

An Overview of HCI Research in Brazil (2020–2024): Full Papers from the Research Track of the Brazilian Symposium on Human Factors in Computing Systems

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Abstract. This work presents an overview of research in Human–Computer Interaction (HCI) in Brazil, based on the analysis of full papers published in the Research Track of the Brazilian Symposium on Human Factors in Computing Systems (IHC) between 2020 and 2024. Studies of this nature are considered very important, as they allow the identification of research trends, helping to guide researchers’ efforts towards emerging or underexplored topics. A total of 149 papers were analysed, and the main research themes identified were accessibility, user experience (UX), usability, and assistive technologies. As most of the authors are Brazilian, the analysis shows that a large portion of the 562 authors are affiliated with institutions located in the Southeast, Northeast, and South regions of Brazil.

Keywords: HCI, Brazil, symposium.

Panorama de la investigación en IHC en Brasil (2020- 2024): artículos completos de la *Research Track* del Simposio Brasileño sobre Factores Humanos en Sistemas Computacionales

Resumen. Este trabajo presenta un panorama de la investigación en Interacción Humano–Computadora (IHC) en Brasil, basado en el análisis de los artículos completos publicados en la Research Track del Simposio Brasileño sobre Factores Humanos en Sistemas Computacionales (IHC) entre 2020 y 2024. Consideramos que estudios de esta naturaleza son muy importantes, ya que permiten identificar tendencias de investigación, contribuyendo a orientar los esfuerzos de los investigadores hacia temáticas emergentes o poco exploradas. Se analizaron 149 artículos, y se verificó que los principales temas de investigación fueron accesibilidad, experiencia de usuario (UX), usabilidad y tecnologías asistivas. Como la mayoría de los autores son brasileños, el análisis muestra que gran parte de los 562 autores están afiliados a instituciones ubicadas en las regiones Sudeste, Nordeste y Sur de Brasil.

Palabras clave: IHC, Brasil, simposio.

1 Introduction

The Brazilian Computer Society (SBC) is a non-profit scientific organization that brings together students, faculty members, researchers, professionals, and enthusiasts in the field of Computing across Brazil. Its mission is to promote access to information and culture through computing, encourage research and education in computing, foster digital inclusion, and contribute to the training of professionals with social responsibility (SBC, 2025).

SBC organizes its activities through Thematic Groups (GT), which include Broad Areas (GA), Special Commissions (CE), and Interest Groups (GI). In 2025, SBC has 28 Special Commissions, including CE-IHC (Human–Computer Interaction), which is linked to GA-3 (Computing Techniques and Technologies).

Each Special Commission has a coordinator and a vice-coordinator, elected from its members, and communication occurs through discussion mailing lists. Additionally, these commissions periodically organize thematic events. In particular, CE-IHC is responsible for organizing the Brazilian Symposium on Human Factors in Computational Systems (IHC), the main event in the HCI field in Brazil.

As the symposium provides a meeting space for researchers, professionals, and students interested in sharing knowledge and innovations in HCI, this article – adopting an approach similar to that proposed by Gasparini, Kimura, and Pimenta (2013) – offers an overview of the scientific output published as full papers in the Research Track of the event over the past five years, available in the ACM Digital Library, from 2020 to 2024. The aim is to reflect, based on the analysed dataset, on the recent directions taken by research in the field.

The article is structured as follows: Section 2 provides a brief history of the IHC Symposium, emphasising the editions considered; Section 3 describes the methodology used; Section 4 presents the results; and Section 5 outlines the study’s conclusions.

2 History of the IHC Symposium

The Brazilian Symposium on Human Factors in Computational Systems (IHC) held its first edition in 1998 in Maringá (PR), under the name Workshop on Human Factors in Computational Systems. Its current name was adopted in the fifth edition, held in Fortaleza (CE) in 2002. From that year, the event was held biennially, alternating with CLIHC – the Latin American Conference on Human–Computer Interaction, until 2010, when it resumed its annual schedule.

