



HCI 2025

HUMAN-COMPUTER INTERACTION THEMATIC AREA

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

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

HCI International 2025

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

Chairs

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HCI 2025 is a Thematic Area of the 27th International Conference on Human-Computer Interaction (HCI International 2025). This Thematic Area addresses challenging and innovative topics in Human-Computer Interaction theory, methodology and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others. HCI is a field in need of significant innovation and breakthroughs towards radically new future forms of interaction. We encourage participation in the HCI Thematic area as a forum for scientific research and innovation in Human-Computer Interaction.

The related topics include, but are not limited to:

- General:
 - HCI Theories and Methods
 - Design Process and Lifecycle Management
 - User Research
 - Requirement Engineering
 - Evaluation Methods and Techniques
 - UX (User Experience) and Usability
 - Design Thinking and Service Design
- Human-Technology Symbiosis:
 - Human Centered AI (HCAI) and Explainable AI (XAI)
 - Artificial Intelligence and IoT
 - AI and Intellectual Property Rights
 - AI and Disappearing Jobs
 - Robots, Avatars and Virtual Human
 - Adaptive and Personalized interfaces
 - Prompt Engineering
- Human-Environment Interactions:
 - VR, AR, MR, XR and Metaverse
 - Autonomous Driving
 - Future Transportation Systems
 - Brain Machine Interface
- Ethics, Privacy and Security:
 - Philosophical and Ethical Issues of HCI
 - Privacy and Online Security
 - Anonymity and Privacy
 - Automatic Driving and Responsibility
 - Sustainability, SDGs and HCI
- Well-being, Health and Eudaimonia:
 - Kansei Engineering and Affective Engineering
 - Aesthetic-Usability Effect
 - Recognition of Human Emotions
 - Attractiveness and Cuteness
 - Satisfaction and Pleasure
 - Quality of life (QOL)
- Accessibility and Universal Access:
 - Cultural Differences and HCI
 - Equality and Equity
 - Gender and Diversity
 - Internationalization, Globalization and Localization
 - Interface for Disabled and Elderly People
- Learning and Creativity:
 - Creativity and Education
 - e-Learning and Distant Learning
 - Game Design and Gamification
 - Game and Communication
 - e-Sports and Sports Sciences
- Social Organization and Democracy:
 - Online Transition of Conferences and Meetings
 - HCI and Psychology, Sociology and Anthropology
 - Remote Work and Productivity
 - e-Government and Electronic Voting
 - Geopolitics and HCI

Submission deadlines are available at the
HCII 2025 website:

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

Conference proceedings published by

