

Call for Papers

August 26th - 28th, 2020 - Technical University Eindhoven, Eindhoven, The Netherlands

http://www.hcse-conference.org E-Mail: organizers@hcse-conference.org

HCSE is a bi-annual, single-track, working conference organized by the IFIP Working Group 13.2 on Methodology for User-Centred System Design in cooperation with IFIP Working Group 13.5 on Human Error, Resilience, Reliability, Safety and System Development. We aim at bringing together researchers and practitioners interested in strengthening the scientific foundations of user interface design, examining the relationship between software engineering and human-computer interaction and on how to strengthen human-centered design as an essential part of software engineering processes. Other topics of interest include:

- contributions to the theory and best practices of user-centered design
- design and architectural patterns for interactive systems
- involvement of end-users, clients and stakeholders in the development process of interactive systems
- innovative methods for identifying end-user requirements for interactive systems
- integration of user experience (and any other user interface property) in development processes
- methods for designing, building and assessing interactive systems beyond the desktop (e.g. the living room, ubiquitous and multi-display, cockpits, etc.)
- models and model-based approaches for building interactive systems
- integration of multiple properties (e.g. usability, security, reliability, user experience, privacy, accessibility, etc.) in software development
- socio-technical aspects of interactive software development
- software architectures for interactive systems
- rational design and traceability of design choices.

HCSE 2020 welcomes contribution as **technical full papers**, **late breaking results**, **demonstrations and posters**. All papers are peer-reviewed and selected contributions will appear in the proceedings published by Springer in the **LNCS** series.

In the present edition of HCSE 2020 we are particularly interested in studies focused on multi-stakeholder concepts and how to cope with multi-stakeholders taking into account not only micro perspective but on the systemic change level. As in past editions, the focus of the working group is on user interface properties (such as usability, ux, privacy, trust, security, reliability, adaptability, among other) and how to design, develop and evaluate based on a user-centered development process. We are interested in understanding how different stakeholders and developers value diverse user interface properties and how they manage conflicts between them (when one property might degrade the value of another) on a systemic

change level. Our aim is to cover a large set of user interface properties and try to reveal their inner dependencies. We are particularly interested in the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems.

HCSE welcomes the following types of contributions:

- **Technical full papers** (up to 20 pages) should describe substantial research contributions of novel work that has produced advanced results including validation of results.
- Late-breaking results (up to 12 pages) are short papers that present work in progress, new practice and experience reports containing good (and bad) practices and/or recent practical evaluations of methods, techniques and tools.
- Demonstrations and posters (5–8 pages, plus poster design draft) should present ongoing work and/or late-breaking results related to the use of innovative tools and cutting-edge systems not described in other paper submissions. Demonstration papers should provide description of tools including user tasks and evidence of use to end-users. Demo submissions should summarize the system's significance and its performance and should either include screenshots or link to an online-accessible resource. The poster design draft should show the planned design and content of the poster that will be presented at the conference. Industry contributions to demos and posters are particularly welcome and highly encouraged.

SUBMISSIONS AND REVIEWING PROCESS

Contributions should be sent via **EasyChair** (https://easychair.org/conferences/?conf=hcse2020). All submissions will be peer-reviewed for their topical relevance, originality, technical contribution, and presentation quality by the members of the international program committee. Technical full papers and late-breaking results short papers will be reviewed **double-blind**, demonstrations and posters **single-blind**. Authors must prepare their submission files accordingly! For poster submissions, both paper and poster design draft will be assessed for review. It will be possible for the program committee to suggest accepting submissions in other than their original submission categories.

PRESENTATIONS

All accepted submissions will be presented at the conference in technical sessions. It will be possible for authors of accepted technical full papers and late-breaking results short papers to give tool demos as well without submitting additional demo papers.

PROCEEDINGS

Accepted contributions must be formatted according to the <u>guidelines of the Lecture Notes in Computer Science (LNCS)</u> series of Springer. Authors are requested to prepare submissions as close as possible to final camera-ready versions.

IMPORTANT DATES

Technical full papers, late breaking results

Submission: March 30th, 2020

Notification to authors: May 11th, 2020

Camera-ready due: June 5th, 2020

Conference dates: August 26th – 28th, 2020

Demos, posters

Submission: May 26th, 2020

Notification to authors: **June 12th**, 2020 Camera-ready due: **June 26th**, 2020

ORGANIZERS

General Conference Chairs:

Regina Bernhaupt, Eindhoven University of Technology, The Netherlands Carmelo Ardito, Politecnico di Bari, Italy Stefan Sauer, Paderborn University, Germany