In 2025, IHC was held in Belo Horizonte (MG), establishing itself as a central event for discussing topics related to the interaction between people and computational systems, including usability, accessibility, interface design, user experience (UX), and other aspects associated with human factors in computational systems (IHC, 2025).

As this work focuses on the last five editions of the event with proceedings available in the ACM Digital Library (2020–2024), these editions are briefly described below.

The 2020 edition, originally scheduled to take place in Diamantina (MG) from 26 to 30 October, was held online due to the COVID-19 pandemic. Coordinated by Professors Caroline Q. Santos and Maria Lúcia B. Villela (UFVJM), the event introduced the new category “Innovative Ideas and Emerging Results in IHC.” Of the

106 papers submitted to the Research Track, 37 were accepted, resulting in an acceptance rate of 34.9% (IHC, 2020).

In 2021, still affected by the pandemic, the event was again held virtually from 18 to 22 October. Coordinated by Professors Ingrid T. Monteiro (UFC), Kamila R. H. Rodrigues (USP), and Ticianne G. R. Darin (UFC), it introduced the “IHC Thesis and Dissertation Contest.” Of the 77 papers received, 29 were accepted, resulting in an acceptance rate of 37.7% (IHC, 2021).

In 2022, the event returned to an in-person format, held in Diamantina (MG) from 17 to 21 October, coordinated by Caroline Q. Santos (UFVJM) and Maria Lúcia B. Villela (UFV). In this edition, the Workshop on Interactions with Data Experiences (WIDE) was held for the first time. A total of 32 papers were accepted, with an acceptance rate of 41.6% (IHC, 2022).

The 2023 edition was held from 16 to 20 October in Maceió (AL), coordinated by Professors Ranilson Paiva and André M. C. Araújo (UFAL). The programme included the second edition of WIDE, as well as the workshops Cultures, Alterities and Participations in HCI (CAPAihc) and the Workshop on Interaction and User Research in Game Development (WPlay). A total of 25 papers were accepted from 66 submissions, resulting in an acceptance rate of 37.9% (IHC, 2023).

The 2024 edition, the twenty-third edition of the event and the last one considered in this study, was held from 7 to 11 October in Brasília (DF), coordinated by Professors Fábio H. M. Oliveira and Sylvana K. S. L. Santos (IF Brasília). The programme included the second edition of GranDIHC-BR, which identified seven major research areas for the period 2025–2035, as well as several traditional workshops. In the Research Track, 26 papers were accepted from a total of 59 submissions, resulting in an acceptance rate of 44.1% (IHC, 2024).

3 Methodology

For this study, only full papers published in the event’s Research Track were considered, excluding short papers, posters, experience reports, works from the thesis and dissertation contest, and workshop papers. In total, 149 papers were analysed, as shown in Table 1.

Table 1. Number of full papers per IHC edition (Research Track).

Symposium Year	Location	Number of full papers analysed
2020	Online	37
2021	Online	29
2022	Diamantina, MG	32
2023	Maceió, AL	25
2024	Brasília, DF	26
Total		149

Similarly, Figure 1 shows the relationship between the number of papers submitted and the number of papers accepted for publication each year analysed, as well as the cumulative total for the period.

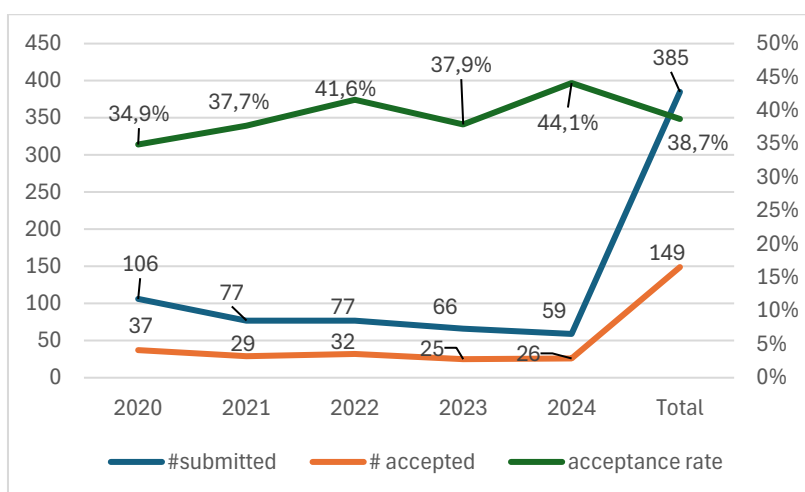


Figure 1. Number of full papers submitted vs. accepted for publication in the IHC Research Track (years 2020–2024)

