



## **HCI2009** **INTERNATIONAL**

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# **International Conferences and**

## **Ergonomics and Health Aspects of Work with Computers**

Auditory interfaces  
Carpal tunnel syndrome  
Cost-benefit analysis  
Ergonomic design of workplaces  
Health aspects  
Input and output devices  
Keyboards  
Lighting, noise, climate  
Macroergonomics  
Medical devices and equipment  
Medical errors  
Participatory ergonomics  
Patient safety  
Psychosocial issues  
Quality of care  
Quality of working life  
Research to practice  
Sick building syndrome  
Standards and legislation  
Stress and strain  
Touch and Pen-based Input  
Visual display  
Work organization  
Workload  
Work-rest schedule

### **Program Board**

#### **Program Chair:**

**Bert Tizion Karsh,** *United States*  
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**Naomi Swanson,** *United States*  
**Peter Vink,** *Netherlands*  
**John Wilson,** *United Kingdom*  
**Teresa Zayas-Caban,** *United States*

## **Human Interface and the Management of Information**

Business integration  
Collaborative work  
Community computing  
Data visualization  
Decision support systems  
Distance learning  
E-commerce  
Electronic publishing  
Evaluating information  
Green design  
Humanization of work  
Information presentation  
Intellectual property  
Intelligent systems  
Interactive learning  
Intranets and extranets  
Knowledge management  
Learning communities  
Legal issues in IT and IS  
Mobile networking  
Organizational learning  
Participatory design  
Privacy  
Push technologies  
Quality of life and lifestyle  
Security systems

### **Program Board**

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**Hidekazu Yoshikawa,** *Japan*  
**Li Zheng,** *P.R. China*  
**Bernhard Zimmling,** *Germany*

# Thematic Areas

## Human-Computer Interaction

Adaptive and personalized interfaces  
Analysis and design methods  
Architectures for interaction  
Computer-augmented environments  
Computer-based learning  
Ecological interfaces  
Emotions in HCI  
Evaluation methods and techniques  
Gesture and eye-gaze based interaction  
Graphical user interface  
HCI standards  
Home and entertainment systems  
Information visualization  
Intelligent and agent systems  
Interaction design  
Interaction through wireless communication networks  
Interfaces for distributed environments  
Multimedia design  
Non-verbal interfaces  
Speech and natural language interfaces  
Support for creativity  
Tangible user interfaces  
User interface development environments  
User support systems  
Visualization methods and techniques

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**Guangfeng Song**, *United States*  
**Stefen Staab**, *Germany*  
**Wan Chul Yoon**, *Korea*  
**Wenli Zhu**, *PR, China*

## Engineering Psychology and Cognitive Ergonomics

Applied cognitive psychology  
Automation  
Cognitive task analysis  
Command and control  
Control design  
Decision making  
Decision support  
Designing for pleasure of use  
Display design  
Distributed systems  
Formal error prediction techniques  
Human error  
Human factors certification  
Human Factors/System Integration  
Job design  
Mental workload  
Problem solving  
Product design  
Psychophysics for display design  
Requirements analysis  
Safety  
Simulation  
Situation awareness  
Socio-technical systems  
Training design and analysis

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**Xiangdong Sun**, *PR, China*  
**Andrew Thatcher**, *South Africa*  
**Matthew J.W. Thomas**, *Australia*  
**Mark Young**, *United Kingdom*

## Universal Access in Human-Computer Interaction

Access to education and learning  
Access to mobile interaction  
Access to on-line communities and eServices  
Access to the Web  
Accessible games  
Accessibility evaluation  
Accessibility guidelines  
Adaptive and augmented interaction  
Alternative I/O techniques  
Ambient intelligence  
Architectures and tools for universal access  
Context—awareness  
Design for All best practice  
Design for All education and training  
Design for All methods, techniques and tools  
Development methods  
Economics of universal access  
Interaction techniques, platforms and metaphors  
Modality—Independent interaction  
Multi-sensory interfaces  
Personalization  
Privacy issues in sensor-augmented environments  
Smart artifacts and smart environments  
User and context modeling and monitoring

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**Gerhard Weber**, *Germany*  
**Harald Weber**, *Germany*  
**Toshiki Yamada**, *Japan*  
**Panagiotis Zaphiris**, *United Kingdom*

## Virtual and Mixed Reality

### Underlying & Supporting Technologies

Head mounted displays (field of view, Resolution, Rendering speed, Parallax and perspective)

CAVE and multi-participant environments

Long-term persistent environments  
Alternative computing environments (Wearable, Pervasive computing)

Multimodal interfaces (Haptics, Olfaction, Exoskeletons and body motion tracking, Sonification & specialized sound)

Visualization and Image Rendering

Sensory substitution

### Issues in Development and Use of VR and MR

Simulator Sickness

Performance Measurement

Distributed Environments

Platform requirements

Wayfinding

Embodiment

Fidelity

Presence in VR and MR (Criteria and Measurement, Design Issues)

