

HUMAN-COMPUTER INTERACTION IN INTELLIGENT SYSTEMS: DESIGN PRINCIPLES AND EMERGING TRENDS

Abstract

Human-Computer Interaction (HCI) is an interdisciplinary field concerned with the design, evaluation, and use of interactive computer systems. The integration of artificial intelligence (AI), machine learning, natural language processing, and adaptive technologies has transformed the way humans interact with modern computing environments. Intelligent systems can interpret user input, provide personalised recommendations, automate tasks, and adapt their behaviour according to contextual information. However, these capabilities introduce important challenges involving usability, transparency, accessibility, privacy, trust, and user control. This paper presents a narrative literature review of the fundamental design principles and emerging trends in HCI for intelligent systems. It examines usability, consistency, feedback, accessibility, user-centred design, explainability, and human oversight. The review also discusses conversational interfaces, adaptive user interfaces, multimodal interaction, augmented and virtual reality, and human-AI collaboration. Particular attention is given to the challenges of designing systems that are understandable, inclusive, reliable, and responsive to users' needs. The paper identifies future research opportunities in personalised interaction, trustworthy AI interfaces, privacy-preserving design, context-aware systems, and evaluation methods that consider both technical performance and user experience. The review concludes that successful intelligent systems must combine computational capability with effective interaction design, enabling users to understand system behaviour, maintain meaningful control, and complete tasks efficiently and safely.

Keywords: Human-Computer Interaction, intelligent systems, artificial intelligence, user experience, usability, human-centred design, adaptive interfaces, explainable AI, accessibility, human-AI interaction.

Introduction

Human-Computer Interaction is an important area of computer science that studies how people interact with computers, software applications, digital devices, and information systems. Its primary objective is to develop interactive technologies that are useful, understandable, efficient, accessible, and appropriate for their intended users. HCI draws on computer science, psychology, cognitive science, interaction design, and related disciplines to understand the relationship between people and technology.

Traditional computer interfaces generally rely on explicit user commands, menus, buttons, forms, and predefined workflows. Although these approaches remain important, modern computing increasingly incorporates intelligent systems capable of interpreting natural language, recognising patterns, generating recommendations, and adapting to user behaviour. Examples include virtual assistants, recommendation systems, intelligent educational applications, AI-supported healthcare interfaces, and conversational systems.

The development of intelligent systems creates new opportunities for improving user experience. An intelligent interface can simplify complex tasks, provide contextual assistance, and adjust its presentation to different user needs. However, the same capabilities can introduce uncertainty when a system produces unexpected recommendations, gives an incorrect response, or makes decisions that users cannot easily understand.

Effective interaction therefore requires more than technical accuracy. Users must be able to understand available functions, recognise system limitations, correct mistakes, and decide when to accept or reject automated suggestions. Accessibility and privacy are equally important because intelligent applications may serve users with different abilities, levels of technical experience, languages, and personal circumstances.

Amershi et al. [1] presented guidelines for human-AI interaction that address the design of systems whose behaviour may be uncertain or change over time. More recent research has also examined how AI interfaces can move beyond providing explanations towards supporting greater user participation and control [2].

This paper reviews the design principles, practical applications, challenges, and emerging trends associated with HCI in intelligent systems. It emphasises the importance of human-centred design in ensuring that intelligent technologies remain useful, understandable, and responsive to human needs.

2. Objectives of the Study

The main objectives of this review are:

1. To explain the fundamental concepts of HCI and intelligent interactive systems.
2. To examine the major design principles that influence usability and user experience.
3. To investigate how artificial intelligence changes conventional human-computer interaction.
4. To review applications of intelligent interfaces across different domains.
5. To identify challenges involving transparency, accessibility, privacy, trust, and user control.
6. To discuss emerging technologies and future research directions in human-centred intelligent systems.

3. Review Methodology

This paper adopts a narrative literature-review approach. It discusses established HCI concepts, human-centred design principles, usability guidelines, and research concerning interaction with AI-enabled systems.

The review draws on foundational literature concerning usability and interaction design, including Nielsen's usability heuristics, ISO 9241-210 on human-centred design, and published research on human-AI interaction. Recent literature concerning explainable AI interfaces and interactive AI is also considered to identify emerging issues and research opportunities.

