



CLIHC 2005

Conferencia Latinoamericana de Interacción
Humano - Computadora

CALL for PAPERS

The second Latin American Conference on Human-Computer Interaction, **CLIHC 2005**, will be a forum for the exchange of ideas, developments and research findings in Human-Computer Interaction (HCI).

The main goal of the conference is to foster communication and collaboration among HCI researchers and professionals from countries in Latin America and to consolidate the presence of the Latin American HCI community abroad. For this, we will encourage members of other communities to come to the conference, and discuss strategies for Latin Americans to have a wider participation internationally.



CLIHC 2005 will be the meeting place for researchers and practitioners from industry and academia. Researchers and practitioners throughout Latin America are strongly encouraged to participate.

CLIHC 2005 will take place in Cuernavaca, México on October 23-26, 2005. You are cordially invited to submit HCI-related work in any of the categories for participation.

TOPICS OF INTEREST

Many of the research issues in the agenda for the field of Human-Computer Interaction (HCI) relate to the culture, language and work practices for specific communities. Not only should we reach for technology that can be used and appreciated by the widest range of people, but also for means to promote inter-cultural exchange and cross-fertilization among people with diverse backgrounds and needs.

CLIHC is open to all topics and disciplines related to HCI, such as interactive systems development, methodologies and tools, evaluation reports, theories and models.

Topics of interest include, but are not limited to:

HCI design & evaluation methods and tools design methods, formalisms, tools and environments
user and task analysis evaluation criteria, methods, techniques, environments and tools user
interface design and evaluation for the Web user interface design and evaluation for mobile
devices user interface design and evaluation

HCI techniques

interaction techniques
universal accessibility
ergonomics of HCI
information visualization
input/output devices
multimodal interfaces

Theoretical & Multidisciplinary aspects of HCI

theoretical aspects of HCI
cross-cultural and internationalization issues in HCI
psychological, social and cultural issues in using computing systems
multidisciplinary aspects of HCI
legal issues related to usability and design

Intelligent user interfaces

intelligent user interfaces, personalization and adaptive interfaces
end-user programming and adaptable interfaces
speech and natural language interfaces

Applied HCI

interaction issues in computer-based education
interacting with multimedia systems, virtual reality and games
user interface design for supporting virtual and online communities

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