ideas methods and technologies to creativity experiments and creative collaboration in the real world and the interplay between designers and engineers But the topics go beyond this in their detailed exploration of design thinking and its use in IT systems engineering fields and even from a management perspective The authors show how these methods and strategies actually work in companies and introduce new technologies and their functions Furthermore readers learn how special purpose design thinking can be used to solve thorny problems in complex fields Thinking and devising innovations are fundamentally and inherently human activities so is design thinking Accordingly design thinking is not merely the result of special courses nor of being gifted or trained it s a way of dealing with our environment and improving techniques technologies and life This edition offers a historic perspective on the theoretical foundations of design thinking Within the four topic areas various frameworks methodologies mindsets systems and tools are explored and further developed The first topic area focuses on team interaction while the second part addresses tools and techniques for productive collaboration The third section explores new approaches to teaching and enabling creative skills and lastly the book examines how design thinking is put into practice All in all the contributions shed light and provide deeper insights into how to support the collaboration of design teams in order to systematically and successfully develop innovations and design progressive solutions for tomorrow *Decision Support Systems X: Cognitive Decision Support Systems and Technologies* José María Moreno-Jiménez,Isabelle Linden,Fatima Dargam,Uchitha Jayawickrama,2020-05-18 This book constitutes the proceedings of the 6th International Conference on Decision Support Systems Technologies ICDSST 2020 organised in Zaragoza Spain in May 2020 The conference was held online only due to the Corona pandemic The EWG DSS series of International Conference on Decision Support System Technology ICDSST is planned to consolidate the tradition of annual events organized by the EWG DSS in offering a platform for European and international DSS communities comprising the academic and industrial sectors to present state of the art DSS research and developments to discuss current challenges that surround decision making processes to exchange ideas about realistic and innovative solutions and to co develop potential business opportunities The main topic of this year s conference was Cognitive Decision Support Systems and Technologies The 13 papers presented in this volume were carefully reviewed and selected from 51 submissions Theywere organized in topical sections named methodological contributions case studies and applications and overview on the current state and future trends of DSS BI and data analytics research **Evaluation in the Crowd. Crowdsourcing and Human-Centered Experiments** Daniel Archambault,Helen Purchase,Tobias Hoßfeld,2017-09-27 As the outcome of the Dagstuhl Seminar 15481 on Crowdsourcing and Human Centered Experiments this book is a primer for computer science researchers who intend to use crowdsourcing technology for human centered experiments The focus of this Dagstuhl seminar held in Dagstuhl Castle in November 2015 was to discuss experiences and methodological considerations when using crowdsourcing platforms to run human centered experiments to test the effectiveness of visual representations The inspiring Dagstuhl

atmosphere fostered discussions and brought together researchers from different research directions The papers provide information on crowdsourcing technology and experimental methodologies comparisons between crowdsourcing and lab experiments the use of crowdsourcing for visualisation psychology QoE and HCI empirical studies and finally the nature of crowdworkers and their work their motivation and demographic background as well as the relationships among people forming the crowdsourcing community   Online Citizen Science and the Widening of Academia Vickie Curtis,2018-04-20 This book examines the increasing popularity of online citizen science projects arising from developments in ICT and rapid improvements in data storage and generation As these new technologies allow for much higher levels of participation collaboration and interaction the author explores what online citizen science projects reveal about the democratisation of science and distributed engagement with authentic research Analysing the wider appeal of these projects as well as their potential for informal science learning and creating communities of practice this book asks whether citizen and researcher will ever be on equal footing Drawn from years of mixed methods research this volume sheds light on this under researched subject area despite its recent growth and enormous potential It is sure to be of interest to students and scholars of democratised knowledge citizen science and online learning as well as those already involved in citizen science

Advances in Affective and Pleasurable Design Shuichi Fukuda,2018-06-26 This book discusses the latest advances in affective and pleasurable design Further it reports on important theoretical and practical issues covering a wealth of topics including aesthetics in product and system design design driven innovation affective computing evaluation tools for emotion Kansei engineering for products and services and many more Based on the AHFE 2018 International Conference on Affective and Pleasurable Design held on July 21 25 2018 in Orlando Florida USA the book provides a timely survey and inspiring guide for all researchers and professionals involved in design e g industrial designers emotion designers ethnographers human computer interaction researchers human factors engineers interaction designers mobile product designers and vehicle system designers   *HHAI 2023: Augmenting Human Intellect* Paul Lukowicz,Sven Mayer,Janin Koch,John Shawe-Taylor,2023-07-15 Artificial intelligence AI has been much in the news recently with some commentators expressing concern that AI might eventually replace humans But many developments in AI are designed to enhance and supplement the performance of humans rather than replace them and a novel field of study with new approaches and solutions to the development of AI has arisen to focus on this aspect of the technology This book presents the proceedings of HHAI2023 the 2nd International Conference on Hybrid Human Artificial Intelligence held from 26 30 June 2023 in Munich Germany The HHAI international conference series is focused on the study of artificially intelligent systems that cooperate synergistically proactively responsibly and purposefully with humans amplifying rather than replacing human intelligence and invites contributions from various fields including AI human computer interaction the cognitive and social sciences computer science philosophy among others A total of 78 submissions were received for the main conference track and most papers

