HCI International 2014

16th International Conference on Human-Computer Interaction

Call for Participation

Springer

22-27 June 2014, Heraklion, Crete, Greece
Creta Maris Beach Resort

HCI thematic area

Human-Computer Interaction

Chair: **Masaaki Kurosu**
The Open University of Japan, Japan

This thematic area, affiliated to the HCI International 2014 Conference, addresses advances in theoretical, methodological, technological and empirical aspects of Human-Computer Interaction, including design knowledge and methods, interaction frameworks and models, novel interaction techniques, design and development tools, new application domains and user studies.

HCI is a highly multidisciplinary research field at the crossroad of computer science, cognitive and social psychology, design, engineering and communication. Its increasing importance and role in contemporary society emerges from the penetration of interaction technologies in all aspects to life, leading to human dependence on technology, from the diversification of the target user populations, and from the proliferation and complexity of applications and services.

www.hcii2014.org

Areas of interest of the HCI thematic area include, but are not limited to those listed here

- Adaptive and personalized interfaces
- Aesthetics and Kansei Sensitivity
- Affordance and Signifier
- Analysis and design methods
- Architectures for interaction
- Artifact lifecycle management
- Attractiveness
- Computer–augmented environments
- Computer–based learning
- Consumer and user
- Context-dependent system
- CUI, SUI ad GUI
- Design thinking
- Ecological interfaces
- Emotions in HCI
- Entertainment and game user interface
- Ethnography and field work
- Evaluation methods and techniques
- Experience design
- Gesture and eye–gaze based interaction
- Graphical user interface
- Guidelines and heuristics for design
- Haptic user interface
- HCI methods and theories
- Home and entertainment systems
- Human Centered Design and User Centered Design
- Human Factors engineering approach
- Information visualization
- Intelligent and agent systems
- Interaction design
- Interaction through wireless communication networks
- Interfaces for distributed environments
- Interfaces for large system
- Interface visualization
- Internationalization and Localization
- ISO and other International Standards
- Marketing and HCI
- Meaningfulness and satisfaction
- Multimedia design
- Multimodal interface
- New technology and its usefulness
- Non–verbal interfaces
- Novices and experts
- Pragmatic and hedonic attributes of interaction
- Psychological application for user interface
- Real life environments
- Qualitative and quantitative measurement and evaluation
- Service engineering
- Sociological consideration for user interface
- Speech and natural language interfaces
- Support for creativity
- Sustainable interface
- Tangible user interfaces
- Universal usability
- User interface and social science
- User interface development environments
- User interface toolkit
- User modeling and profiling
- User support systems
- Visual programming
- Visualization methods and techniques