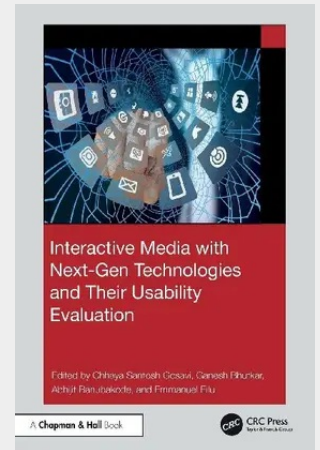


## Interactive Media with Next-Gen Technologies and Their Usability Evaluation

Interactive media are a human-machine interface that allows people to connect with each other by making them active participants in the media they consume through text, graphics, audio and video. This book presents the challenges and opportunities presented by emerging media technologies to explore usability evaluation. It covers the current trends in interactive media technologies such as, Social Media, Dark Patterns, Internet of Things (IoT), Android Development, Assistive Technologies and Augmented Reality (AR) / Virtual Reality (VR). It explores various application areas such Education, Film and Television, Agriculture, Cyber Security, Bird Conservation, Smart Vehicles, Fashion Technology and e-Learning. Key features of this edited book are as follows: ? Evaluates related Interactive Media Technologies and Applications for assessment and enhancement of their usability? Illustrates current discussions on Interactive Media Technologies such as Social Media, Dark Patterns, Internet of Things (IoT), Android Development, Assistive Technologies and Augmented Reality (AR) / Virtual Reality (VR)? Includes various case studies from application areas such as Education, Film and Television, Agriculture, Cyber Security, Bird Conservation, Smart Vehicles, Fashion Technology and e-Learning, which are helpful for researchers? Presents concept illustrations with appropriate figures, tables and suitable descriptions in a reader-friendly way This book is ideal for both beginners and experts working in the fields of HCI, Multimedia Techniques and Next-Gen Technologies.

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