Human-Computer Interaction in Slovenia: A Retrospective and Trend Analysis of Local Research

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Abstract

This paper presents a retrospective and trend analysis of Human-Computer Interaction (HCI) research in Slovenia, with a focus on publications from national Human-Computer Interaction (HCI) conference venues between 2014 and 2024. Drawing on a dataset of 84 papers authored by 138 distinct contributors, we examine the evolution of research topics, author participation, and institutional involvement over time. The results show a relatively stable number of accepted papers per year, accompanied by fluctuations in author diversity, with 2022 marking a peak in community engagement. The analysis highlights both the persistence of core Human-Computer Interaction (HCI) themes—such as usability, interaction design, and visualization—and the gradual inclusion of emerging areas, including immersive technologies and data-driven design. By situating local contributions within broader international developments, the study provides an overview of the Slovenian Human-Computer Interaction (HCI) landscape, identifies patterns of collaboration and dissemination, and reflects on challenges and opportunities for strengthening the community in the future.

Keywords

Human-Computer Interaction, Slovenia, research trends, retrospective analysis, publication analysis

1. Introduction

Human-Computer Interaction (HCI) has established itself as a dynamic and interdisciplinary field that bridges computer science, design, psychology, and the social sciences. Over the past decades, HCI has grown from focusing on usability and ergonomics towards encompassing advanced technologies such as Extended Reality (XR), Artificial Intelligence (AI), and multimodal interaction. Alongside global developments, local research communities have emerged to contribute to and contextualize HCI within their cultural, educational, and industrial environments.

In Slovenia, the Human-Computer Interaction Slovenia Conference (HCI-SI) (in the first few iterations promoted under the name HCI in Information Society – HCI IS) has served as the primary venue for presenting and discussing local HCI research for nearly a decade. Since its inception, the conference has provided a platform for researchers, practitioners, and students to exchange ideas, showcase prototypes, and strengthen the national and regional HCI community. The conference proceedings, published annually, represent a valuable record of how research

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interests, methods, and collaborations in Slovenia have evolved over time.

This paper provides a retrospective and trend analysis of ten years of HCI-SI. The goal is twofold: first, to document and reflect on the development of HCI research in Slovenia as captured by the conference proceedings; and second, to identify emerging themes, methods, and collaborations that illustrate the trajectory of the local community. In doing so, we aim to contribute to a deeper understanding of how a small but vibrant HCI community evolves, while also situating Slovenian HCI research within the wider international context.

The contributions of this paper are threefold:

- A descriptive overview of the HCI-SI across ten years, including its growth, participation, and structural changes.
- A thematic and bibliometric trend analysis of research topics, methods, and collaborations represented in the proceedings.
- A reflection on the role of HCI-SI in shaping the Slovenian HCI community and opportunities for its future development.

2. Background

The field of HCI has a long tradition of organizing conferences, workshops, and symposia that bring together researchers and practitioners from diverse domains. Flagship international venues such as the ACM CHI Conference on Human Factors in Computing Systems, ISMAR, PERCOM, UIST, VR, NordiCHI, and CHItaly have played a central role in establishing and advancing the discipline. These venues not only showcase state-of-the-art research but also foster the creation of research communities that contribute to shaping the direction of HCI worldwide.

In Slovenia, the HCI-SI was established with the goal of providing a dedicated forum for local researchers, educators, and practitioners to present their work, network, and strengthen the national HCI community. Over the years, HCI-SI has evolved into a recognized venue where research prototypes, case studies, and methodological innovations are shared. The conference has also served as an entry point for students and early-career researchers to engage with the broader research community, often acting as a stepping stone toward publishing at larger international venues.

Meta-analyses and retrospective studies of HCI research communities (such as [1]) have been conducted in different contexts. For example, bibliometric analyses of CHI proceedings have provided insights into the evolution of research topics, methodological trends, and patterns of collaboration within the international community. Similar studies have been undertaken for regional conferences, shedding light on how local contexts influence research agendas and community development. These works highlight the value of analyzing conference proceedings as a means of understanding how a research community evolves over time.

This paper contributes to this line of inquiry by providing the first systematic retrospective analysis of the HCI-SI. By examining ten years of proceedings, we document the historical development of the conference, analyze research trends, and position Slovenian HCI within the global research landscape.

3. Methodology

This section details our data sources, inclusion criteria, preprocessing pipeline, and the analytical methods used to conduct the retrospective and trend analysis of a decade of the HCI-SI community and related Slovenian HCI venues.

