

ECCE 2020 - EUROPEAN CONFERENCE ON COGNITIVE ERGONOMICS | 6-9 October 2020 | Siena, Italy

32nd annual conference of the European Association of Cognitive Ergonomics (EACE)

<http://www.congressi.unisi.it/ecce2020>

CALL FOR PAPERS

ECCE 2020 invites contributions from researchers and practitioners which address the broad spectrum of Cognitive Ergonomics challenges in the analysis, design, and evaluation of virtual and physical interactive systems as part of a rich conference program including Keynote talks, Paper Presentation as well as a doctoral consortium. The 32nd of ECCE conference will target state-of-the-art as well as emerging topics pertaining to Cognitive Ergonomics and its role in design processes, information presentation and visualization, human factors and simulation, prototyping, virtual reality, user interfaces development and emerging ethical issues.

The **special theme** for ECCE conference in 2020 is:

“Designing virtual and physical interactive systems”.

The **Topics of interest** include but are not limited to the following:

- Affective/emotional aspects of human interaction with IT artefacts
- Cognitive processes in design
- Collaborative creativity and experience
- Collaboration in design teams
- Collaboration in end-users and design teams
- Decision aiding, information presentation and visualization
- Design methods, tools, and methodologies for designing physical and virtual interactive systems
- User experience design
- Ecological approaches to human cognition and human-technology interaction
- Human error and reliability
- Human Factors and simulation
- Human-technology interaction in the Internet of Things era
- Motivational/emotional aspects of human interaction with IT artefacts
- Motivation, engagement, goal sharing
- Innovative interactive paradigms with physical and virtual system (e.g. haptic, embodied interaction)
- Rapid prototyping and digital fabrication
- Resilience and diversity
- Trust and control in complex systems
- Situation awareness
- User research concepts, methods, and empirical studies
- Human Computer Interaction
- Virtual and augmented reality
- Conversational user interfaces
- Advanced user interfaces
- Cognitively-orientated human factors
- Ethical issues in AI and virtual environments

Submissions

All submissions fulfilling the submission requirements will be peer-reviewed, and accepted papers will be published in the conference proceedings.

Please visit <https://www.acm.org/publications/taps/word-template-workflow> for all information on formatting and templates to create your manuscript for submission.

All submissions are handled through Easy Chair: <https://easychair.org/conferences/?conf=ecce2020>

Proceedings will appear on ACM Digital Library.

Submission Categories

- Long and Short Papers
- Demonstrations
- Workshops
- Submissions to the Doctoral Consortium

Important Dates:

9 March 2020 [**Deadline for submissions**]

22 June 2020 [**Deadline for camera ready version submissions**]

15 July 2020 [**Early Registration deadline**]

6 October 2020 [**ECCE 2019 Doctoral Consortium and Workshops**]

General chairs:

Patrizia Marti, University of Siena, Italy

Oronzo Parlangeli, University of Siena, Italy