A database (Excel spreadsheet) was created to record the following information: (a) paper data – title, language, abstract, keywords, number of pages, and state of origin of the first author; and (b) author data – name, acronym(s) of affiliated institution(s), state, and country.

During data recording, variations were identified in the naming of some authors, requiring a name normalisation process to facilitate searching and data analysis. The histograms in this article were generated using the charting tools of MS Excel®, and the word clouds were created using the WordClouds¹ tool.

4 Results

The data were filtered according to specific criteria defined for each analysis to ensure greater accuracy and alignment with the study objectives. The main results obtained are presented below.

First, we examine the language used in the papers. Figure 2 shows that, of the 149 papers published during the analysed period, 72 were written in Portuguese and 77 in English, indicating a slight predominance of English. However, when the data are analysed by year, a relative balance between the two languages can be observed, with a slight majority of Portuguese in 2020, 2021, and 2022, and of English in 2024. The only exception occurs in 2023, when more than two-thirds of the papers were written in English.

¹ WordClouds (<https://www.wordclouds.com>)

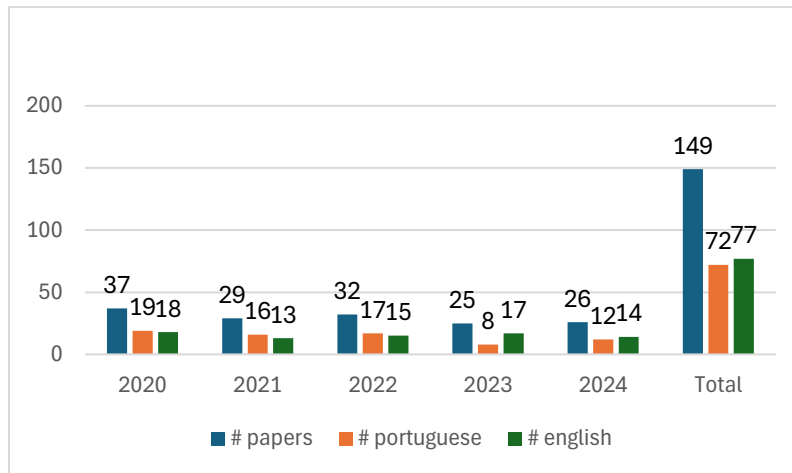


Figure 2. Number of published papers by language.

Figure 3 shows the number of different authors in each IHC edition considered. To obtain these values, authors were grouped by year and duplicate entries were removed. Comparing these data with the number of papers indicates an average of slightly more than three authors per paper. Over the five-year period, 372 distinct authors were identified, as shown in Figure 4.

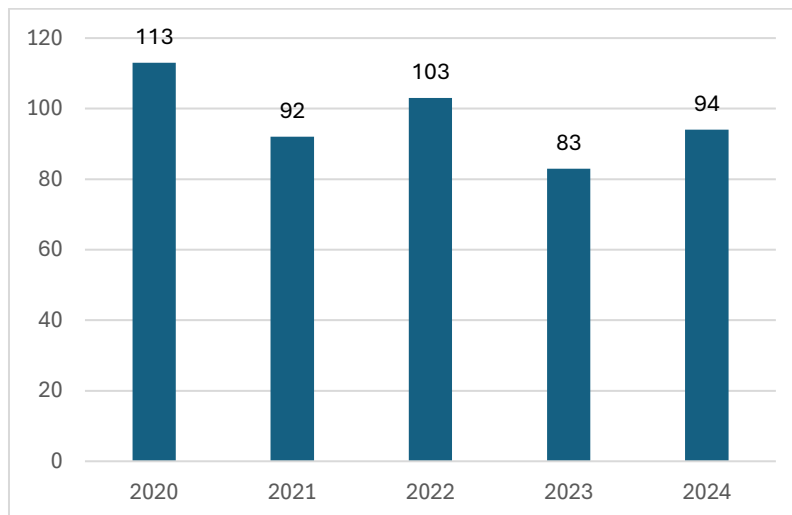


Figure 3. Number of different authors per year.

