ECIS 2014

Track 12: Human-Computer Interaction (HCI)

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Description

HCI is an interdisciplinary area of inquiry devoted to the study of interaction between people and computers. It covers a range of disciplines from computer science, human factors and ergonomics through social and behavioral sciences, to design disciplines.

The HCI area deals with the design, evaluation and use of interactive systems, with a common focus on user performance and experience. Within the AIS community, HCI research has traditionally emphasized the interaction between humans, information, technologies, and tasks in organizational contexts. However, as work is becoming increasingly digitized, new work contexts are created, and digital artifacts permeate the borders between work and non-work situations, it is time for us to expand the boundaries of phenomena studied by IS-based HCI researchers.

The aim of this track is to provide a forum for AIS members to acknowledge each other's work, and to discuss, develop, and promote a range of issues related to the history, reference disciplines, theories, practices, methods and techniques associated with the interaction between humans, information and technology. The track is open to all types of research approaches (e.g., conceptualization, theorization, case study, action research, grounded theory, experimentation, survey, simulation and interpretive studies) to study or examine HCI-related problems and issues.

Topics of Interest

Possible topics include, but are not limited to:

- The perceptual, behavioral, cognitive, motivational, and affective/emotional aspects of humans and their interaction with IT/IS
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- Digitized knowledge and human information seeking behavior
- User-centered/participatory/informed design and evaluation for different types of applications in a variety of contexts:
  - Social and collaborative shopping in e-commerce
  - Computer Supported Collaborative Work
  - Social Media
  - Enterprise systems
  - Small-screen mobile devices and pervasive computing
  - Surface and gesture-based computing
  - Multi-dimensional information visualizations
  - Applications for elderly, children, young and special needs populations
  - Applications for home/leisure context
  - Open source software development or end user development context
  - 3D web and virtual worlds
- Integrated or innovative approaches and guidelines for analysis, design, and development of interactive devices and systems
- Usability engineering, metrics, and methods for user interface assessment
- Evaluation of the user experience in a work or non-work environment
- Information technology acceptance, diffusion, and appropriation issues from cognitive, behavioral, affective, motivational, social, cultural, and user interface design perspectives
- The impact of interactive technology design on attitudes, behavior, performance, perception, and productivity
- Issues in software learning and training
- Cross-cultural aspects of HCI
- New practices bridging interactions at work and beyond (e.g., BYOD – bring your own device)
- Innovative interface ideas for human-computer interaction
  - Surface computing or multi-touch interaction
  - Kinetic and gesture based interaction
  - Voice and conversational interaction
- Humans-computer interaction and the design of services
- Cognitive and affective aspects of software developers and software development teams

Sponsorship

Best complete research papers will be invited to be fast tracked to AIS Transactions on Human-Computer Interaction (http://aisel.aisnet.org/thci/).

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