**Human-Computer Interaction**


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**Aims & Scope of HCI**

**Human-Computer Interaction (HCI)** is a multidisciplinary journal defining and reporting on fundamental research in human-computer interaction. The goal of *HCI* is to be a journal of the highest quality that combines the best research and design work to extend our understanding of human-computer interaction. The target audience is the research community with an interest in both the scientific implications and practical relevance of how interactive computer systems *should be designed* and how they are *actually used*. *HCI* is concerned with the theoretical, empirical, and methodological issues of interaction science and system design as it affects the user.

**Interaction Science.** *HCI* seeks to foster a scientific understanding of the cognitive and social behavior of system users and the organizational and social impacts of that usage. Studies of usage can cover individuals, groups, communities, organizations, and networks, as well as societal impacts of system use. We encourage theoretical, empirical and methodological contributions. *Theoretical* papers should deal with scientific models of user learning or performance, or with social models of the user community. *Empirical* papers may range from quantitative controlled laboratory experimentation to field observation using qualitative methods. *Methodological* papers should analyze and study research methods.

**System Design.** *HCI* seeks to foster rational discussion of, and methods for, the design of computer systems and the evaluation of existing systems. *HCI* is interested in a range of issues from new user-interface techniques to the process of system design. *Theoretical* papers should deal with design principles underlying a particular system or class of systems, or with different approaches to designing interactive systems. *Empirical* papers may assess existing or novel interaction techniques, or examine the design process itself. *Methodological* papers should deal with the application of design principles, the rationalization of design alternatives, or the role of empirical methods in the design process.

*HCI* is interested in original papers of high quality and broad relevance within the above framework. Papers may cover any domain in which interactive systems are involved -- personal tools, group systems, social tools, organizational systems, instructional and training systems, games, robots, design tools and systems, productivity tools, other
interactive tools and applications, user-oriented programming tools and methods, and so on.

*HCI* is a multidisciplinary journal, so papers must have scientific implications, system design implications, and analyses of how systems are actually used. *HCI* favors substantial papers dealing with extended programs of research and design. *HCI* is not interested in narrow papers focusing on issues of limited or only specialized interest or in papers reporting only preliminary results. Theoretical papers, “framework” papers, review papers, and even essays are welcomed; but they are expected to present a rigorous analysis developing new conceptual views or codifications of existing materials that imply future research directions. Papers articulating new or “non-standard” perspectives are also actively encouraged. *HCI* aims to foster discussion in the research community and welcomes commentaries that reflect on, critique, or extend existing published *HCI* papers.

For more detailed information, see the [Guidelines for Submitting to *HCI*](https://mc.manuscriptcentral.com/hci). Submissions should be made at [mc.manuscriptcentral.com/hci](https://mc.manuscriptcentral.com/hci).