were reviewed by at least three reviewers The overall final acceptance rate was 43% with 14 contributions accepted as full papers 14 as working papers and 6 as extended abstracts The papers presented here cover topics including interactive hybrid agents hybrid intelligence for decision support hybrid intelligence for health and values such as fairness and trust in hybrid intelligence We further accepted 17 posters and 4 demos as well as 8 students to the first HHAI doctoral consortium this year The authors of 4 working papers and 2 doctoral consortium submissions opted for not publishing their submissions to allow a later full submission resulting in a total of 57 papers included in this proceedings Addressing all aspects of AI systems that assist humans and emphasizing the need for adaptive collaborative responsible interactive and human centered artificial intelligence systems which can leverage human strengths and compensate for human weaknesses while considering social ethical and legal considerations the book will be of interest to all those working in the field **Frontiers of Algorithmic Wisdom** Minming Li,Xiaoming Sun,2023-01-01 This book constitutes the proceedings of the International Joint Conference on Theoretical Computer Science Frontier of Algorithmic Wisdom IJTCS FAW 2022 for the 16th International Conference on Frontier of Algorithmic Wisdom FAW and the third International Joint Conference on Theoretical Computer Science IJTCS held in Hong Kong China in August 15 19 2022 FAW started as the Frontiers of Algorithmic Workshop in 2007 at Lanzhou China and was held annually from 2007 to 2021 and published archival proceedings IJTCS the International joint theoretical Computer Science Conference started in 2020 aimed to bring in presentations covering active topics in selected tracks in theoretical computer science To accommodate the diversified new research directions in theoretical computer science FAW and IJTCS joined their forces together to organize an event for information exchange of new findings and work of enduring value in the field In addition to four keynote speakers 26 invited speakers and 19 contributed speakers IJTCS FAW2022 organized Forums for undergraduate research young PhD graduates young TCS faculty members female researchers as well as a forum in Conscious AI and a CSIAM Forum in blockchain The 19 full papers presented in this book were carefully reviewed and selected from 25 submissions They were organized in topical sections as follows Algorithmic Game Theory Game Theory in Block Chain Frontiers of Algorithmic Wisdom Computational and Network Economics

Artificial Intelligence for Human Computer Interaction: A Modern Approach Yang Li,Otmar Hilliges,2021-11-04 This edited book explores the many interesting questions that lie at the intersection between AI and HCI It covers a comprehensive set of perspectives methods and projects that present the challenges and opportunities that modern AI methods bring to HCI researchers and practitioners The chapters take a clear departure from traditional HCI methods and leverage data driven and deep learning methods to tackle HCI problems that were previously challenging or impossible to address It starts with addressing classic HCI topics including human behaviour modeling and input and then dedicates a section to data and tools two technical pillars of modern AI methods These chapters exemplify how state of the art deep learning methods infuse new directions and allow researchers to tackle long standing and newly emerging HCI problems

