

Special Issue

Human-Computer Interaction: New Horizons

Message from the Guest Editor

What's Human-Computer Interaction now? We would say it's about interactions between "computing" machines. "Biological" machines (humans) can interact with "non-biological" machines (computers) via various means—a box sitting on a desk, a dot attached to a home appliance, simple microprocessors, or conductive yarn that responds to tactile stimulation. Contributions are invited on all aspects of interactions between these two types of computing. Exactly what possibilities, problems, and limitations are ahead? What methodological, ethical, and technological innovations should be considered? How should human behavior be understood and modeled to make the two computing machines to communicate seamlessly? Possible themes include, but are not limited to:

- Affective Computing
- Human Behavior Understanding (HBU)
- Artificial Intelligence
- Deep Learning
- Wearable Computing
- Ubiquitous Computing
- Ambient Computing
- Brain Computer/Machine Interface
- Data Mining and Statistical Analysis.
- Cognitive Modeling
- Cognitive Science
- Social Information Processing

Guest Editor

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About the Journal

Message from the Editor-in-Chief

The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

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