IEEE PRESS BOOK SERIES on HUMAN-MACHINE SYSTEMS

Series Editor: Prof. Giancarlo Fortino

I. Description of Book Series

The Human-Machine Systems series will cover integrated human/machine systems at multiple scales, and include areas such as human/machine interaction; cognitive ergonomics and engineering; assistive/companion technologies; human/machine system modeling, testing and evaluation; and fundamental issues of measurement and modeling of human-centered phenomena in engineered systems.

The following main specific topics (but not limited to) will be addressed:

- Affective Computing
- Assistive Technology
- Augmented Cognition
- Brain-based Information
- Human-Machine Communications
- Companion Technologies
- Design Methods
- Entertainment Engineering
- Human Factors
- Human Performance Modeling
- Human-Computer Interaction
- Human-Machine Cooperation and Systems
- Human-Machine Interface and Communications
- Information Systems for Design/Marketing
- Information Visualization
- Interactive Design Science and Engineering
- Interactive and Digital Media
- Kansei(sense/emotion) Engineering
- Medical Informatics
- Mental Models
- Multimedia Systems
- Multi-User Interaction
- Resilience Engineering
- Supervisory Control
- Systems Safety and Security
- Team Performance and Training Systems
- User Interface Design
- Virtual and Augmented Reality Systems
- Wearable Computing
- Web Intelligence and Interaction

The Series aims at supporting the HMS community that has been growing in the last 10 years and is now an important interdisciplinary community promoting conferences, workshops, special sessions, and technical committee within IEEE and non-IEEE contexts.

Advisory Editorial Board:

1) Andreas Nürnberger, Otto von Guericke University Magdeburg (Germany)

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10) Nathaniel J McNeese, Clemsom University, USA

11) Min Chen, Huazhong University of Science and Technology, China

II. Series Audience

The series has been envisioned with a few separate but related categories of readers in mind:

- Researchers and scholars studying, designing and prototyping human-machine systems from specific or multi-disciplinary perspective. Such readers may be employed in academia and government agencies as well as in nongovernmental organizations (NGOs), think tanks, and foundations.
- Technology professionals working in corporations (mostly but not exclusively in the private sector), with responsibilities in areas such as R&D, innovation, roadmapping, and new product introduction.
- Technology entrepreneurs and those seeking to embark on new ventures (e.g. spin-offs and start-ups), as well technology "intrapreneurs"—company staff seeking to bring startup-style thinking within a corporate environment.
- Educators and students teaching and learning about (respectively) the topics covered by the series—some books in the series are expected to be well-suited for classroom adoption for graduate professional education programs in computer science/engineering and control/automation/telco/systems engineering, etc.

Of course, no book is expected to appeal to all of these categories. Many will appeal to more than one, but we aim to maintain a balance across the audience space by targeting appropriate authors.

Call for Authors Wiley-IEEE Press Book Series on Human-Machine Systems

Series **Scope Statement**

The IEEE Press Series on Human-Machine Systems, established in June 2019, is published by IEEE Press and Wiley and covers integrated human/ machine systems at multiple scales, including areas such as human/machine interaction; cognitive ergonomics and engineering; assistive/ companion technologies; human/machine system modeling, testing and evaluation; and fundamental issues of measurement and modeling of human-centered phenomena in engineered systems.



We are looking for book proposals covering the following areas:

- Affective Computing
- Assistive Technology
- Augmented Cognition
- Brain-based Information
- Human-Machine Communications
- Companion Technologies
- Design Methods
- Entertainment Engineering
- Human Factors
- Human Performance Modeling
- Human-Computer Interaction
- Human-Machine Cooperation and Systems
- Human-Machine Interface and Communications
- Information Systems for Design/Marketing
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 - User Interface Design
 - Virtual and Augmented Reality Systems
 - Wearable Computing
 - Web Intelligence and Interaction
 - **BOOK TYPES**

The series includes authored, edited or handbooks. The series will not publish conference proceedings or post-proceedings.

BOOK PROPOSAL SUBMISSION

Prospective authors should contact the Series Editor at g.fortino@unical.it, in order to discuss their project. Authors will then be invited to submit a book proposal to be reviewed by a panel of experts.

