



# HCI International 2025

22 - 27 June • Gothenburg, Sweden

Call for Participation

## **Designing for Inclusivity**

### ***Advancing User Experience Through Inclusive Design Methodologies***

*Tuesday, 24 June 2025, 13:30 - 17:30 CEST*

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### Aim of the Workshop

Inclusive design aims to address the needs of *all* users within software *beyond* systems tailored specifically for diverse individuals to underscore equal access to opportunities and resources. Inclusive design enhances software accessibility by embracing a broader, diverse population across *gender, race, ethnicity, culture, sexual orientation, physical and cognitive disability, geographical region, language dialect, socio-economic status, age, and experience*.

The lack of diversity in Computer Science causes diverse users to be overlooked, leading to exclusion of their concerns and considerations in software design.

**Designing for Inclusivity** aims to foster discussion on current and emerging HCI inclusive design methodologies, regardless of the potential gap in diverse software practitioners, exchanging ideas on inclusive software creation.

### Expected Workshop Outcome

We expect that the workshop will gather a dynamic and diverse group of interdisciplinary academic researchers and industry professionals, united by a shared passion for advancing inclusivity.

We expect to foster a discussion on the role of inclusion in HCI, SE and its impact on software design. The workshop will facilitate the exchange of inclusive design best practices, enabling participating authors to improve their current design methodology.



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We expect that the workshop will support the application of current and emerging HCI methodologies to promote inclusivity in design.

## Workshop Topics

We invite participating authors to submit Extended Abstracts, Research Papers, and Position Papers on inclusive design, focusing on how to promote inclusivity for individuals from diverse backgrounds. Submissions can address inclusivity across various dimensions including gender, race, ethnicity, culture, sexual orientation, physical and cognitive disability, geographical region, language dialect, socio-economic status, age, and experience in:

1. **User Experience (UX) Design:** Personas, prototyping, walkthroughs
2. **Collaboration:** Team, human-AI, pair programming
3. **AR/VR:** Augmented reality and virtual reality environments
4. **Video Games:** Video game design
5. **AI/ML:** Bias, stereotyping, fairness, trust, ethics
6. **Large Language Models (LLMs):** Conversational agents, chatbots
7. **Education:** CS, SE, and HCI education for K-12, undergraduate, and graduate students
8. **Software Engineering:** Technology design, autonomous systems, facial recognition
9. **Accessibility:** Technology, software development, empirical studies
10. **Algorithms:** Natural language processing (NLP), human-robot interaction (HRI)
11. **Ethics/Policy:** Data privacy, security, regulation
12. **Fashion:** Wearable technology, virtual clothing for avatars, social shopping platforms

## Workshop Agenda

The workshop will be hosted in a hybrid setting, spanning four hours, including a 30-minute refreshment break, broken into 3 parts:

1. The workshop organizers will give a workshop introduction at the start of the first section. Participating authors will give brief 2-5 minute lightning talks of their submission, each followed by a Q&A session.
2. Next, will be a roundtable discussion during which participating authors will discuss current and emerging inclusive design methodologies.
3. After the refreshment break, the second section will be a small group activity.

The following is a framework for the program of the Workshop:

<b><i>Time</i></b>	<b><i>Program event</i></b>
13:30-14:00	Workshop Introduction and Icebreakers
14:00-14:45	Workshop Participant Lightning Talks
14:45-15:15	Roundtable Discussion on Inclusive Design Methodologies
15:15-15:30	Introduction of Small Group Activity
15:30-16:00	Refreshment Break
16:00-17:15	Small Group Activity, Share Out and Discussion
17:15-17:30	Workshop Closing

## Guidelines to Prospective Authors

### Submission for the Workshop

Prospective authors should submit their proposals in PDF format through the [HCII Conference Management System \(CMS\)](#). They are welcome to submit ideas exploring the workshop topics in the form of Extended Abstracts, Research Papers, and Position Papers.

Extended Abstracts should be a maximum of 800-words on both existing research and potential future directions in inclusive design methodologies.

