



HCI International 2023

25th International Conference
on Human-Computer Interaction
AC Bella Sky Hotel and Bella Center
23-28 July 2023, Copenhagen, Denmark
<https://2023.hci.international/duxu>

Call for Participation for DUXU 2023, affiliated conference of HCI International 2023, which gathers more than 2000 participants from about 80 countries. See the HCI 2023 Website to submit your work:
<https://2023.hci.international>

DUXU 2023

**12th International Conference on
Design, User Experience, and Usability**

Co-Chairs:

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User experience (UX) refers to a person's thinking, feeling, and behavior in using interactive systems. UX design becomes fundamentally important in new and emerging mobile, ubiquitous, and omnipresent computer-based contexts. The scope of design, user experience, and usability (DUXU) extends to all aspects of the user's interaction with a product/service, how it is perceived, learned, and used, and addresses design knowledge, methods, and practices, with a focus on deeply human-centered processes. Usability, usefulness, and appeal are fundamental requirements for effective user experience design.

The conference solicits papers reporting results, covering a broad range of research and development activities on a variety of related topics, from professionals, academics, and researchers. Professionals include designers, software engineers, scientists, marketers, business leaders, and practitioners in such fields as AI, architecture, financial/wealth management, game design, graphic design, finance, healthcare, industrial design, mobile, psychology, travel, and vehicles.

The HCI 2023 Proceedings, including DUXU volumes, 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.

Sessions with only oral presentations (i.e. no published papers) and discussion panels are welcome.

Topics include, but are not limited to, the following:

Accessibility, illiterate users, the next billion users
Aging and DUXU
Anthropology and ethnography
Artificial Intelligence (AI), Human-Centered AI
Branding and Marketing
Chart and diagram design
Color and image design
Creativity
Design thinking, philosophy, and patterns
Design/evaluation for cross-cultural users
Disability and DUXU
Diversity in DUXU: women, gender, people of color
DUXU and Emerging Technologies
DUXU in Africa, China, and the Middle East
Education/training/children DUXU
Emotion, motivation, and persuasion design
Ethical, political, social, and racial issues in DUXU
Gamification, especially of enterprise applications
Globalization, localization, and culture issues
Financial DUXU
Health, Covid-19, and DUXU
Heuristics
History of HCI and DUXU
Information/knowledge design/visualization
Internet of Things (IoT)
Management of DUXU processes, maturity models
Map, wayfinding, and signage design
Metaphor, mental-model, navigation design
Mobile products/services, including mobile TV/video
Personalities, psychology, personas
Persuasive Technology
Politics and Racism in the DUXU community
Robots, AI agents
Sci-Fi, speculative fiction, future trends
Search Design
Semiotics: Sign/symbol/icon design
Service Design