HCI International 2019

**21st International Conference
on Human-Computer Interaction
Walt Disney World Swan and Dolphin Resort
Orlando, Florida, USA
26 - 31 July 2019**

http://2019.hci.international/

ADVANCE CALL FOR PARTICIPATION

**EPCE 2019
16th International Conference on Engineering
Psychology and Cognitive Ergonomics (EPCE)**
*Jointly held under one management and one
registration with HCI International 2019*
Chair: Don Harris

The first Engineering Psychology and Cognitive Ergonomics conference was held in Stratford-upon-Avon in the UK in 1996. The conference in 2019 will be the 16th time that the conference has been held. Over the last 23 years over 1,000 papers have been presented in this conference series by authors from 70 countries. Since 2001 (the fourth conference) it has been an integral part of the HCI International conference series, and has gone from strength-to-strength, attracting a world-wide audience of scientists and human factors practitioners.

The Engineering Psychology submissions describe advances in applied cognitive psychology that underpin the theory, measurement and methodologies behind the development of human-machine systems. Cognitive Ergonomics describes advances in the design and development of user interfaces. Originally, these disciplines were driven by the requirements of high-risk, high-performance industries where safety was paramount, however the importance of good human factors is now understood by everyone. And not only can it improve safety, it has been demonstrated to save money!

We look forward to welcoming you to the 16th Engineering Psychology and Cognitive Ergonomics Conference at Walt Disney World in Florida in 2019!

Conference proceedings published by

The related topics include, but are not limited to:

- Applied cognitive psychology
- Auditory alerts and information systems
- Automation and Autonomous Systems
- Cognitive task analysis
- Command and control
- Computer-mediated Communication
- Control design
- Decision making and decision support
- Designing for pleasure of use
- Display design
- Distributed cognition and distributed systems
- Formal error prediction techniques
- Haptics
- Human error
- Human Centered Design
- Human Factors certification and regulation
- Human Factors /System Integration
- Human Factor Measures and Methods
- Industrial ergonomics
- Job design
- Mental workload
- Participatory design
- Product design
- Psychophysics
- Requirements analysis
- Safety, Risk and Human Reliability
- Serious Games for Training and Education
- Simulation
- Situation awareness
- Societal Acceptance of Advanced Technologies
- Socio-technical systems
- Systems of systems
- Task analytic methods
- Team working
- Training design and analysis

Springer