HCI 2026
HUMAN-COMPUTER INTERACTION THEMATIC AREA

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

https://2026.hci.international/hci

Chairs
Masaaki Kurosu (nigrumamet-s23@mbr.nifty.com)
Ayako Hashizume (hashiaya@hosei.ac.jp)

HCI International 2026

26-31 July 2026
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HCI 2026 is a Thematic Area of the 28th International Conference on Human-Computer Interaction (HCI International 2026). This Thematic Area addresses challenging and innovative topics in Human-Computer Interaction theory, methodology and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others. HCI is a field in need of significant innovation and breakthroughs towards radically new future forms of interaction. We encourage participation in the HCI Thematic area as a forum for scientific research and innovation in Human-Computer Interaction.

The related topics include, but are not limited to:

- General:
  o HCI Theories and Methods
  o Design Process and Lifecycle Management
  o User Research
  o Evaluation Methods and Techniques
  o UX (User Experience) and Usability
  o Design Thinking and Service Design

- Cutting-Edge Technology and Human Life Experience:
  o Generative Artificial Intelligence
  o Robots, Androids, Avatars and Virtual Human
  o Sensing Technology
  o Drone and Image Analysis
  o Autonomous Driving

- Human-Technology Symbiosis:
  o Human Centered AI (HCAI) and Explainable AI (XAI)
  o Intellectual Property Rights
  o Adaptive and Personalized interfaces
  o Dystopia and Utopia

- Human-Environment Interactions:
  o VR, AR, MR, XR and Metaverse
  o Future Transportation Systems
  o Future Medical Systems
  o Brain Machine Interface

- Ethics, Privacy and Security:
  o Philosophical and Ethical Issues of HCI
  o Privacy and Online Security
  o Anonymity and Privacy
  o Sustainability, SDGs and HCI

- Well-being, Health and Eudaimonia:
  o Aesthetic-Usability Effect
  o Recognition of Human Emotions
  o Satisfaction and Pleasure
  o Quality of life (QOL)

- Accessibility and Universal Access:
  o Cultural Differences and HCI
  o Gender and Diversity
  o Internationalization, Globalization and Localization
  o Interface for Disabled, Elderly People and Kids

- Learning and Creativity:
  o Creativity and Education
  o e-Learning and Distant Learning
  o Game Design and Gamification
  o e-Sports and Sports Sciences

- Social Organization and Democracy:
  o HCI and Psychology, Sociology and Anthropology
  o Remote Work and Productivity
  o e-Government and Electronic Voting
  o Ethical HCI and Crimes/Conflicts
  o Social and Economic Imbalances and HCI

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

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