Design, User Experience and Usability 2024 (DUXU 2024)

Call for Your Participation in a Conference for Designers

13th International Conference on Design, User Experience and Usability, an affiliated Conference of HCI International 2024 (HCII2024) which gathers about 2000 people from about 80 countries, Washington Hilton Hotel, Washington DC, USA
29 June - 4 July 2024
https://2024.hci.international/duxu

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Submit your work:
https://2024.hci.international/submissions.html
Presentation/panel sessions (with no papers) permitted.

User experience (UX): how a person thinks, feels, and acts with usable, useful, and appealing interactive products and services. The conference showcases how products/services are perceived, learned, and used; design knowledge, methods, and practices, with a focus on deeply human-centered design processes. Topics:

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