



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

HIMI thematic area

Human Interface and the Management of Information

Chair: Sakae Yamamoto

This thematic area of the HCI International Conference addresses human interaction with information and knowledge in personal, organizational and social contexts. The overwhelming information abundance in contemporary human life makes it imperative to elaborate new and effective forms of interaction to manage and present data in a user friendly and supportive way. Important aspects include information design, retrieval, presentation and visualization, as well as learning, work, decision, collaboration and service engineering and its application. This thematic area solicits papers reporting results, covering a broad range of research and development activities on a variety of related topics.

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 HIMI thematic area include, but are not limited to those listed here:

- Art with new technology
- Business integration
- Collaborative work
- Community computing
- Data visualization
- Decision support systems
- E-commerce
- E-learning and e-education
- Electronic publishing
- Evaluating information
- Green design
- Humanization of work
- Information presentation
- Intellectual property
- Intelligent systems
- Intranets and extranets
- Knowledge management
- Learning communities
- Legal Issues in IT and IS
- Mobile networking
- Multimodal interaction
- Participatory design
- Push technologies
- Quality of life and lifestyle
- Safety, security and reliability
- Service applications