Figure 4 shows the number of papers per author. Most authors have one or two publications at the event, while a small group has a higher number of papers. Figure 5 presents a word cloud with the names of authors who have three or more publications,

and Figure 6 displays a word cloud with the acronyms of affiliated institutions. In both figures, the size of the elements is directly related to their frequency of occurrence.

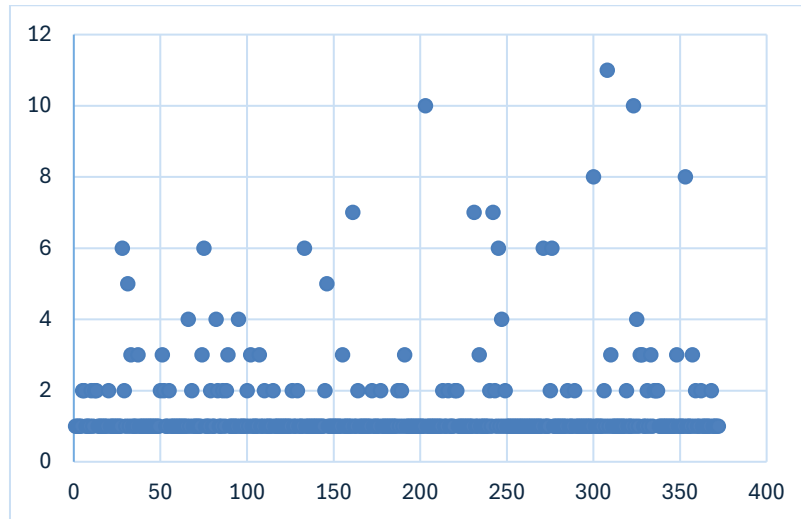


Figure 4. Number of papers per author.



Figure 5. Names of authors with three or more publications.

Table 2. Distribution of Brazilian authors by Region/State.

Region			State	Authors	
Southeast	255	46,6%	SP	119	21,8%
			RJ	77	14,1%
			MG	56	10,2%
			ES	3	0,5%
Northeast	111	20,3%	CE	84	15,4%
			PE	10	1,8%
			BA	9	1,6%
			PB	5	0,9%
			RN	2	0,4%
			AL	1	0,2%
South	100	18,3%	PR	55	10,1%
			RS	26	4,8%
			SC	19	3,5%
North	46	8,4%	PA	28	5,1%
			AM	17	3,1%
			AC	1	0,2%
Central-West	35	6,4%	MT	16	2,9%
			DF	10	1,8%
			MS	6	1,1%
			GO	3	0,5%
Total	547	100,00%		547	100,00%

Table 3. Distribution of papers by Region/State.

Region			State	Authors	
Southeast	72	47,7%	SP	34	22,8%
			RJ	21	14,1%
			MG	15	10,1%
			ES	1	0,7%
Northeast	31	20,8%	CE	22	14,8%
			BA	4	2,7%
			PB	2	1,3%
			PE	2	1,3%
			RN	1	0,7%
South	31	20,8%	PR	18	12,1%
			RS	9	6,0%
			SC	4	2,7%
North	8	5,4%	PA	4	2,7%
			AM	3	2,0%
			AC	1	0,7%
Central-West	8	5,4%	MT	4	2,7%
			DF	2	1,3%
			GO	1	0,7%
			MS	1	0,7%
Total	149	100,00%		149	100,00%

Analysis of the word cloud in Figure 7 shows that the most prominent topics are accessibility, with 31 occurrences; user experience, with 18 occurrences; and usability, with 8 occurrences. Additionally, several papers reporting systematic literature reviews

were identified, totalling 9 occurrences. The generic term human–computer interaction appears 15 times, considering its two forms: human-computer interaction (8 occurrences) and HCI (7 occurrences).