### Interaction and Navigation in VR and MR

Avatar instantiation

Teleoperation, puppeteering, and autonomy

Immersion

Orientation and Navigation

### Applications

Industrial

Medical and Healthcare

Rehabilitation and Caregiving

Education

Entertainment

Virtual Worlds and Social Computing

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Albert "Skip" Rizzo, *United States*

Lawrence Rosenblum, *United States*

Dieter Schmalstieg, *Austria*

Dylan Schimorrow, *United States*

Kay Stanney, *United States*

Mark Wiederhold, *United States*

## Internationalization, Design and Global Development

### Design for social change in global markets

Cross-cultural design

Internationalization

Localization

Design for social development

Design for inclusion

Design for economic development

Novel design solutions

Developing HCI expertise and capability worldwide

International standards

Globalization processes

Translation and technical documentation

International formatting

Case studies

International usability evaluation

International ethnographic studies

## Program Board

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Adi Iediasaputra, *Indonesia*

Kenaro Iyama, *India*

Alynn W. Ieo, *Malaysia*

Chen Zhao, *PR China*

Wei Zhou, *PR China*

## Online Communities and Social Computing

### 3D virtual worlds

Communities of interest

Communities of practice

Communities for teens and Preteens

Communities for the elderly

Community Aspects of Electronic Commerce

Communityware

Computer Mediated Communication

Cross-cultural communities

Cultural, ethnic and spiritual communities

Empathic online communities

E-participation and e-democracy

Friends and family groups

Gaming communities

Healthcare communities

Infrastructure and policy for social computing

Large scale conversations

Marketplace communities

Mobile communities

Online and offline articulation

Online political engagement

Online social networking

Social presence

Social network analysis

Theory and design practice

Universal access and usability

Visualizing social interaction

Weblog communities

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Sergei Staleyev, *Russia*

Charalambos Vassilas, *Cyprus*

Cheng-Yen Wang, *Taiwan*

## Augmented Cognition

Neurophysiological Measures and Sensing Technologies  
Operational Applications of Augmented Cognition Systems  
Cognitive Functional State Assessment  
Integration Architectures and Model Development  
Adaptive HCI: Mitigation Strategies  
Adaptive HCI: Design Strategies and Software and Process Assessment  
Closed-loop Systems, Processes, and Applications  
AugCog for Training and Education: Methods and Metrics  
AugCog for Training and Education: Assessment of Learning  
AugCog for Training and Education: Adaptive Instructional Strategies and Mitigation Techniques  
Cognitive Rehabilitation  
AugCog for Operator/Job Selection, Assessment and Classification

### Program Board

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Mike Russo, *United States*  
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Roy Stripling, *United States*  
Mike Sweetnam, *United States*  
Rob Taylor, *United Kingdom*  
Maria Thomas, *United States*  
Karl Van Orden, *United States*  
Glenn Wilson, *United States*

## Digital Human Modeling

Agent Based Modeling & Training  
Career opportunities  
Cognitive modelling  
Comfort, lift & reach modelling  
Computer-aided ergonomics analysis  
Data Mining  
Design for Limited Mobility Users  
Digital Visible Human  
Economic Impact  
Engineering Systems & Healthcare Delivery  
Guidelines for tool selection  
Healthcare IT & Predicting Adoption  
Historical perspectives  
Human Performance Modeling  
Medical Simulations  
Modeling fundamentals (and Anthropometry)  
Motion prediction and motion capture  
Simulation and optimization  
Supercomputing Applications  
Systems integration  
Validation  
Virtual Physiological Human

### Program Board

#### Program Chair:

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J. Mark Porter, *United Kingdom*  
Jim Potvin, *Canada*  
Rajesh Subramanian, *United States*  
Xuguang Wang, *France*  
John Wheeler, *United States*  
Xiu-gan Yuan, *PR China*

## Human Centered Design

Concepts and Activity  
Human-centered and User-centered Design Process  
Management of HCD and UCD  
Usability and Useliveness  
ISO and Regional Standards for HCD and UCD  
Usability Certification and Accreditation  
Education and Competence of Usability Professionals  
Short-term and Long-term Usability  
Social Impact of Usability  
Cultural Issues and Usability  
Methods

User Research and Site Visit  
Requirements Engineering  
Ergonomics Approach  
Cognitive Engineering Approach  
Usability Evaluation  
Process Management  
Tips and guidelines

Usability of Various Artifacts  
Computer-related Usability including Hardware and Software (e.g. OS, Application, Input and Output Devices)

Web Usability (e.g. Navigation, Screen Design, Information Structure)  
Non-computer-related Usability (e.g. Bicycle, Kitchenware)  
Backface Interface Usability (e.g. cellphone, PDA, Wrist-watch)

Usability of large system (e.g. Power Plant, Traffic Control System)  
Usability of Service (e.g. Call-center)  
Design Issues (e.g. Interaction Design, Product Design, Graphic Design, Experience Design)

Usability Issues and New Technology (e.g. Ubiquitous computing, Virtual Reality, Wearable computing, Augmented Reality, etc.)

### Program Board

#### Program Chair:

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Gerhard Fischer, *United States*  
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