

Minitrack Title: Interface Design, evaluation and impact

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Description:

This mini-track is an outlet for human computer interaction papers that do explicitly fit interface design, evaluation, and impact at AMCIS 2010. Authors are encouraged to submit new ways of considering HCI in light of emerging technologies and technology trends.

Suggested Topics:

This mini-track supports a wide ranging set of research topics, methods, and perspectives. In the past, the mini-track has focused on the following:

- Behavioral, cognitive, and motivational aspects of human/computer interaction
- User task analysis and modeling
- The analysis, design, development, evaluation, and use of information systems
 - Guidelines and standards for interface and interaction design
 - Novel interaction and interface designs for handheld mobile devices (e.g., phones, watches, PDAs)

- Interface issues in the development of radical interaction technologies
- User studies (including field tests) of interaction with mobile information systems
- Development of new usability testing methods for interface designs and interaction techniques
- HCI security (HCI-SEC) and privacy for interface design and interaction
- User interface design and evaluation of the Web for
 - B2B, B2C, C2C E-Commerce or M-Commerce
 - Group collaboration
 - Negotiation and auction
 - Virtual World (e.g. Second Life, Active Worlds, There)
- The impact of interface design or usability on the attitudes, behaviors, performance, perceptions, or productivity of individuals, organizations, and society
- HCI issues related to the elderly, the disabled, and other special needs populations
- Design and analysis of wearable, pervasive, or ubiquitous systems and computing
- Issues in teaching and designing HCI courses or programs
- Human factors issues related to the design and use of information systems
- Case studies looking at interface or interaction design and usability

Authors are also welcome to submit papers that will integrate brief demonstrations or interactive discussions of new HCI techniques, methods, or concepts into their AMCIS presentations.