



HCI International 2025

22 - 27 June 2025
Gothia Towers Hotel and Swedish
Exhibition & Congress Centre,
Gothenburg, Sweden

DUXU 2025

14TH INTERNATIONAL CONFERENCE ON DESIGN, USER EXPERIENCE AND USABILITY

Jointly held under one management and one registration with HCI International 2025

<https://2025.hci.international/duxu>

Chair

Martin Schrepp (martin.schrepp@sap.com)

User experience (UX) refers to an individual's thinking, feeling, and behavior when 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) encompass all aspects of the user's interaction with a product or service, including how it is perceived, learned, and used. It 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 (for example, designers, software engineers, marketers, business leaders), academics, and researchers in fields such as AI, architecture, financial/wealth management, game design, graphic design, finance, healthcare, industrial design, mobile technology, psychology, travel, and vehicles.

The related topics include, but are not limited to:

- 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 and DUXU
- 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

Conference proceedings published by



Submission deadlines are available at the
HCI 2025 website:

<https://2025.hci.international/submissions.html>