



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

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

### **ADVANCE CALL FOR PARTICIPATION**

#### **HCIBGO 2020**

**7th International Conference on HCI in Business,  
Government and Organizations**

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

**Chairs: Fiona Fui-Hoon Nah and Keng Siau**

The use and role of technology in the business and organizational context has always been at the heart of Human-Computer Interaction since the start of management information systems. In general, HCI research in such context is concerned with the ways humans interact with information, technologies, and tasks in the business, managerial, and organizational contexts. Hence, the focus lies in understanding the relationships and interactions between people (e.g., management, users, implementers, designers, developers, senior executives, and vendors), tasks, contexts, information, and technology. Today, with the explosion of social media, big data and the Internet of Things, new pathways are opening towards this direction, which need to be investigated and exploited.

The 7th International Conference on HCI in Business, Government and Organizations (HCIBGO), an affiliated conference of the HCI International Conference, promotes and supports multidisciplinary dialogue, cross-fertilization of ideas and greater synergies between research, academia and stakeholders in the business, managerial and organizational domain.

*Conference proceedings published by*



The related topics include, but are not limited to:

- 3D web and virtual worlds
- Accessibility and assistive technologies
- Analytics and visualization
- Augmented reality
- Business applications for home/leisure context
- Business dashboards
- Computer-supported collaboration and decision-making
- Context-aware interaction
- Electronic business
- Electronic, mobile and ubiquitous commerce
- Emerging interfaces
- Eyes-free interaction
- Gamification/gaming
- Haptic interaction
- Human-robotic interaction
- Information systems in human resource, accounting, finance, enterprise, healthcare, marketing, supply chain, and marketplace
- Kinetic and gesture based interaction
- Mental models
- Mobile user interface design
- Negotiation and auctions
- Neuro-IS
- Online trust
- Open innovation
- Personalization and customization
- Pervasive computing
- Privacy and/or security
- Social media and social communities for business
- Social and collaborative shopping in e-commerce
- Surface computing, gesture-based computing and multi-touch interaction
- Tactile interface
- Technology and gender
- Valuation of technology and interfaces
- Voice and conversational interaction
- Wearable devices/technology
- Web search and retrieval