HCI International 2026

26-31 July 2026
Montreal Convention Centre,
Montreal, Canada

DUXU 2026
15TH INTERNATIONAL CONFERENCE ON DESIGN, USER EXPERIENCE AND USABILITY

Jointly held under one management and one registration with HCI International 2026

https://2026.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 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. The Conference solicits papers reporting results, covering a broad range of research and development activities from professionals, 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:

- Aging, Older Users, Age Factors
- Anthropology, Ethnography
- Artificial Intelligence (AI), Machine Learning
- Augmented, Virtual and Mixed Reality
- Automotive, Public Transport, Intelligent Vehicles
- Branding, Marketing
- Children, Younger Consumers, Generation Z
- Cognition, Mental-Models, Metaphors
- Computer-Supported Collaborative Work and Learning
- Creativity, Empathy, Flow
- Cultural Differences, Globalization, Localization
- Cultural Heritage, Museums, Digital Art
- Design Elements: Search, Navigation, Forms, Tables
- Design Thinking, Storytelling, Prototyping
- Digital Divide, Participation
- Disabilities: Visual Impairment, Autism, Deaf Users, Dementia
- DUXU in different regions (Afrika, Middle East, etc.)
- eCommerce, Fashion, Tourism
- Education, Training, Edutainment
- eGovernment
- Emotion, Motivation, Persuasive techniques
- Enterprise Software, Financial Products, Service design
- Ethics, Sustainability, Social Issues
- Eye Tracking, Usage Tracking
- Games, Gamification, eSports
- Gender Differences, Gender Stereotypes
- Gesture and Touch Interaction
- Guidelines, Design Systems, Design Heuristics
- Health and Well-Being
- History of HCI, UX
- Human-Robot-Interaction
- Information Architecture
- Inspection Methods, Heuristic Evaluation, Walkthroughs
- Internet of Things (IoT)
- Kano model
- Kansei Engineering
- Low Literacy, Illiterate Users, Dyslexia
- Mobile Applications
- Natural User Interfaces, Wearables
- Participatory Design, Co-Design
- Personas, Use Cases
- Sci-Fi, Speculative Fiction, Future Trends
- Semiotics: Signs, Symbols, Icons
- Smart Environments, Smart Homes
- Social-Media, Communication
- Speculative and Critical Design, Design Fiction
- Surveys, Questionnaires
- Usability Tests
- User Study, Diary Study
- UX Management, Agile UX, Maturity Models
- Visualization: Charts, Maps, Diagrams, Colors, Images
- Voice Interaction, Voice Assistants
- Web Design

Submission deadlines are available at the HCII 2026 website:
https://2026.hci.international/submissions.html

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