AJIS FEATURED THEME:

HUMAN-COMPUTER INTERACTION IN INFORMATION SYSTEMS

Theme Editors:

Sandrine Balbo
University of Melbourne
Email: sandrine@unimelb.edu.au

Todd Bentley
Monash University Accident Research Centre

Penny Collings
University of Canberra

The fields of information systems and human-computer interaction (HCI) are intertwined through their interest in successful systems design; this involves acknowledging the human and technical dimensions of work (and leisure) in systems design and evaluation. Indeed there are many similarities within the fields, namely the promotion of participative systems design approaches and the analysis of user-needs in order to understand how the system should perform. Specifically, HCI practitioners and researchers are interested on how to best address human needs and desires within the context of system use and performance. To achieve this, HCI draws upon knowledge from the field of Information Systems, as well as Psychology, Graphical Design, Sociology, Computer Science, and Ethnography (among others).

With the increase in technology used in 'everyday life', understanding human needs within the system has become even more challenging – there is an increasing demand to understand not just how the person will use the product in question, but also how the overall context surrounding them impacts upon this and how the person perceives the quality of interaction. Two recent areas of development and focus within the field of HCI are to understand the use of ubiquitous computers and mobile devices. Another recent avenue of interest is to understand how products should be designed so that they can be used by anyone regardless of their personal capacities (e.g. older users; blind; children; etc.). Again, these areas highlight the need to understand both the human and technical aspects in order to develop an optimal system – a common goal shared by HCI and IS.

OZCHI is the annual conference on (HCI) run by CHISIG, the Computer-Human Interaction Special Interest Group of the Ergonomics Society of Australia. Starting in the late 1980s, OZCHI offers a national and international forum for the presentation of current research and industry practice in HCI through papers, panels, workshops, tutorials and posters. The papers included here were judged to be the five best presented at OZCHI 2005. For publication in AJIS, they have been extended to provide more theoretical background than was initially published through OZCHI. Each paper was initially blind reviewed through the OZCHI review process, then again for the award of the Gitte Lindgaard prize during the conference, and finally for this journal. Our appreciation extends to the reviewers involved in all stages.

These papers serve to highlight several current topics within the HCI field: the need to look at 'non-traditional' methods in order to assess how well a system will work within a specific context (Lin *et al.*, Graham *et al.*); designing systems to aid interaction between people in addition to just between a

human and a computer (Graham *et al.*, Tran *et al.*); and the research and design implications of moving into a mobile world (Hagen *et al.*, Baudisch *et al.*).

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