



**22nd International Conference
on Human-Computer Interaction**
Bella Center, Copenhagen, Denmark
19 - 24 July 2020

<http://2020.hci.international/>

ADVANCE CALL FOR PARTICIPATION

DAPI 2020

8th International Conference on Distributed, Ambient and Pervasive Interactions

*Jointly held under one management and one
registration with HCI International 2020*

Chairs: Norbert Streitz and Shin'ichi Konomi

The 8th International Conference on Distributed, Ambient and Pervasive Interactions (DAPI), an affiliated conference of the HCI International 2020 Conference, provides a forum for interaction and exchanges among researchers, academics, and practitioners in the field of HCI for DAPI environments. The DAPI conference addresses design approaches for DAPI-Environments, information, Interaction and user experience design for DAPI-Environments, enabling technologies, methods and platforms, and application areas. The related topics include, but are not limited to:

- **Objectives and Design Approaches for DAPI-Environments**
 - Citizen-Centered Design
 - Challenges of Adaptive and Responsive Environments
 - Cognitive Ergonomics
 - Design Principles and Guidelines
 - Design Trade-offs (e.g., Human Control vs. Automation)
 - Human-/People-Centered Design
 - Humane and Sociable Cities
 - Impact of Ambient Intelligence and IoT on Society
 - Multiple Dimensions of Requirements
 - Participatory Design
 - Privacy and Trust Issues in Ambient Intelligence Systems
 - Reconciling Humans and Technology
 - Security in Ambient Intelligence Systems
 - Sensory Emotional Values (Aesthetics)
 - Social Issues in Ambient Intelligent Environments
 - Values and Goals
 - Ethically Aligned Design of Algorithms and Autonomous Systems
- **Information/Interaction/Experience Design for DAPI-Environments**
 - Crowd- and Swarm-based Interaction
 - Embedded and Embodied Interaction
 - Implicit versus Explicit Interaction
 - Interaction Issues in Hybrid Environments
 - Multimodal and Multisensory Interaction
 - Natural Interaction
 - Space-Time Dispersed Interaction
 - Symmetric Interaction in Real and Virtual Worlds
 - Tangible Interaction

- Urban Interaction
- User Experience of Privacy and Trust
- **Enabling Technologies, Methods and Platforms for DAPI-Environments**
 - Ambient and Pervasive Displays
 - Architectures for Emergent and Collective Ambient Intelligence
 - Combining Multiple Devices and Multiple Users
 - Combining Multiple Sensor Modalities
 - Modelling Context Awareness
 - Evaluation Methods and Techniques
 - Field Studies and Deployments
 - Human Activity Modelling
 - Indoor vs. Outdoor Tracking
 - Instrumented Environments
 - Interactive, Smart Materials and Physical Computing
 - Internet of Things (IoT)
 - Living Labs, Context Laboratories, and Experiential Landscapes
 - Machine Learning and Artificial Intelligence in Smart Environments
 - Sensors and Actuators with their Dependencies
 - Sensor Data: Reliability and Quality
 - Data Science in Pervasive Environments
 - Self-organization in Socially Aware Ambient Systems
 - Social Interfaces
 - Spatial and Embodied Smartness
 - Wearable Computing
- **Application Areas of DAPI-Environments**
 - Affective Computing
 - Ambient Assisted Living (AAL)
 - Ambient Games
 - Civic Computing
 - Connected Cars and Automated Driving
 - Connected Cities
 - Education and Learning
 - Environmental Sensing
 - Groupware and Multi-User Ambient Environments
 - Healthcare and Well-being
 - Hybrid Cities
 - Immersive Entertainment Environments
 - Industrial Internet / Industry 4.0
 - IoT and Logistics
 - Lifelogging and Personal Informatics
 - Location-based Smart Services
 - Media Façades and Media Architectures
 - Personal Health and Tele-Monitoring
 - Pervasive Games in Hybrid/Augmented Worlds
 - Product Memory, Transparency and Consumer Information
 - Public Transient Smart Spaces
 - Smart Airports
 - Smart Artifacts in Smart Environments
 - Smart Cities
 - Smart Farming
 - Smart Landscapes
 - Smart Learning Ecosystems
 - Sustainability and Fair Trade
 - Urban Media Art
 - Urban Computing

Conference proceedings published by

