



## HCI International 2022

24<sup>th</sup> International Conference on  
Human-Computer Interaction  
26 June-1 July 2022

The Conference will be held virtually  
<http://2022.hci.international/duxu>

**Call for Participation** for **DUXU 2022** affiliated  
conference in the context of HCI International 2022  
See the HCII 2022 Website to submit your work:  
<http://2022.hci.international/>

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# DUXU 2022

11th International Conference on  
**Design, User Experience, and Usability**

### Co-Chairs:

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User experience (UX) refers to a person's thinking, feeling, and behavior in 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) extends to all aspects of the user's interaction with a product/service, how it is perceived, learned, and used, and 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, academics, and researchers. Professionals included designers, software engineers, scientists, marketers, business leaders, and practitioners in such fields as AI, architecture, financial/wealth management, game design, graphic design, finance, healthcare, industrial design, mobile, psychology, travel, and vehicles.

The Conference Proceedings will be published by Springer in a multi-volume set. Papers will appear in volumes of the LNCS and LNAI series. Extended Poster abstracts will be published in the CCIS series. All volumes will be available on-line through the SpringerLink Digital Library, readily accessible by all subscribing libraries around the world, and will be indexed by a number of services including EI and ISI CPCI-S. Sessions with only presentations (no published papers) are permitted.

### Topics include, but are not limited to, the following:

Accessibility, illiterate users, the next billion users  
Aging and DUXU  
Anthropology and ethnography  
Artificial Intelligence (AI), Human-Centered AI  
Bias in DUXU: women, gender, people of color  
Branding and Marketing  
Chart and diagram design  
Color and image design  
Creativity  
Design thinking, philosophy, and patterns  
Design/evaluation for cross-cultural users  
Disability and DUXU  
Diversity in UX design  
DUXU and Emerging Technologies  
DUXU in Africa, China, and the Middle East  
Education/training/children UX issues  
Emotion, motivation, and persuasion design  
Ethical, political, social, and racial issues in DUXU  
Gamification, especially of enterprise applications  
Globalization, localization, and culture issues  
Health, Covid-19, and DUXU  
History of HCI and DUXU  
Financial DUXU  
Heuristics  
Information/knowledge design/visualization  
Internet of Things (IoT)  
Management of DUXU processes, maturity models  
Map, wayfinding, and signage design  
Metaphor, mental-model, navigation design  
Mobile products/services, including mobile TV/video  
Personalities, psychology, personas  
Persuasive Technology  
Politics and Racism in the DUXU community  
Robots, AI agents  
Sci-Fi, speculative fiction, future trends  
Search Design  
Semiotics: Sign/symbol/icon design  
Service Design