Research Papers should be a minimum of 4 pages and a maximum of 8 pages in length, with an optimal length of 6 pages.

Position Papers or Best Practices submissions should offer insightful analysis or best practices in the field, supported by evidence or experience. Position papers should be a minimum of 4 pages and a maximum of 8 pages in length, with an optimal length of 6 pages.

### Submission for the Conference Proceedings

The contributions to be presented in the context of Workshops will not be automatically included in the Conference proceedings.

However, after consultation with the Workshop organizer(s), authors of accepted Workshop proposals who are registered for the Conference are welcome to submit, through the Conference Management System (CMS), an extended version of their

Workshop contribution to be considered, following further peer review, for presentation at the Conference and inclusion in the “Late Breaking” volumes of the Conference proceedings, either in the LNCS as a long paper (typically 12 pages, but no less than 10 and no more than 20 pages), or in the CCIS as a short paper/extended poster abstract (typically 6 pages, but no less than 4 and no more than 11).

## Workshop Deadlines

Submission of Workshop contributions	2 April 2025
Authors notified of decisions on acceptance	25 April 2025
Finalization of Workshop organization and registration of participants	2 May 2025

## Workshop Organizer(s)



### **Shandler A. Mason**

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Shandler A. Mason is a Computer Science Ph.D. student at North Carolina State University, holding a B.S. in Computer Science with a Minor in Applied Mathematics from North Carolina Agricultural and Technical State University and a M.S. in Computer Science from North Carolina State University.

Her research, as a part of the Human Factors + Experience Engineering Lab, focuses on the intersection of Human-Computer Interaction and Software Engineering, with the goal of advancing inclusive technology through the integration of diverse perspectives and examining how software influences collaboration among developers.



### **Dr. Sandeep Kaur Kuttal**

Associate Professor, Department of Computer Science, North Carolina State University, Raleigh, NC

Contact: [skuttal@ncsu.edu](mailto:skuttal@ncsu.edu) | [Website](#)

Dr. Sandeep Kaur Kuttal is an Associate Professor at North Carolina State University where she directs the Human Factors + Experience Engineering Lab (Discovering and Inventing for Human-Centered SE and AI).

Her research combines Human-Computer Interaction, Software Engineering, and Artificial Intelligence. She focuses on the human aspects of software engineering by studying and modeling programmer behavior and then designing and developing mixed-initiative programmer-computer systems. She has received a best paper award at ACM CHI, best paper at ACM/IEEE ICGSE, and an honorable mention at ACM CHI. She is passionate about diversity and inclusion.

## Useful Links and References

1. **Mason, Shandler A.**, and Sandeep Kaur Kuttal. "Diversity's Double-Edged Sword: Analyzing Race's Effect on Remote Pair Programming Interactions." ACM Transactions on Software Engineering and Methodology (2024).
2. **Kuttal, Sandeep Kaur**, Kevin Gerstner, and Alexandra Bejarano. "Remote pair programming in online cs education: Investigating through a gender lens." 2019 IEEE symposium on visual languages and human-centric computing (VL/HCC). IEEE, 2019.
3. **Kuttal, Sandeep Kaur**, et al. "Trade-offs for substituting a human with an agent in a pair programming context: the good, the bad, and the ugly." Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems. 2021.
4. Abascal, Julio, and Luis Azevedo. "Fundamentals of inclusive HCI design." Universal Access in Human Computer Interaction. Coping with Diversity: 4th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2007, Held as Part of HCI International 2007, Beijing, China, July 22-27, 2007, Proceedings, Part I 4. Springer Berlin Heidelberg, 2007.

## Registration Regulation

Workshops will run as 'hybrid' events. Organizers are themselves expected to attend 'on-site', while participants will have the option to attend either 'on-site' or 'on-line'. The total number of participants per Workshop cannot be less than 8 or exceed 25.

Workshops are 'closed' events, i.e. only authors of accepted submissions for a Workshop will be able to register to attend the specific Workshop, complimentary with their Conference registration.