

**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**

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### **HCI 2019**

#### **Human-Computer Interaction Thematic Area**

*Jointly held under one management and one registration with HCI International 2019*

**Chair: Masaaki Kurosu**

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HCI 2019 is a Thematic Area of the 21st International Conference on Human-Computer Interaction (HCI International 2017), that will be held in Orlando, Florida, USA, 26-31 July 2019, at the Walt Disney World Swan and Dolphin Resort.

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 methods and theories; HCI and humanities; Human factors engineering; Philosophical background of HCI; Ethics and deontological aspects in HCI

**Business:** Product lifecycle management; Consumer and user; Marketing and HCI; HCI and business innovation

**Concept:** Behavioral economics; Characteristics of user; Maturity models in HCI; Semiotics and HCI

**Culture:** Cultural difference in user interface; Internationalization, globalization and localization

**Design:** Creativity; Design methods; Design thinking; Guidelines and heuristics for design; Human centered design and user centered design; Information design; Integration of HCI and agile methods

**Education:** e-Learning and distant learning; HCI and children

**Emotion and Kansei:** Attractiveness; Kansei engineering; Experimental aesthetics; Emotions in HCI and design; Cognition and Kansei; Hedonic attributes and beauty; Preference and taste; Satisfaction and pleasure

**Industry:** Banking and financial industry; Education-related industry; Entertainment industry and gamification; Fashion and apparel industry; Food industry; Health industry; Housing industry and smart home; Medical industry

**Psychology and Cognition:** Affordance and signifier; Psychological background of user interface

**Service:** Service design; Service and product; Service engineering

**Society:** Citizen involvement; e-Government; Social design; Social network service; Sustainability and HCI; Quality of life (QOL) and Gross National Happiness (GNH) issues in HCI

**Technology:** AI in HCI; Adaptive and personalized interfaces; Augmented reality and environments; Cloud computing; Context-dependent system; CUI, SUI and GUI; Gesture and eye-gaze based interaction; Graphical user interface; Emotion recognition in HCI; Haptic user interface; Human-Robot Interaction; Information visualization; Intelligent and agent systems; Interaction design; Interaction in VR and AR environments; Wireless communication networks; Interfaces for distributed environments; IoT (Internet of Things); Large system user interface; Mobile HCI; Multimedia design; Multimodal interface; Natural user interfaces (NUI); Non-verbal interfaces; Real life environments; Robotics; Singularity and Its Influence; Singularity and Its Influence; Tangible user interfaces; Tools for HCI

**UX and Usability:** Contextual inquiry; Evaluation methods and techniques; Evaluation/Comparison of usability and UX methods; Novices and experts; Observation and interview; Qualitative and quantitative measurement and evaluation; Standards in usability, accessibility & UX; Methods and results of user surveys; UX (User experience)