ABOUT US

The Software Quality and Human-Computer Interaction Laboratory is situated within the Computer Engineering and Informatics Department at the University of Patras.

The laboratory's focus is on research in software quality, encompassing processes, metrics, and tools, as well as on Human-Computer interaction, including interaction design, user-centered design, and usability evaluation.

The laboratory is actively participating in various EU funded research projects.

Software Quality and Human-Computer Interaction Laboratory

CONTACT

Phone: +30 2610996943
Email: sqlab@upatras.gr

LOCATION

Software Quality and Human-Computer Interaction Laboratory, Computer Engineering and Informatics Department, University of Patras, Rio Campus, Rio, GR26500, Greece

FIND US

Website:
https://sqlab.ceid.upatras.gr/

Instagram:
@software.quality.lab

LinkedIn:
Software Quality and Human Computer Interaction (SQLab UPatras) Laboratory

Facebook:
Software Quality & Human Computer-Interaction Lab - SQHCILab UPatras

Virtual Worlds

We are developing virtual worlds that can enhance decision-making, foster remote collaboration, and serve as platforms for emergent behaviors and complex system analysis.
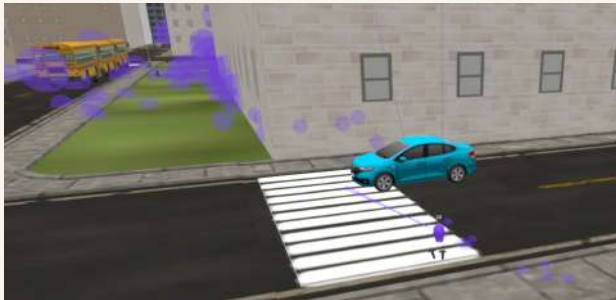
VR

We build VR experiences aimed at improving training, decision-making, and operational procedures across multiple fields. Our research focuses on the cognitive and behavioral effects of VR, examining how presence, spatial perception, and user interaction influence outcomes.

Education

Our lab takes advantage of gaming platforms like Unity or Minecraft Education to create immersive learning experiences for users. Through serious games, the users can learn more effectively whilst having fun. We've also developed a platform that helps educators create interactive courses using Minecraft Education.

GAMIFICATION

Selected Publications:
- An Affect-Aware Game Adapting to Human Emotion
DOI: 10.1007/978-3-031-60692-2_21
- Enhance Students' Engagement: A Gamified Environment for Organising and Doing Homework
DOI: 10.21125/iceri.2024.1489

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