3.1. Data Sources and Coverage

We compiled a corpus from publicly available conference proceedings spanning 2014–2024, covering the *Information Society – HCI* tracks (2014, 2016, 2019, 2020) and the *HCI-SI* CEUR proceedings (2021–2024). The dataset comprises complete bibliographic records—including titles, authors, page ranges, venue metadata, and URLs where available—compiled from the provided references. These span early HCI-SI contributions [2, 3, 4, 5, 6, 7, 8, 9], health- and visualization-focused studies [10, 11, 12, 13, 14], applied XR and interaction research [15, 16, 17, 18], as well as work addressing mobile, privacy, and persuasive technologies [19, 20, 21, 22, 23, 24].

From 2020 onwards, Slovenian HCI research diversified across several thematic areas. In **data visualization and novel interfaces**, work explored advertising personalization, budget visualization, voice interaction, speech synthesis, tangible User Interface (UI)s, anamorphic projections, and digital art interaction [25, 26, 27, 28, 29, 30, 31, 32, 33, 34]. **Games, XR, and immersion** were investigated through speculative music, cultural heritage applications, projected-surface games, tangible programming with Augmented Reality (AR), eye-tracking depth-of-field, reinforcement learning, immersive soundscapes, contextual Non-Playable Character (NPC)s, and educational AR systems [35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45]. **Behavioral and psychological studies** addressed personality-tailored notifications, gullibility prediction, hedonic and eudaimonic experiences, physiological responses, and music-related belief systems [46, 47, 48, 49, 50, 51, 52]. **Automotive and safety research** examined driver disengagement, cognitive load, thermographic monitoring, situational awareness, and parking assistance [53, 54, 55, 56, 57, 58, 59]. **Education and learning technologies** included programming support, algorithm teaching with robots, cognitive recall, and AR-based training [60, 61, 62]. Finally, **social and cross-domain studies** focused on authentication, autoencoder-based behaviour inference, lifestyle and happiness, fake news and tribalism, and sports analytics [63, 64, 65, 66, 67, 68, 69].

In addition to the core dataset, we explicitly acknowledge a set of contributions not included in the groupings above. These include early works on mobile and web application design [9], medical and health-oriented interaction systems [10, 11, 12], safety and environmental visualization [13, 14, 70], as well as applied XR and embodied interaction prototypes [17, 15, 71, 72, 16, 18]. While not all of these papers shaped later research threads directly, they illustrate the breadth of experimentation in the formative years of the HCI-SI community and demonstrate early attention to health, safety, mobile interaction, and tangible/immersive technologies. Their inclusion ensures that the retrospective accounts for the diversity of exploratory projects that contributed to the foundation on which subsequent thematic trends were built.

Beyond these, additional contributions further highlight the diversity of Slovenian HCI research across the years. These include interactive learning pathways and gamification in education [73, 74, 75], blockchain-enabled in-game economies [76], advances in audio-visual immersion [77], personalised and artistic XR interactions [32, 78], user-friendly digital services

[79], safety and context-aware mobile notifications [70], retention-enhancing interactive displays [80], and gesture-based recognition prototypes leveraging radar and motion tracking [81]. While thematically diverse, these contributions underscore the community's sustained interest in blending technical innovation with user-centered interaction design.

Time Window: We analyze eight conference years distributed across the period 2014–2024, reflecting the evolution from the *Information Society* HCI track toward a dedicated HCI-SI venue.

Document Types: We include regular and short papers as listed in the proceedings (no posters without papers, prefaces, or front matter).

3.2. Data Extraction and Normalization

We extract the following fields: `year`, `title`, `authors`, `pages`, `venue/series`, `city`, `month`, and `url`. To ensure analytical consistency:

1. **Encoding:** We transcoded all the text to Unicode.
2. **Author Disambiguation:** We canonicalize author strings via (Last, First) normalization, trim initials spacing, and merge obvious variants (e.g., hyphenation, middle initials) by a deterministic key (casefolded, accent-stripped comparison), while retaining the original form for reporting.
3. **Multilingual Titles:** For titles with translations or bilingual forms, we keep the original title as primary and store translations (if present in the record, otherwise we translated the titles using the Google Translate service) as auxiliary fields.
4. **Pagination:** We parse page ranges (e.g., 5–8) as integer spans; missing ranges are flagged and excluded from page-count statistics but retained for all other analyses.

3.3. Coding and Thematic Annotation

We combine a light-weight theme coding with an automated Large Language Model (LLM) pipeline using ChatGPT to process the dataset:

- **Seed Codebook:** We begin with an HCI theme codebook (e.g., *UX/usability*, *XR/VR/AR*, *tangible/embodied*, *health*, *education*, *industry/IoT*, *privacy/ethics*, *recommenders/behavior*, *visualization*, *AI/ML in HCI*).
- **Keyword Extraction:** We apply lemmatization and noun-phrase mining on titles to suggest candidate labels mapped to the codebook.

