



# Design, User Experience and Usability 2022 (DUXU 2022)

## Call for Your Participation in a Conference for Designers

11th International Conference on Design, User Experience and Usability, an affiliated Conference of HCI International 2022 (HCII2022) with about 2000 people from around 70 countries,

26 June – 1 July 2022 - The Conference will be held virtually  
<http://2022.hci.international/duxu>



Proceedings published

 Springer

### Co-Chairs:

- **Prof. Marcelo Soares**, PhD  
School of Design, Hunan University, P. R. China and  
Federal University of Pernambuco, Brazil,  
[soaresmm@gmail.com](mailto:soaresmm@gmail.com)
- **Prof. Elizabeth Rosenzweig**,  
Brandeis University, Waltham, MA, USA,  
[eliz@bubblemtn.com](mailto:eliz@bubblemtn.com)
- **Aaron Marcus**, Principal,  
AM+A, Berkeley, CA USA,  
[aaron.marcus@bamanda.com](mailto:aaron.marcus@bamanda.com).

Submit your work: <http://2022.hci.international/submissions>

Presentation sessions permitted.

**User experience (UX):** how a person thinks, feels, and acts with usable, useful, and appealing interactive products and services. The conference showcases how products/services are perceived, learned, and used; design knowledge, methods, and practices, with a focus on deeply human-centered design processes.

### DUXU2022 offers you these topics:

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 DUXU  
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  
Robots, AI agents  
Sci-Fi, speculative fiction, future trends  
Search Design  
Semiotics: Sign/symbol/icon design  
Service Design