alike Artificial Intelligence for Human Computer Interaction A Modern Approach concludes with a section on Specific Domains which covers a set of emerging HCI areas where modern AI methods start to show real impact such as personalized medical design and UI automation *Machine Learning and Knowledge Extraction* Andreas Holzinger,Peter Kieseberg,A Min Tjoa,Edgar Weippl,2021-08-11 This book constitutes the refereed proceedings of the 5th IFIP TC 5 TC 12 WG 8 4 WG 8 9 WG 12 9 International Cross Domain Conference CD MAKE 2021 held in virtually in August 2021 The 20 full papers and 2 short papers presented were carefully reviewed and selected from 48 submissions The cross domain integration and appraisal of different fields provides an atmosphere to foster different perspectives and opinions it will offer a platform for novel ideas and a fresh look on the methodologies to put these ideas into business for the benefit of humanity **ECAI 2016** G.A. Kaminka,M. Fox,P. Bouquet,2016-08-24 Artificial Intelligence continues to be one of the most exciting and fast developing fields of computer science This book presents the 177 long papers and 123 short papers accepted for ECAI 2016 the latest edition of the biennial European Conference on Artificial Intelligence Europe s premier venue for presenting scientific results in AI The conference was held in The Hague the Netherlands from August 29 to September 2 2016 ECAI 2016 also incorporated the conference on Prestigious Applications of Intelligent Systems PAIS 2016 and the Starting AI Researcher Symposium STAIRS The papers from PAIS are included in this volume the papers from STAIRS are published in a separate volume in the Frontiers in Artificial Intelligence and Applications FAIA series Organized by the European Association for Artificial Intelligence EurAI and the Benelux Association for Artificial Intelligence BNVKI the ECAI conference provides an opportunity for researchers to present and hear about the very best research in contemporary AI This proceedings will be of interest to all those seeking an overview of the very latest innovations and developments in this field **Information in Contemporary Society** Natalie Greene Taylor,Caitlin Christian-Lamb,Michelle H. Martin,Bonnie Nardi,2019-03-12 This book constitutes the proceedings of the 14th International Conference on Information in Contemporary Society iConference 2019 held in Washington DC USA in March April 2019 The 44 full papers and 33 short papers presented in this volume were carefully reviewed and selected from 133 submitted full papers and 88 submitted short papers The papers are organized in the following topical sections Scientific work and data practices methodological concerns in big data research concerns about smart interactions and privacy identity questions in online communities measuring and tracking scientific literature limits and affordances of automation collecting data about vulnerable populations supporting communities through public libraries and infrastructure information behaviors in academic environments data driven storytelling and modeling online activism digital libraries curation and preservation social media text mining and sentiment analysis data and information in the public sphere engaging with multi media content understanding online behaviors and experiences algorithms at work innovation and professionalization in technology communities information behaviors on Twitter data mining and NLP informing technology design through offline experiences digital tools for health management

environmental and visual literacy and addressing social problems in iSchool research   **Human-centered AI: Crowd computing** Jie Yang,Alessandro Bozzon,Ujwal Gadiraju,Matthew Lease,2023-06-02   **Human-Computer Interaction** Constantine Stephanidis,Gavriel Salvendy,2024-09-28 The pervasive influence of technology continuously shapes our daily lives From smartphones to smart homes technology is revolutionizing the way we live work and interact with each other Human computer interaction HCI is a multidisciplinary research field focusing on the study of people interacting with information technology and plays a critical role in the development of computing systems that work well for the people using them ensuring the seamless integration of interactive systems into our technologically driven lifestyles The book series contains six volumes providing extensive coverage of the field wherein each one addresses different theoretical and practical aspects of the HCI discipline Readers will discover a wealth of information encompassing the foundational elements state of the art review in established and emerging domains analysis of contemporary advancements brought about by the evolution of interactive technologies and artificial intelligence as well as the emergence of diverse societal needs and application domains These books Showcase the pivotal role of HCI in designing interactive applications across a diverse array of domains Explore the dynamic relationship between humans and intelligent environments with a specific emphasis on the role of Artificial Intelligence AI and the Internet of Things IoT Provide an extensive exploration of interaction design by examining a wide range of technologies interaction techniques styles and devices Discuss user experience methods and tools for the design of user friendly products and services Bridge the gap between software engineering and human computer interaction practices for usability inclusion and sustainability These volumes are an essential read for individuals interested in human computer interaction research and applications   **Human-Computer Interaction in Intelligent Environments** Constantine Stephanidis,Gavriel Salvendy,2024-08-29 This book offers readers a holistic understanding of intelligent environments encompassing their definition design interaction paradigms the role of Artificial Intelligence AI and the associated broader philosophical and procedural aspects Elaborates on AI research and the creation of intelligent environments Zooms in on designing interactions with the IoT intelligent agents and robots Discusses overarching topics for the design of intelligent environments including user interface adaptation design for all sustainability cybersecurity privacy and trust Provides insights into the intricacies of various intelligent environment contexts such as in automotive urban interfaces smart cities and beyond This book has been written for individuals interested in Human Computer Interaction research and applications   Advances in Information Retrieval Allan Hanbury,Gabriella Kazai,Andreas Rauber,Norbert Fuhr,2015-03-16 This book constitutes the proceedings of the 37th European Conference on IR Research ECIR 2015 held in Vienna Austria in March April 2015 The 44 full papers 41 poster papers and 7 demonstrations presented together with 3 keynotes in this volume were carefully reviewed and selected from 305 submissions The focus of the papers were on following topics aggregated search and diversity classification cross lingual and discourse efficiency evaluation event mining

and summarisation information extraction recommender systems semantic and graph based models sentiment and opinion social media specific search tasks temporal models and features topic and document models user behavior and reproducible IR

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