To deepen understanding of the most frequently addressed topics – accessibility, user experience, and usability – an analysis of the paper titles and associated keywords was conducted. The results of this analysis are presented below.

Accessibility is the most widely discussed topic during the analysed period. For example, this issue is addressed in contexts such as digital games (Pinheiro et al., 2021; Carvalho et al., 2022), web development (Santos and Maia, 2023; Souza et al., 2024), interaction (Teran et al., 2023), accessibility evaluation (Godoi et al., 2021), low vision and blind people (Sacramento et al., 2020; Oliveira et al., 2020; Pinheiro et al., 2021; Soares et al., 2021; Paiva et al., 2021; Guedes et al., 2022; Zen et al., 2023; Soares et al., 2024), hearing impairment and deaf people (Godoi et al., 2020; Silva et al., 2021; Silva et al., 2024), anxiety (Santos and Santana, 2021), autism spectrum disorder (Castelo Branco et al., 2020; Santiago and Marques, 2022; Ribeiro et al., 2024), older adults (Rodrigues et al., 2023), and mobile applications (Godoi et al., 2020; Nery et al., 2022; Martins et al., 2022; Oliveira and Eler, 2024).



Figure 7. Keywords of the published papers.

User experience and usability rank second and third, respectively, among the most frequently used keywords in the analysed papers. These topics are mainly associated with research on interface design and evaluation, and in some published works they were addressed together with accessibility issues (Rosa and Valentim, 2020; Godoi et al., 2020; Oliveira and Eler, 2024).

Regarding user experience, significant studies address evaluation tools and methods (Rosa and Valentim, 2020; Souza Fo. et al., 2020; Lopes et al., 2021; Konopatzki Fo.

et al., 2022; Costa et al., 2023), as well as research characterising the state of the art in Brazil (Martinelli et al., 2022; Guerino et al., 2023; Souza et al., 2023; Campos et al., 2023). Additionally, studies conducted in the context of web projects and mobile applications have been identified (Milczuk et al., 2020; Martins et al., 2020; Paiva et al., 2021; Assunção and Zaina, 2022; Ribeiro et al., 2024).

Regarding usability, a significant portion of the analysed works addresses issues related to its evaluation in various contexts (Capeleti et al., 2020; Konopatzki Fo. et al., 2022; Cardoso et al., 2023; Santos et al., 2023). Additionally, the state of the art is presented in several systematic mapping studies (Rosa and Valentim, 2020; Godoi et al., 2021; Campos et al., 2023; Clementino and Moura, 2024).

5 Conclusions

This article provided an overview of the research in Human–Computer Interaction (HCI) in Brazil from 2020 to 2024, based on an analysis of full papers published in the Research Track of the Brazilian Symposium on Human Factors in Computational Systems (IHC). During this period, 149 papers were published, covering a wide range of topics, with accessibility, user experience, and usability being particularly prominent. Furthermore, the majority authors are Brazilian, with a significant concentration in the Southeast, Northeast, and South regions of the country.

We believe that studies of this nature offer multiple benefits for the academic community and researchers in the HCI field. First, they enable the identification of research trends, guiding researchers' efforts towards emerging or underexplored topics. Additionally, by highlighting the geographical distribution of authors, this type of analysis provides a better understanding of regional dynamics in scientific production, fosters interinstitutional collaborations, and promotes the inclusion of underrepresented groups.

Another relevant contribution is the possibility of mapping the impact of the research conducted, assessing how the topics addressed contribute to the advancement of the field and the development of practical solutions in the HCI domain. Finally, this type of survey serves as a historical record of the field's evolution, allowing researchers and practitioners to reflect on the progress achieved and to envision future lines of research and innovation.

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