



## **CALL FOR PAPERS: BCS HCI 2020**

### **33<sup>rd</sup> International BCS Human-Computer Interaction Conference**

6<sup>th</sup>-10<sup>th</sup> July 2020 at Keele University, Staffordshire, UK

Doctoral Symposium | Hackathon | Industry Day | Workshops  
Keynotes | Presentations | Posters | Events | Interaction Gallery

All accepted full papers and short papers will be published in the conference proceedings. Extended versions of best papers will be invited for publication in a special issue of the [Interacting with Computers Journal](#).

### **KEY DATES:**

**Workshop and industry day proposals deadline:** 17th January 2020

Workshop and industry day proposals notification and feedback: 31st January 2020

**PAPER SUBMISSION DEADLINE:** 2nd March 2020

Paper notification and feedback: 24th April 2020

### **SUBMISSION:**

#### **Proposals for Workshops and Industry Day Presentations**

Proposals for workshops, tutorials/masterclasses and industry day presentations are invited by email to [bcshci2020@gmail.com](mailto:bcshci2020@gmail.com) with a proposed title and a 200-300 word outline. Details available at: [bcshci2020.com/call-for-papers/](http://bcshci2020.com/call-for-papers/)

#### **Paper Submissions**

Full paper and short paper submissions are invited to accompany presentations, posters and interaction gallery exhibits. Details are available at: [bcshci2020.com/call-for-papers/](http://bcshci2020.com/call-for-papers/)

### **TOPICS:**

The 2020 conference theme is “*Future Interaction*”- highlighting future interactive challenges and opportunities for future sustainability, future education and future health. The conference accepts submissions related to, but not necessarily limited to, the following topics:

#### **User Experience, Usability Testing and Interaction Design**

Mobile, ubiquitous and pervasive computing

User-centred design tools and methods

Affective computing, digital empathy, empathic design and emotional HCI

Human-data interaction and interactive machine learning

## **User Experience, Usability Testing and Interaction Design (continued)**

Interaction and design for accessibility

Visual analytics, information presentation and visualisation

Ethnographic studies in human computer interaction

## **Education and Health**

eHealth, digital healthcare studies and usability of medical devices

Assistive technology

Interaction in education

Usability and design of eLearning, educational tools and platforms

Child-computer interaction studies

## **Smart Energy, Smart Transport and the Internet of Things**

Sustainability and smart energy

Interacting with self-driving vehicles and smart transport systems

Interactive Internet of Things

## **Interaction Technologies and Applications**

Virtual and augmented reality

Interfaces for sound, audio and music

Eye tracking and psycho-physiological studies

Computer-supported cooperative work

Human-robot interaction

Wearable technologies

Interface and interaction design for games/gaming

## **Security, Trust, Ethics and AI**

Cybersecurity and usable security

Applications and issues in interacting with AI interaction

Design for inclusivity

Technology adoption, trust, user engagement and retention

Ethical issues in computing and interactive technologies

Cyberpsychology and web science

Human/use error and reliability of interactive systems

## **Natural, Social and Personalised Interaction**

Natural user interfaces such as gesture controlled interfaces

Humanization of interactive technology

Cognitive science in human-computer interaction

Intelligent, adaptive and personalised user interfaces

Creative interaction and collaborative creativity

Conversational and natural language user interfaces and chatbots

Social interaction and online social media



Conference Chair: Sandra I. Woolley, Programme Chair: Ed de Quincey, Papers Chair: Goksel Misirli