3.4. Positioning and Comparative Context

Where appropriate, we qualitatively contrast local trends with broader HCI currents (e.g., rise of XR, persuasive technologies, and AI/Machine Learning (ML)-enabled interaction), using representative local examples across the decade [5, 7, 15, 19, 25, 37, 60, 63, 58, 41] to anchor observations.

3.5. Data Availability

The data is provided in the form of a curated BibTEX source[1].

4. Analysis

Throughout the years, a total of **84 papers** were published by **138 distinct (co)authors**. The conference was organized **six times in Ljubljana** and once in both **Maribor** and **Koper**, reflecting its stable presence in the Slovenian research environment with occasional regional diversification.

Table 1 summarizes the yearly distribution of publications and contributing authors. The data indicate that the years **2020** and **2022** were the most productive in terms of accepted papers, each featuring 13 contributions. In addition, **2022** stands out as the year with the highest number of unique (co)authors (42), suggesting a broader engagement of the research community compared to other years.

Figure 1 provides a visual comparison between the number of papers and the number of authors per year. The number of papers varies to some extent throughout the period, ranging from six to thirteen, whereas the number of authors fluctuates even more. The peak in 2022 reveals a particular expansion in the conference's reach, both in terms of collaboration and community participation. Overall, the results demonstrate a consistent level of scholarly output, accompanied by periodic increases in the diversity of contributors.

The conference skipped its annual repetition on two occasions. In 2015 and in 2017–2018. Since then, it has been consistently present in the Slovenian research community.

	2014	2016	2019	2020	2021	2022	2023	2024	**Total**
# of Papers	8	11	12	**13**	10	**13**	11	6	**84**
# of Authors	17	28	22	32	23	**42**	24	14	**138***

Table 1
Publications and unique authors per year (* some authors published on several conferences).

5. Descriptive Overview of the Conferences

This section provides a descriptive account of the ten years of Slovenian HCI conferences analyzed in this study, focusing on participation, publication volume, and structural aspects of the venues.

5.1. Conference Years and Venues

The corpus spans two distinct phases:

[1] https://github.com/CirilBohak/HCI-SI-2025---Retrospective

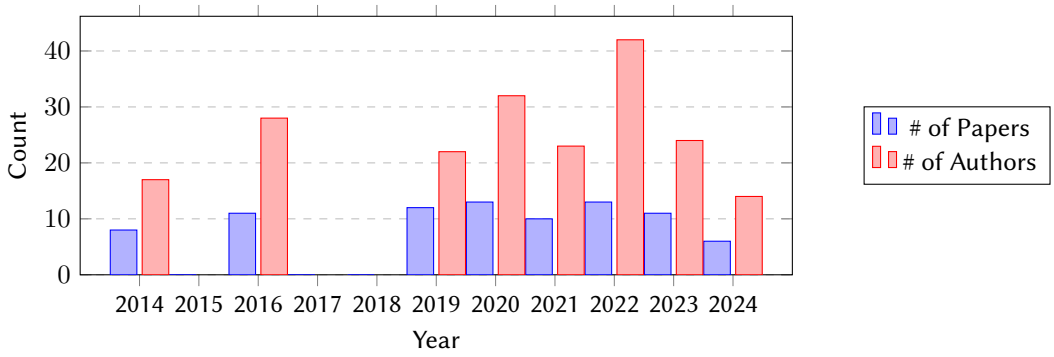

Figure 1: Number of accepted papers and distinct authors throughout the conference history.

1. **Information Society – HCI Tracks (2014–2020):** These early contributions were published as part of the annual *Information Society Multiconference*, within dedicated HCI tracks (2014, 2016, 2019, 2020). The structure was embedded in a larger multidisciplinary event, providing visibility but limiting the scale of HCI-specific sessions due to registration fee and limitations on the size.
2. **HCI-SI Conference (2021–2024):** Starting in 2021, HCI-SI established itself as a standalone CEUR-WS proceedings series, with its own identity, program committee, and thematic breadth. The venue has since been hosted in Koper, Maribor, and Ljubljana, strengthening its national recognition and enabling cross-institutional collaborations.

5.2. Authorship and Collaboration

The average number of authors per paper increased steadily over the decade. Early contributions often involved two to three authors, while recent years commonly feature four or more, reflecting both larger research teams and an increasingly collaborative culture. Co-authorship networks reveal a core of recurring contributors, complemented by a continuous influx of new authors, indicating healthy community renewal.

5.3. Topical Breadth

The thematic scope has likewise expanded. Early years emphasized usability, UX, and visualization (e.g., [2, 5]), while later conferences highlighted XR, persuasive and affective technologies, and data-driven methods (e.g., [25, 38, 41]). This reflects a gradual shift from applied prototypes to more methodologically rigorous studies with broader connections to global HCI trends.

