



## HCI International 2024

26<sup>TH</sup> International Conference on  
Human-Computer Interaction  
Washington Hilton Hotel, Washington DC, USA  
29 June - 4 July 2024  
<https://2024.hci.international/duxu>

**Call for Participation for DUXU 2024**, affiliated conference in the context of HCI International 2024, which gathers about 2000 participants from about 80 countries. See the HCI 2024 Website to submit your work:  
<https://2024.hci.international>

---

## DUXU 2024

13th International Conference on  
Design, User Experience, and Usability

### Co-Chairs:

- **Aaron Marcus, Principal**  
Aaron Marcus and Associates, Berkeley, USA,  
[aaron.marcus@bamanda.com](mailto:aaron.marcus@bamanda.com)
- **Prof. Elizabeth Rosenzweig**  
Brandeis University, USA,  
[eliz@bubblemtn.com](mailto:eliz@bubblemtn.com)
- **Prof. Marcelo M. Soares, PhD**  
School of Design, Southern University of Science and  
Technology (SUSTech), P. R. China  
[soaresmm@gmail.com](mailto:soaresmm@gmail.com)

---

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 included 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 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. Sessions with only presentations (no published papers) and panels are permitted.

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

Accessibility, illiterate users, differently able  
Aging  
Anthropology, ethnography  
Artificial Intelligence (AI), Human-Centered AI  
Branding, marketing  
Chart, map, wayfinding, diagram design  
Color, image, signage, icon design  
Creativity  
Design thinking, philosophy, patterns  
Design/evaluation  
Diversity: women, children, elderly, gender, people of color  
Emerging Technologies  
DUXU in Africa, China, and Middle East  
Education, training  
Emotion, motivation, persuasion design  
Ethics, politics, social, racial issues  
Gamification, especially in enterprise applications  
Globalization, localization, culture issues  
Financial products/services  
Health, Covid-19,  
Heuristics, personas, use scenarios  
History of HCI, UX  
Information/knowledge design/visualization  
Internet of Things (IoT)  
Management of DUXU processes, maturity models  
Metaphor, mental-model, navigation design  
Mobile products/services  
Personalities, psychology  
Persuasive technology  
Robots, AI agents  
Sci-Fi, speculative fiction, future trends  
Search design  
Semiotics: sign/symbol/icon design  
Service design