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## XXVI International Conference on Human-Computer Interaction Interacción 2026

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### Second Call for Contributions for Interacción 2026

The XXVI edition of the International Conference on Human-Computer Interaction (Interacción 2026) will take place in Albacete (Spain), at the University of Castilla-La Mancha (UCLM), campus of Albacete, from Wednesday, 2nd September to Friday, 4th September, 2026. The event is sponsored by the Asociación Interacción Persona-Ordenador (AIPO) and organized by the ISE research group of the UCLM. The conference has been organized as an in-person event. The main objective of Interacción 2026 is to bring together researchers, students, and professionals in Human-Computer Interaction (HCI), both from academia and industry, to promote the presentation of innovative proposals, the exchange of ideas, and discussion. Interacción 2026 has a multidisciplinary focus on Human-Computer Interaction, seeking to attract those working in this field from different disciplines.

### Topics of Interest

Contributions can address any topic related to the HCI discipline, in a broad sense, considering its multidisciplinary nature. Contributions on, but not limited to, the following areas are welcome:

- **User Experience and Usability**
  - User-centered design, UX, heuristics, usability evaluation, and metrics.
- **Accessibility and Digital Inclusion**
  - Inclusive design, user diversity, web and mobile accessibility.
- **Natural and Multimodal Interfaces**
  - Voice interaction, gestures, haptics, computer vision, and multimodal combinations.
- **Virtual, Augmented, and Mixed Reality**
  - Immersive experiences, metaverse, collaborative environments.
- **Human-Robot Interaction and Autonomous Systems**
  - Social robotics, assistive robotics, interaction with drones.
- **Hardware and Devices for Interaction**
  - Sensors, wearables, tangible devices, and hardware innovations.
- **Digital Art and Creative Interaction**
  - Interactive installations, generative art, computational creativity.
- **Human Factors and Cognitive Psychology in IPO**
  - Perceptual, emotional, and cognitive processes in interaction.
- **Teaching and Learning HCI**
  - Teaching methodologies, tools, and resources for training.
- **HCI and Health**
  - Technologies for rehabilitation, medical interfaces, digital well-being, digital therapies.
- **HCI and Gender**
  - Gender Bias, Inclusive Design, Digital Inclusion, and Equality
- **Interaction in Video Games and Digital Entertainment**
  - Interactive mechanics, gamification, immersive experiences.
- **Artificial Intelligence and HCI**
  - Generative AI, conversational assistants, intelligent personalization.
- **Interaction in Collaborative Environments and Telepresence**
  - Remote work, technology-mediated collaboration, shared virtual spaces.
- **Interaction and Sustainability**
  - Responsible design, energy efficiency, and green technology

## Contributions

Different types of contributions have been defined, so that any researcher can find a way to contribute and attend the conference:

- **Long Papers:** These papers describe original, previously unpublished research work that provides significant research results. Maximum 10 pages.
- **Short Papers:** These papers describe work in progress, with intermediate results, and contribute to well-founded research. Maximum 5 pages.
- **Doctoral Colloquium:** This is a forum for PhD students to present a summary of the objectives, methodology, and preliminary results of the doctoral theses they are developing. Maximum 4 pages.
- **BSc, MSc Dissertations Contest:** There will be a specific CFP for the Call for Awards for the best dissertations (Bachelor/Master) granted by the Asociación Interacción-Persona Ordenador (AIPO). Maximum 4 pages.
- **Presentations of Research Groups or Projects:** Through this modality, a research group working in any of the fields covered by the conference can present its work as a group, describing activities, projects, and future plans, or present a specific research project that they are carrying out or have recently concluded. Maximum 4 pages.
- **Relevant Papers Already Published:** A review of an article published in a high-impact journal may be submitted to disseminate it among the community attending the conference. Maximum 2 pages.
- **Demonstrations:** Contributions can be made through a demonstration of a tool, hardware, an interactive artwork, or similar. This demonstration must be associated with a brief review. Maximum 5 pages.

## Submission Format and Publication of Accepted Contributions

Long and short papers must be anonymous, removing any information (authors and institutions, acknowledgements, etc.) that could suggest the authors' identity. Citations to previous work by the authors must appear in the text in the third person, without explicit reference as previous work by the authors.

Long and short papers submitted in English will be published in Open Access in the *ScitePress Digital Library*. Therefore, they must follow the templates available at: [MS Word Template](#) and [LaTeX Template](#). In addition, they will be requested for indexing in DBLP, Scopus, Semantic Scholar, and Google Scholar.

Long papers written in Spanish will be published in the journal *Interacción*, the AIPO's digital journal, according to the [journal template](#).

All other contributions will be published in the conference proceedings.

A selection of the best papers presented at the conference will be invited to submit an extended version of the article for publication in a special issue of the JCR-indexed journal, [Universal Access in the Information Society \(UAIS\)](#).

All contributions must be submitted via the EasyChair platform, through the following link: <https://easychair.org/conferences?conf=interaccin2026>

## Review Process

All contributions will be reviewed by an international panel of experts in a double-blind review process

## Languages

Contributions to the conference may be submitted in Spanish or English. Papers should preferably be presented in Spanish, but slides must be prepared in English. The official language of the conference will be Spanish.

## Registration

At least one author per contribution must be registered for the conference for the contribution to be published and presented. Each registration can be associated with one contribution and can be associated with more through an additional fee.

## Important Dates

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| • <b>Opening</b> of the submission system:           | <b>February 16, 2026</b>      |
| • Deadline for <b>thematic workshops</b> proposals:  | <b>February 27, 2026</b>      |
| • Deadline for <b>Long and Short Papers</b> :        | <b>April 10, 2026</b>         |
| • Deadline for the <b>rest</b> of the contributions: | <b>May 15, 2026</b>           |
| • <b>Notification</b> to authors:                    | <b>June 1, 2026</b>           |
| • <b>Final</b> version:                              | <b>June 26, 2026</b>          |
| • <b>Conference</b> dates:                           | <b>September 2 to 4, 2026</b> |

## Conference Venue

University of Castilla-La Mancha, Campus de Albacete

Escuela Superior de Ingeniería Informática de Albacete

Av. España s/n, 02071 - Albacete, España

Google Maps: <https://maps.app.goo.gl/8TTzFhCorG3vCHWi7>

## Organization

### Conference Chair

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### Organizing Committee Chair

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### Communications Committee

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Felipe Costa Tébar

Llanos Vergara Picazo

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Universidad de Zaragoza

### Interacción 2025 Liaison

Alejandra Martínez Monés

Universidad de Valladolid

### Latin America Liaison

Gustavo Eduardo Constaín Moreno

UNAD, UNICAUCA

## Program Committee

See website: <http://congresointeraccion.es/>

Let's Create New Synergies  
Let New Projects Emerge  
Let Relationships Be Revived  
Let's Make HCI Great  
Let's Enjoy  
Let's Learn

May this conference be a lever that drives our work, relationships, and enthusiasm

