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

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Software Quality & Human Computer-Interaction Lab - SQHCILab UPatras

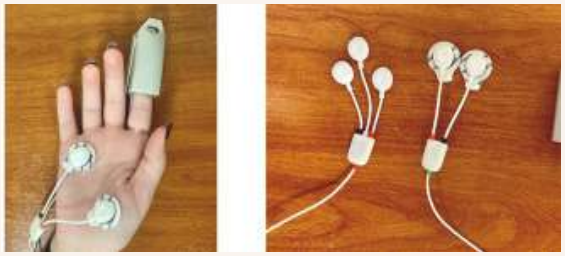
HUMAN MACHINE INTERACTION

Human-Drone Interaction

We work on human-drone interaction through drone programming, eye-tracking, and UI improving. We are also exploring drone applications in high school education.

Physiological Data

Our lab utilizes physiological sensors to measure users' stress levels during interactions, providing valuable insights into how different conditions affect the human body. Using tools like OpenSignals, we collect and analyze data from sensors such as EDA, ECG, and BVP.



Adaptive Interfaces

Our lab develops adaptive interface systems that utilize real-time eye-tracking. Our dynamic cockpit display, for example, automatically hides symbols once the pilot has viewed them, leaving only essential data visible. This method aims to minimize visual clutter and cognitive load, thereby improving situational awareness and decision-making.

Selected Publications:

- An Affect-Aware Game Adapting to Human Emotion
DOI: 10.1007/978-3-031-60692-2_21
- Adaptive Real-Time Translation Assistance Through Eye-Tracking
DOI: 10.3390/ai6010005

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