

HCI 2020

HUMAN-COMPUTER INTERACTION THEMATIC AREA

HCI International 2020

19-24 July 2020, AC Bella Sky Hotel and Bella Center, Copenhagen, Denmark Jointly held under one management and one registration with HCI International 2020

http://2020.hci.international/hci

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HCI 2020 is a Thematic Area of the 22nd International Conference on Human-Computer Interaction (HCI International 2020), that will be held in Copenhagen, Denmark, 19-24 July 2020, at the Bella Center.

This Thematic Area addresses challenging and innovative topics in Human-Computer Interaction theory, methodology and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others.

HCI is a field in need of significant innovation and breakthroughs towards radically new future forms of interaction. We encourage participation in the HCI Thematic area as a forum for scientific research and innovation in Human-Computer Interaction.

The related topics include, but are not limited to:

- General: HCI Theories and Methods; Design Process Management; Conceptual Design and Planning; User Survey; Requirement Engineering; Design Methods and Techniques; Evaluation Methods and Techniques; UX (User Experience); HCI in Industry and Business; Design Thinking; Heuristics and Guidelines for Design; Psychology, Cognition, and Social Sciences
- Human-Technology Symbiosis: Adaptive and Personalized interfaces; Context-dependent System; Intelligent and Agent Systems; Artificial Intelligence and IoT
- Human-Environment Interactions: Mixed Reality and Environments; Gesture and Eye-gaze Based Interaction; Haptic User Interface; Human-Robot Interaction; Large System User Interface; Mobile HCI and Automobils; Natural User Interface

- **Ethics, Privacy and Security**: Philosophical and Ethical Issues of HCI; Privacy and Security; Social Justice and HCI
- Well-being, Health and Eudaimonia: Attractiveness;
 Kansei Engineering; Emotions in HCI and Design;
 Hedonic Attributes and Beauty; Satisfaction and
 Pleasure; Quality of life (QOL)
- Accessibility and Universal Access: Cultural
 Differences and HCI; Internationalization,
 Globalization and Localization; Interface for
 Disabled and Senior People; Interface for Children
- Learning and Creativity: Creativity; e-Learning and Distant Learning; Gamification
 - **Social Organization and Democracy**: HCl and Humanities; e-Government; Social Design; Social Network Service; Sustainability and HCl

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