New Directions in User-Centered Interaction Design

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Message from the Guest Editors

In this Special Issue, we want to focus on new user-centered methods and tools that support the design of interactive systems that are based on emergent technologies currently under development in the engineering disciplines. Of special interest are methods and tools based on contemporary insights and theories from the social and behavioral sciences.

Take for example, the rise of systems of smart things, or IoT as it is called nowadays. The shift from products to smart products and, more recently, from smart products to systems of smart things clearly puts new challenges to the field of interaction design. The same holds for emerging technologies like artificial intelligence or smart materials.

To take full advantage of these developments, existing user-centered engineering methods and tools need to be adapted or new ones need to be developed to support the design of systems that truly make sense to people and that show a proper balance between advanced technological possibilities and the basic cognitive and social capabilities and needs of people.

- User-Centered
- Interaction Design
- Methods and Tools
- Theories
- Emerging technologies
- Social and Behavioral Sciences

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