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INTERACCIÓN HUMANO COMPUTADOR 2020

Universidad Católica de Santa María, Arequipa-Perú
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Preface

The VI Ibero-American Conference on Human-Computer Interaction (HCI), brought together professionals and researchers in the area, which has as one of its central problems the insertion of the technological element (computer, handheld devices, etc.) within the social context, where considerable progress has been made in the area, and whose foundations are derived from a variety of fields: computer science, cognitive psychology, social psychology, perceptual psychology, linguistics, artificial intelligence and anthropology, among others. Like all areas of research, HCI has evolved, setting paradigms that govern the process of construction of the technological element. These paradigms have allowed the development of different design approaches, which are known as technology-centered design, user-centered design and learner-centered design. This area of knowledge allows us to know the relevance of each of the three elements of the equation: the human being (user), the computer/mobile device (system) and the interaction (transmission of information in two ways).

The Conference had central conferences, workshops and presentation of papers in the following topics:

- Augmented and Mixed Virtual Reality for Education
- Collaborative Learning
- Gamification
- Emotional Interfaces
- Adaptive Instruction Systems
- Accessibility
- Usability
- Use of video games in education
- Artificial Intelligence in HCI

This year we received 130 articles, each reviewed by at least 3 members of the Scientific Committee.

We thank the members of our Program Committee for their work and contribution to the success of our conference. And to the authors for their submissions to HCI-2020 and we hope to have them again in future versions.

September 2020

The editors.

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