Preface to the 2024 HCI SI Conference

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Abstract

The ninth edition of the HCI SI conference, organised by the research community in the field of HumanComputer Interaction Slovenia and the ACM SIGCHI Chapter Bled, took place at the University of Ljubljana, Faculty of Computer and Information Science on November 8 2024. Lea Skorin-Kapov form University of Zagreb and Amadea Derenda from Kaldi delivered the keynote speeches, while a total of six research papers were presented.

Dne 8. novembra 2024 je na Fakulteti za računalništvo in informatiko Univerze v Ljubljani potekala deveta konferenca HCI SI, ki so jo organizirali skupnost raziskovalcev na področju interakcije človek-računalnik v Sloveniji in ACM SIGCHI Chapter Bled. Glavni predavanji sta imeli Lea Skorin-Kapov iz Univerze v Zagrebu in Amadea Derenda iz podjetja Kaldi, medtem ko so avtorji predstavili skupaj šest raziskovalnih člankov.

Keywords

Human-Computer Interaction, HCI SI, 2024, Slovenia, Conference

1. Introduction

This is the proceedings of the 9th Human-Computer Interaction Slovenia (HCI SI) conference series, organised by the Slovenian HCI community in conjunction with the ACM SIGCHI Chapter Bled. The event brings together Slovenian scholars, researchers, and students specialising in HCI, along with guests from Alps-Adriatic-Danube basin and beyond. In addition to providing a platform to exchange experiences and research findings, the conference facilitates the establishment of new connections and collaborations for the future.

The one-day conference was hosted by the Faculty of Computer and Information Science, University of Ljubljana, on 8 November 2024. The programme of the conference included 6 presentations, organised into two sessions, along with 2 keynote speeches. The presentation covered a wide array of HCI topics, ranging from interaction in games, information visualisation, augmented reality, human-machine interaction, user experience, technology and education, and others.

The organisers extend our heartfelt thanks to all our colleagues who contributed to this event, as well as to the reviewers for their invaluable assistance.

2. Presented research

A total of six research papers and four posters were presented at the conference:

- Grega Radež and Ciril Bohak – Integrating Environmental Awareness into NPCs: Contextual Conversational Interaction in Games
- Elena Spirova, Arsen Matej Golubovikj and Marko Tkalčič – Music and Myth: The Relationship Between Music Preference and Unverified Beliefs
- Teodor Kostovski, Matjaž Kljun and Klen Čopič Pucihar – The Role of Energetic Music in Video Game Immersion: Analyzing its Effect on Engagement and Performance Distraction
- Natasa Miletic, Matjaž Kljun and Klen Čopič Pucihar – UX Design: the Impacts on Physiological Responses
- Pavel Jolakoski, Jordan A. Deja, Matjaž Kljun and Klen Čopič Pucihar – Guided by Steel: Teaching Shortest Path Algorithms with Robots and Overlaid Projections
- Maheshya Weerasinghe, Luka Ribič, Matjaž Kljun, Klen Čopič Pucihar and Iztok Devetak – Augmented Reality Training System Fusing the Triple Nature of Chemical Concepts

3. Keynote Talks

3.1. Lea Skorin-Kapov

Abstract

Emerging eXtended Reality (XR) technologies have been recognized as a key enabler for the design of novel immersive experiences, often relying on the fusion of the digital and physical worlds. In particular, social and collaborative XR services enabling users to meet and interact in immersive environments have the potential of leading to an evolutionary step in communication services. Given service complexity, the availability of new hardware appearing on the market, and new application domains, the research community is faced with the challenges of exploring new methodologies, models, and metrics to understand and manage what we refer to as the Quality of Experience (QoE) or user experience (UX). UX/QoE research has thus received much attention over the past years and has become a prominent issue addressed by network, service, and content providers. Addressing these research challenges inherently calls for a highly multidisciplinary approach, combining expertise from disciplines such as engineering and networking, psychology, cognitive science, and human-computer interaction. In this talk, we will discuss key technologies and infrastructures needed to meet the requirements of emerging XR services, as well as key challenges related to assessing and modeling QoE.

Biography

Lea Skorin-Kapov is Professor and head of the Multimedia Quality of Experience Research Lab (MUEXLab). Her research interests include Quality of Experience assessment and modeling

of multimedia and immersive media applications, QoE monitoring of encrypted video traffic, and cross-layer negotiation and management of QoE in networks. She has published over 100 scientific papers, has served on numerous conference and workshop TPCs including ACM Multimedia, ACM Multimedia Systems, QoMEX, ICC, Infocom, ITC, SPIE, and others, and has served as Program co-chair of the IEEE flagship Region 8 conference EUROCON, and as general chair of the International Conference on Quality of Multimedia Experience (QoMEX 2024). She is on the editorial board of IEEE Transactions on Network and Service Management, has previously served as Associate Editor of Springer's Multimedia Systems journal, and has served as Guest Editor for Elsevier Computer Networks, IEEE Journal of Selected Topics in Signal Processing, and ACM Transactions on Multimedia Computing, Communications, and Applications. She acts as reviewer for top rated journals including IEEE/ACM Transactions on Networking, IEEE Communications Magazine, IEEE Computer, Springer Multimedia Tools and Applications, and IEEE Surveys and Tutorials.

3.2. Amadea Derenda

Abstract

This talk explores the art of crafting effective user experiences when resources are limited, deadlines are tight, and teams are lean. Using real-world projects and case studies, we'll dive into how UX principles adapt to practical constraints, what goes into the product lifecycle in non-academic settings, and the importance of securing stakeholder buy-in. Amedea will share insights how to balancing ideal UX practices with the realities of everyday challenges and the creativity it takes to make impactful design decisions, spanning from her 1/+ year career as a UX designer.

Biography

Amedea Derenda is an experienced product leader with a focus on user experience and human-computer interaction. She has a proven track record of leading cross-functional teams to deliver impactful, user-centered digital products, expertly balancing technical constraints with business goals. Amedea is committed to building stakeholder support and driving real-world impact through strategic UX design. She currently serves as Product and Design Lead at Kaldi and is also the CEO and a lecturer at Screensaverz, a digital product design school.

4. Organisation

Conference & Program Chairs:

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