



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

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

## **ADVANCE CALL FOR PARTICIPATION**

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### **DHM 2020**

#### **11th International Conference on Digital Human Modeling & Applications in Health, Safety, Ergonomics & Risk Management**

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

**Chair: Vincent G. Duffy**

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Software representations of humans, including aspects of anthropometry, biometrics, motion capture and prediction, as well as cognition modelling, are known as digital human models (DHM), and are widely used in a variety of complex application domains where it is important to foresee and simulate human behavior, performance, safety, health and comfort.

Automation depicting human emotion, social interaction and functional capabilities can also be modeled to support and assist in predicting human response in real world settings. Such domains include medical and nursing applications, education and learning, ergonomics and design, as well as safety and risk management.

The DHM Conference, an affiliated conference of the HCI International Conference, arrived at its 11th edition and solicits papers from academics, researchers, industry and professionals, on a broad range of theoretical and applied issues related to Digital Human Modelling and its applications.

The related topics include, but are not limited to:

- Aging & Technology Adoption
- AHP & Applications in Decision Making
- Artificial Intelligence & Smart Services
- Autonomous Driving, Pedestrians & Perception
- Behavior, Cognition & Text Mining
- Biometrics, Human Identification and Cyber-Security
- Bibliometric Analysis & Text-based Content Analysis
- Creativity & Learning as a Stimulus for Creativity
- Communication Science
- Ergonomic Design & Neuroscience Cooperation
- Energy, Smart Apps & Environmental Management
- Eye tracking & Observing Service Quality
- Face Reader Synchronization with Response
- Fashion Design
- Future of Work at Human-Technology Frontier
- Gamification and Game-Based Learning
- Human-Robot Interaction
- Integrating Social & Ethical Requirements
- Job Design and Changing Nature of Work
- Occupational Health & Operations Management
- Physiological measures and Perception
- Recommender Systems & Consumer Behavior
- Smart Cities, Transportation & Tourism
- Smart Products & Human-System Interaction
- Task Interruption & Visualization of Information
- Task Analysis, Quality & Safety in Healthcare

*Conference proceedings published by*

