Propuneri teme referat

1. Affective Computing
2. Kansei Engineering
3. Serious Games
4. Game-based Learning
5. UX patterns
6. Emotions and Design
7. Unconventional interaction
8. Gestural interfaces
9. Plastic user interfaces
10. Ubiquitous interfaces
11. Story writing for children (in the context of game design)
12. Participatory Design
13. Accessibility
14. Gestural Interfaces
15. Brain-Computer Interfaces
16. Robot-Human Interfaces
17. Teacherbots
18. Mental models in programming
19. Team mental models
20. Dark design patterns