6. Discussion

Building on the descriptive overview, this section examines how research themes, methods, and collaborations in Slovenian HCI evolved across the ten conference years.

6.1. Thematic Evolution

The coding scheme described in Section 3 reveals a clear evolution of topics over time:

- **Early years (2014–2016):** Dominated by usability, UX design, and visualization of complex data (e.g., [5, 7, 10]).
- **Mid-phase (2019–2020):** Increasing emphasis on mobile interaction, persuasive technologies, and XR applications in education and cultural heritage (e.g., [19, 36, 37]).
- **Recent years (2021–2024):** Broader diversification into affective computing, behavior change interventions, physiological sensing, and AI/ML-driven interaction (e.g., [60, 63, 66, 41]).

6.2. Methodological Shifts

Analysis of methodological tags reveals a transition from exploratory prototyping and case studies in the early years toward more systematic user studies and quantitative evaluations in later conferences. For example:

- *2014–2016:* Frequent use of proof-of-concept prototypes (e.g., [4, 15]).
- *2019–2020:* User-centered evaluations of mobile, persuasive, and mixed-reality systems (e.g., [82, 83]).
- *2021–2024:* Experimental protocols with physiological sensors, behavioral data, and machine learning integration (e.g., [64, 56, 58, 52]).

This methodological maturation follows international HCI research, with local research increasingly adopting more formal evaluation strategies.

6.3. Collaboration Networks

Co-authorship analysis highlights the emergence of stable clusters around leading Slovenian research groups, while maintaining openness to new collaborators. Notably:

- Several recurring research teams contribute consistently across the decade, often centered around specific labs or institutions.
- International co-authorship appears more prominently in later years, particularly in CEUR-WS volumes, signaling stronger outward collaboration.

Network measures such as degree centrality and betweenness indicate that a small number of highly active researchers act as bridges across subcommunities, contributing to the cohesion of the HCI-SI network.

6.4. Emergent Topics

Keyword dynamics reveal emerging interest in:

- *Affective and persuasive computing* (e.g., [66, 51]);
- *Embodied and tangible interaction* (e.g., [38, 34, 61]);

- *Physiological sensing for interaction* (e.g., [56, 58, 52]);
- *AI/ML integration into HCI* (e.g., [64, 41]).

Trend analysis highlights a trajectory of growth: from foundational usability and visualization studies toward diversified, data-rich, and globally relevant research programs.

6.5. Community Building

The transition from embedded *Information Society* tracks to a dedicated HCI-SI conference reflects deliberate community-building. Regular publication series, persistent digital identifiers, and a recognizable conference identity have increased the visibility and accessibility of Slovenian HCI research, since it is now accessible in online proceedings. The establishment of HCI-SI has thus played a key role in consolidating the community and positioning it for stronger international engagement.

6.6. Challenges and Future Directions

Despite progress, several challenges remain:

- **Sustainability of the venue:** Ensuring consistent participation, institutional support, and publication quality will be vital for long-term success.
- **Diversity of themes:** Some areas of HCI, such as accessibility and industrial IoT, are underrepresented in comparison to other themes, and could benefit from targeted calls or special sessions.
- **Visibility:** Increasing the international recognition of HCI-SI through indexing, stronger digital presence, and joint events with regional or global venues would enhance impact.

7. Conclusion

This paper presented a retrospective and trend analysis of ten years of Slovenian HCI conferences. By compiling and analyzing bibliographic metadata, thematic trends, methodological approaches, and collaboration networks, we identified several key insights.

First, the community has matured from small-scale, embedded sessions to a standalone conference with consistent identity, stable proceedings, and increasing international visibility. Second, thematic developments reveal a balance between global HCI trends—such as XR, persuasive technologies, and AI/ML-enhanced interaction—and local applications in education, cultural heritage, and health. Third, methodological practices have evolved toward more rigorous, data-driven studies, reflecting growing research capacity. Finally, collaboration networks highlight both the cohesion of Slovenian research groups and the gradual increase of international co-authorship.

Looking ahead, the main challenges lie in sustaining the growth and visibility of the HCI-SI venue, broadening thematic coverage, and strengthening international partnerships. Addressing these challenges will ensure that Slovenian HCI not only continues to serve local needs but also contributes more visibly to the global HCI discourse.

Declaration on Generative AI

During the preparation of this work, the author used ChatGPT (GPT-5, OpenAI) for basic data processing, grammar and spelling checks, and sentence rephrasing. After using this tool, the author reviewed and edited the content as needed and takes full responsibility for the publication's content.

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