HCIBGO 2026
13TH INTERNATIONAL CONFERENCE ON
HCI IN BUSINESS, GOVERNMENT AND ORGANIZATIONS

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

https://2026.hci.international/hcibgo

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The role and use of technology in the business and organizational context have always been at the heart of Human-Computer Interaction since the start of management information systems. In general, HCI research in such context is concerned with the ways humans interact with information, technologies, and tasks in the business, managerial, and organizational contexts. Hence, the focus lies in understanding the relationships and interactions between people (e.g., management, users, implementers, designers, developers, senior executives, and vendors), tasks, contexts, information, and technology. Today, with the advancement of AI, Metaverse, social media, big data and the Internet of Things, new pathways are opening in many directions involving the use of technology in business, government, organizations, and they need to be investigated.

The 13th International Conference on HCI in Business, Government and Organizations (HCIBGO), an affiliated Conference of the HCI International Conference, promotes and supports multidisciplinary dialogue, cross-fertilization of ideas and greater synergies between research, academia and stakeholders in the business, managerial and organizational domain.

The related topics include, but are not limited to:

- Accessibility and assistive technologies
- AI-supported collaboration and decision-making
- Analytics and visualization
- Artificial general intelligence (AGI)
- Artificial intelligence and machine learning
- Augmented intelligence
- Augmented reality and mixed reality
- Business analytics and data science
- Context-aware interaction
- Cyber-physical systems
- Cybersecurity
- Digital transformation
- Electronic business
- Electronic, mobile and ubiquitous commerce
- Environmental, social and corporate governance
- Ethical and moral AI
- Eye-tracking
- Eyes-free interaction
- Fintech and RegTech
- Gamification/gaming
- Generative AI and agentic AI
- Green UX/UI
- Haptic interaction
- Human-AI collaboration
- Human-centered AI
- Human-robotic interaction
- Industry 4.0 and 5.0
- Information systems in human resources, accounting, finance, enterprise, healthcare, marketing, supply chain, and marketplace
- Mental models
- Meta-Entrepreneurship
- Metaverse and virtual worlds
- Mobile user interface design
- Multimodal interaction
- Negotiation and auctions
- NeuroIS
- Online trust
- Open innovation
- Personalization and customization
- Pervasive computing
- Privacy and/or security
- Robotic process automation
- Smart cities
- Smart health
- Social and collaborative shopping in e-commerce
- Social media and social communities in business
- Surface computing, gesture-based computing, and multi-touch interaction
- Sustainable digitalization
- Sustainable procurement and supply chain
- Tactile interface
- Technology and gender
- Virtual commerce
- Virtual enterprise
- Virtual reality
- Voice and conversational interaction
- Wearable devices/technology
- Web search and retrieval

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

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