



HCI International 2013

15th International Conference
on Human-Computer Interaction
21-26 July 2013, Las Vegas, NV, USA
The Mirage Hotel
www.hcii2013.org

Call for Participation

for an affiliated thematic area
in the context of HCI International 2013

HCI thematic area

Human-Computer Interaction

Chair: Masaaki Kurosu, Japan

This thematic area of the HCI International 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 cross-road 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.

The HCII 2013 Conference Proceedings will be published by **Springer** in a multi-volume set. Papers will appear in volumes of the LNCS and LNAI series. Extended Poster abstracts will be published in the CCIS series. All volumes will be available on-line through the SpringerLink Digital Library, readily accessible by all subscribing libraries around the world, and will be indexed by a number of services including EI and ISI CPCI-S.

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

- Adaptive and personalized interfaces
- Aesthetics and Kansei
- Analysis and design methods
- Architectures for interaction
- Artifact Lifecycle Management
- Computer-augmented environments
- Computer-based learning
- Consumer and User
- Ecological interfaces
- Emotions in HCI
- Evaluation methods and techniques
- Gesture and eye-gaze based interaction
- Graphical user interface
- 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
- ISO and Other International Standards Related to HCI
- Marketing and HCI
- Meaningfulness and Satisfaction
- Multimedia design
- New Technology and its Usefulness
- Non-verbal interfaces
- Pragmatic and Hedonic Aspects of Interaction
- Real Life Environments
- Qualitative and Quantitative Measurement and Evaluation
- Service Engineering
- Speech and natural language interfaces
- Support for creativity
- Tangible user interfaces
- Universal Usability
- User interface development environments
- User support systems
- Visualization methods and techniques