



The 21st International Conference on Humans and Computers (HC 2018)

March 28-29, 2019

Shizuoka University, Hamamatsu Campus, Japan
The University of Aizu, Aizuwakamatsu, Japan
Dusseldorf Institute of Technology, Dusseldorf, Germany



Call for Papers

Overview

We are pleased to announce the 21st *International Conference on Humans and Computers*, a conference dedicated to all aspects of research and developments related to humans and computers. It is a platform for disseminating innovative research and development work on game, entertainment, media technologies, and related cost-effective business solution, applying lessons learned, and developing new ideas through audience interaction. This annual international conference invites participation from all sectors including academia, industry/business, and government for open formal and informal engagement and examination of emergent features, discussions and presentations of latest results, achievements in areas related to humans and computers.

Scope of the Conference

Through exciting and provoking demonstrations and presentations from leaders in academia and industry, the *Humans and Computers* conference will address a variety of topics including novel developments and applications in all areas related to humans and computers. Potential topics include but are certainly not limited to the following:

- 3D Computer Graphics
- AI-based Techniques in HC
- Artificial Life
- Computer-Aided Visualization
- Cognitive Engineering
- Computer Science in Engineering, Medicine, Health Care, Cultural Heritage, Environment, and Sports
- Humans and Education, E-learning
- Multi-Agent Systems and Social Simulation
- New Trends in HC (mobile, ubiquitous & tangible computing)
- Nonlinear Stochastic Processes: Theory and Applications
- Public Health Informatics
- Verbal / Nonverbal Interfaces
- Manufacturing
- Measurement
- Robotics
- Image and signal processing
- Virtual Environments and Mixed Reality
- Games and serious games
- Health and healthy lifestyle promotion
- Exergaming (games to promote physical fitness and exercise).
- Web-Based Human Computer Interaction
- Interface design
- Cultural issues
- User experience (engagement, immersion, usability, etc.).
- Business/economic implications
- Networking, security, privacy, and legal issues

Submissions

We invite submissions of extended abstracts in all areas of human and computers that fall within the scope of the conference. Submissions must present original, unpublished research or experiences. Submissions under review elsewhere **MUST NOT** be submitted to the *Humans and Computers* conference. Submissions should properly place the work within the field, cite related work, and clearly indicate the innovative aspects of the work and its contribution to the field. Extended abstract length is restricted to a maximum of 2 (two) pages. All accepted submissions will be scheduled for an oral presentation followed by a discussion and Q&A session during the conference.

Conference Venue

In addition to the main conference venue at Shizuoka University in Hamamatsu, Japan, the *Humans and Computers* conference will also simultaneously take place at two remote sites (The University of Aizu, Japan, and FHD: Fachhochschule Düsseldorf, Germany) via a teleconference link.