

International Conferences and Workshops

Ergonomics and Health Aspects of Work with Computers

HCI 2009 INTERNATIONAL



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Human Interface and the Management of Information

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-test schedule

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The Thematic Areas

Human-Computer Interaction

Adaptive and personalized interfaces	Applied cognitive psychology
Analysis and design methods	Automation
Architectures for interaction	Cognitive task analysis
Computer- augmented environments	Command and control
Computer- based learning	Control design
Ecological interfaces	Decision making
Emotions in HCI	Design support
Evaluation methods and techniques	Designing for pleasure of use
Gesture and eye- gaze based interaction	Display design
Graphical user interface	Distributed systems
HCI standards	Formal error prediction techniques
Home and entertainment systems	Human error
Information visualization	Human factors/ System integration
Intelligent and agent systems	Human factors certification
Interaction design	Job design
Interaction through wireless communication networks	Mental workload
Interfaces for distributed environments	Problem solving
Multimedia design	Product design
Non- verbal interfaces	Psychophysics for display design
Speech and natural language interfaces	Requirements analysis
Support for creativity	Safety
Tangible user interfaces	Simulation
User interface development environments	Situation awareness
User support systems	Socio- technical systems
Visualization methods and techniques	Training design and analysis

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Engineering Psychology and Cognitive Ergonomics

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

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Universal Access in Human-Computer Interaction

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 (Wearable, Pervasive computing)
Issues in Development and Use of VR and MR	Multimodal interfaces (Haptics, Olfaction, Evokelections and body motion tracking, Sonification & spatialized sound)
Simulator Sickness	Visualization and Image Rendering
Performance Measurement	Sensory substitution
Distributed Environments	Issues in Development and Use of VR and MR (Criteria and Measurement, Design issues)
Platform requirements	Interaction and Navigation in VR and MR
Wayfinding	Avatar instantiation
Embodiment	Performance Measurement, puppeteering, and attorney
Fidelity	Immersivity
Presence in VR and MR (Criteria and Measurement, Design issues)	Orientation and Navigation
Program Chair:	Applications
Randall Stinson , United States	Industrial
Pat Baerjee, United States	Medical and Healthcare
Mark Billinghurst, New Zealand	Rehabilitation and Caregiving
Charles Hughes, United States	Education
David Kaber, United States	Entertainment
Hirokazu Kato, Japan	Virtual Worlds and Social Computing

Internationalization, Design and Global Development

Design for social change in global markets	Cross-cultural design
Internationalization	Localization
Design for social development	Design for economic development
Novel design solutions	Developing HCD expertise and capability worldwide
Globalization processes	International standards
Translation and technical documentation	International formatting
Case studies	Case studies
International usability evaluation	International ethnographic studies

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Online Communities and Social Computing

3D virtual worlds	Communities of interest
Social communities	Communities of practice
Online social networking	Communities for teens and Preteens
Mobile communities	Communities for the elderly
Online and offline articulation	Community Aspects of Electronic Commerce
Online political engagement	Community-aware
Social network analysis	Computer Mediated Communication
Theory and design practice	Cross-cultural communities
Universal access and usability	Cultural, ethnic and spiritual communities
Visualizing social interaction	E-participation and e-democracy
Weblog communities	Friends and family groups
Program Chair:	Gaming communities
Ant Ozok , United States	Healthcare communities
Program Chairs:	Infrastructure and policy for social computing
Paranyakriti Zaphiris , United Kingdom	Large scale conversations
Chadi Alras, United States	Marketplace communities
Chee Sang Ang, United Kingdom	Mobile communities
Amy Buckman, United States	Online and offline articulation
Peter Day, United Kingdom	Online political engagement
Florella De Girola, Italy	Online social networking
Michael Gurstein, Canada	Social presence
Tom Horan, United States	Social network analysis
Antia Komlodi, United States	Theory and design practice
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Stefanie Linstaedt, Austria	Weblog communities
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Augmented Cognition

Digital Human Modeling

Human Centered Design

Neurophysiological Measures and Sensing technologies

Operational Applications of Augmented Cognition Systems

Cognitive Functional State Assessment

Integration Architectures and Model Development

Adaptive HC: Mitigation Strategies

Adaptive HC: 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

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Agent Based Modeling & Training

Career opportunities

Human-centered and User-centered Design Process

Management of HCD and UCD

Usability and Usefulness

ISO and Regional Standards for HCD and UCD

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

Concepts and Activity

Human-centered and User-centered

Design Process

Management of HCD and UCD

Usability and Usefulness

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Virtual Physiological Human

Usability of Various Artifacts

Computer-related Usability (including Devices)

Design, Information Structure

Non-Computer-related Usability (e.g. Bicycle, Kitchenware)

Babyface 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.)

Neurophysiological Measures and Sensing technologies

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