The International Journal of Mobile Human Computer Interaction (IJMHCI) brings together a comprehensive collection of research articles from international experts on the design, evaluation, and use of innovative handheld, mobile, and wearable technologies. This journal will also consider issues associated with the social and/or organizational impacts of such technologies. Emerging theories, methods, and interaction designs are included and complemented with case studies, which demonstrate the practical application of these new ideas.

Topics Covered:

- Case studies and/or reflections on experience on experience (e.g., descriptions of successful mobile user interfaces, evaluation set-ups, etc.)
- Context-aware/context-sensitive mobile application design, evaluation, and use
- Design methods/approaches for mobile user interfaces
- Ethical implications of mobile evaluations
- Field-based evaluations and evaluation techniques
- Gestural interaction techniques for mobile technologies
- Graphical interaction techniques for mobile technologies
- Issues of heterogeneity of mobile device interfaces/interaction
- Lab v. field evaluations and evaluation techniques
- Lab-based evaluations and evaluation techniques
- Mobile advanced training application design, evaluation, and use
- Mobile assistive technologies design, evaluation, and use
- Mobile commerce application design, evaluation, and use
- Mobile HCI lab design/set-up
- Mobile healthcare application design, evaluation, and use
- Mobile interactive play design, evaluation, and use
- Mobile learning application design, evaluation, and use
- Mobile technology design, evaluation, and use by special (needs) groups (e.g., elderly, children, and disabled)
- Multimodal interaction on mobile technologies
- Non-speech audio-based interaction techniques for mobile technologies
- Other emerging interaction techniques for mobile technologies
- Other related issues that impact the design, evaluation, and use of mobile technologies
- Speech-based interaction techniques for mobile technologies
- Tactile interaction techniques for mobile technologies
- Technology acceptance as it relates to mobile technologies
- User aspects of mobile privacy, security, and trust
- User interface architectures for mobile technologies
- User interface migration from desktop to mobile technologies
- Wearable technology/application and interaction design, evaluation, and use

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