

Introduction and Topical Overview of ICUSI 2026, the User-System Interaction Conference

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DOI: 10.37789/icusi.2026.1

Introduction

ICUSI, the International Conference on User-System Interaction, represents a scientific forum for scientific research and practical development of interactive computer systems, continuing the RoCHI conference series,¹ which began in 2004. Since 2024, twenty years after its debut, the conference has continued under the broader scope of user-system interaction, welcoming scientific contributions in requirements engineering for interactive systems, designing, developing, and engineering interactive systems, as well as specific topics in Human-Computer Interaction (HCI), among which intelligent user interfaces, virtual and mixed reality, accessible computing, and natural language-based interaction.²

An Overview of ICUSI '26

The 2026 edition of the ICUSI conference has received 51 submissions (long papers, short papers, and demonstrations), of which 33 were accepted and included in the proceedings, representing a 64.7% acceptance rate. Submissions were evaluated by a Programme Committee comprising 47 reviewers. Compared with previous years,^{3,4} ICUSI '26 saw an increase in the number of submissions (from 37 in 2025 and 42 in 2024) and, at the same time, a decrease in the acceptance rate (from 70.3% in 2025 and 71.4% in 2024).

An analysis of the accepted papers reveals a variety of topics, reflecting both timely and emerging interests in the field of Human-Computer Interaction. Figure 1 presents a word cloud created from the titles of accepted papers, highlighting the main topics and how the authors chose to present them to the ICUSI community. A couple of words clearly stand out, such as “reality” (appearing in six contributions about augmented, extended, and virtual reality environments) and “mobile” (in five contributions about mobile systems, applications, and assistants), alongside more generic terms in HCI research about evaluation, system usage, design, and interfaces. Compared to the previous editions, where “virtual” and “analysis” were prominent (Figure 2), the ICUSI community and the conference continue to evolve, remaining aligned with the relevant topics and milestones in HCI research [1, 2].

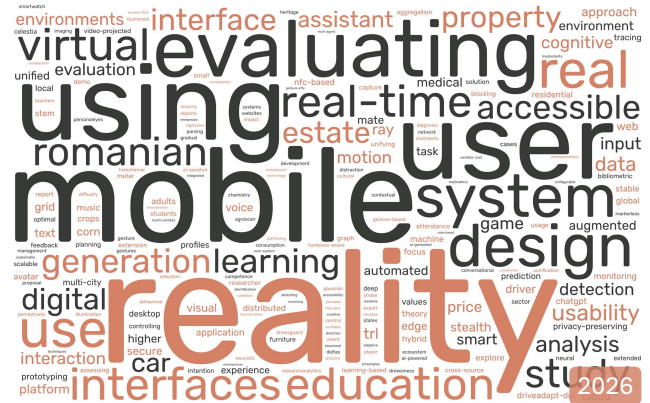


Figure 1: Word cloud of ICUSI '26 contributions, created from the titles of accepted papers (33 papers, total of 218 words).



Figure 2: Word clouds of ICUSI '25 (left) and ICUSI '24 (right) contributions, created from the titles of accepted papers (26, 30).

References

- [1] Jonas Oppenlaender and Simo Hosio. 2025. Keeping Score: A Quantitative Analysis of How the CHI Community Appreciates Its Milestones. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA, Article 452, 17 pages. doi:10.1145/3706598.3713464
- [2] Evropi Stefanidi, Marit Bentvelzen, Paweł W. Woźniak, Thomas Kosch, Mikołaj P. Woźniak, Thomas Mildner, Stefan Schneegass, Heiko Müller, and Jasmin Niess. 2023. Literature Reviews in HCI: A Review of Reviews. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23)*. ACM, New York, NY, USA, Article 509, 24 pages. doi:10.1145/3544548.3581332

¹The Romanian Human-Computer Interaction Conference and, since 2016, the International Conference on Human-Computer Interaction; see the list of previous editions at <https://rochi.utcluj.ro/icusi/previous-editions>.

²<https://rochi.utcluj.ro/icusi/topics-of-interest>

³<https://rochi.utcluj.ro/icusi2025/conference-program>

⁴<https://rochi.utcluj.ro/icusi2024/conference-program>