Human Computer Interaction Interact 2019: A Must-Attend Event for Tech Enthusiasts

Human Computer Interaction (HCI) Interact 2019 is just around the corner, and tech enthusiasts from all around the world are gearing up for this annual extravaganza. With a reputation for being one of the most comprehensive and influential conferences in the field of HCI, Interact 2019 promises to deliver enriching experiences and insights for professionals, researchers, and students alike.

The conference, which will take place from September 2nd to September 6th, 2019, in Paphos, Cyprus, brings together experts, innovators, and thought leaders from academia, industry, and government sectors to share their experiences, present their latest research, and discuss the future of human-computer interaction.

Immersive Experiences and Cutting-Edge Technologies

Interact 2019 will serve as a platform for attendees to explore a wide range of topics related to HCI, including user experience design, interactive technologies, usability, accessibility, and user-centered design methods. The conference program features a diverse set of workshops, papers, presentations, and exhibitions, ensuring that everyone will find something of interest.

Human-Computer Interaction – INTERACT 2019: 17th IFIP TC 13 International Conference, Paphos, Cyprus, September 2–6, 2019, Proceedings, Part II (Lecture Notes in Computer Science Book 11747)

by Lennart Nacke(1st ed. 2019 Edition, Kindle Edition)

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One of the highlights of Interact 2019 is the opportunity to gain hands-on experience with cutting-edge technologies through interactive sessions and demonstrations. Attendees will have the chance to explore virtual reality (VR),augmented reality (AR),artificial intelligence (AI),machine learning (ML),and other emerging technologies that are shaping the future of human-computer interaction.

Moreover, renowned keynote speakers, experts in the field, will deliver inspiring talks, shedding light on the latest advancements, challenges, and trends in HCI. These talks provide invaluable insights and serve as a catalyst for stimulating discussions among attendees, fostering collaboration and innovation.

Networking and Collaboration Opportunities

Interact 2019 offers unparalleled networking and collaboration opportunities. By bringing together researchers, practitioners, and industry professionals, the conference encourages the exchange of ideas, experiences, and expertise, leading to potential collaborations and partnerships.

The conference hosts social events, such as receptions, dinners, and social hours, which provide a relaxed and informal environment for attendees to connect with like-minded individuals and build lasting professional relationships.

Post-conference Activities and Workshops

Interact 2019 doesn't end with the conference itself. There are several postconference activities and workshops that offer additional learning opportunities and deeper dives into various aspects of HCI.

These workshops cover topics such as UX design methodologies, usability testing techniques, interaction design for mobile devices, and designing for inclusivity. By participating in these workshops, attendees can enhance their skillset and gain practical knowledge from industry experts.

Why You Should Attend Interact 2019

There are many compelling reasons to attend Interact 2019:

- Learning Opportunities: The conference offers a wide variety of sessions and presentations, providing invaluable knowledge and insights into the latest trends and advancements in HCI.
- Networking: Interact 2019 brings together experts from academia, industry, and government sectors, offering a unique opportunity to network, collaborate, and establish professional connections.
- Hands-on Experience: Attendees have the chance to explore and interact with cutting-edge technologies that are shaping the future of HCI, including VR, AR, AI, and ML.
- Inspiration: Keynote speeches from renowned experts in the field will provide inspiration and guide attendees towards innovative solutions and

approaches.

 Career Advancement: By attending Interact 2019, professionals and students can enhance their professional profile, gain recognition in the industry, and explore potential career opportunities.

So mark your calendars and book your tickets for Human Computer Interaction Interact 2019. Don't miss this incredible opportunity to connect with industry leaders, gain valuable insights, and be at the forefront of the latest trends and technologies in human-computer interaction.



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The four-volume set LNCS 11746–11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019.

The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named:

Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative work; cyber security and e-voting systems; design methods; design principles for safety/critical systems.

Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I.

Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction.

Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops.



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