The selected literature is organised into themes covering design principles, intelligent interaction techniques, application domains, implementation challenges, and future research. This approach provides a conceptual synthesis of the field rather than a systematic review based on a documented database search and screening procedure.

No original user study, usability experiment, or software implementation was conducted for this paper. Accordingly, the findings represent a qualitative discussion of existing research rather than newly collected empirical results.

4. Fundamentals of Human-Computer Interaction

4.1 Definition and Scope

Human-Computer Interaction studies the design and evaluation of interactive computing systems from the perspective of human needs and behaviour. It considers how people perceive information, learn interface functions, perform tasks, respond to feedback, and recover from errors.

The field includes interface design, usability testing, interaction techniques, accessibility, information visualisation, cognitive ergonomics, and user-experience evaluation. Its scope has expanded as computing has moved beyond desktop computers to mobile devices, wearable technologies, conversational systems, and immersive environments.

In intelligent systems, HCI also considers how people understand automated behaviour and cooperate with AI. This introduces additional design questions, including how to communicate uncertainty, how much control to provide, and how users can correct system errors.

4.2 Understanding Intelligent Systems

An intelligent system uses computational techniques to perform tasks such as recognising patterns, interpreting inputs, making predictions, generating content, or recommending actions.

Unlike purely rule-based interfaces, some AI-enabled systems produce outputs that vary according to their inputs, learned parameters, or operating context. Their behaviour may therefore be less predictable from the user's perspective.

Examples include:

- Conversational assistants that respond to natural-language questions.
- Recommendation systems that personalise content.
- Intelligent tutoring systems that adapt learning activities.
- Decision-support applications that summarise information.
- Voice-controlled systems that interpret spoken commands.
- Adaptive interfaces that adjust information presentation.

The presence of AI does not automatically make an interface usable. Intelligent functions must be integrated into a coherent interaction design that supports users' goals.

4.3 Usability and User Experience

Usability concerns whether users can achieve their goals effectively, efficiently, and satisfactorily in a specified context. User experience is broader and may include users' perceptions, emotions, expectations, confidence, and overall responses before, during, and after interaction.

An interface may be technically powerful but difficult to use if its functions are unclear or its feedback is confusing. Conversely, a visually appealing interface may still be unsuitable if it produces unreliable information or prevents users from correcting mistakes.

HCI therefore considers both functional performance and the quality of the user's interaction with a system.

5. Fundamental Design Principles

5.1 User-Centred Design

User-centred design places the needs, abilities, tasks, and contexts of intended users at the centre of system development. Rather than designing an interface solely around technical capabilities, developers investigate how people will use the system in practice.

The process commonly involves understanding users and their context, specifying requirements, creating design solutions, and evaluating those solutions with appropriate users. Feedback from evaluation informs further improvements.

ISO 9241-210 provides an established framework for human-centred design of interactive systems [3]. Its principles support an iterative process in which users' needs and evaluation results influence design decisions.

For intelligent systems, user-centred design should also consider how people interpret AI-generated outputs, how they respond to errors, and what information they need to make informed decisions.

5.2 Consistency and Familiarity

Consistency helps users understand how an interface behaves across different screens and tasks. Similar controls should generally have similar meanings, and important actions should follow predictable patterns.

Familiar terminology, conventional navigation, and consistent visual structure can reduce the effort required to learn a new system. However, consistency should not prevent designers from improving outdated interaction patterns when evidence supports a better approach.

Intelligent interfaces require particular care because AI-generated content may change between interactions. The surrounding interface should remain sufficiently consistent that users can recognise system status, available actions, and methods of correcting errors.

5.3 Feedback and System Visibility

Feedback informs users about the consequences of their actions. Examples include confirmation messages, progress indicators, status notifications, and explanations of why an action could not be completed.

In AI-enabled systems, feedback should communicate whether a response is generated, whether a process is still running, and whether a result requires further user review.

System visibility also involves communicating relevant limitations. For example, an intelligent assistant should not imply that it has completed an external action when it has only generated a suggestion.

Clear feedback can reduce confusion and help users make better decisions about subsequent actions.

5.4 Error Prevention and Recovery

Human-computer interaction should reduce the likelihood of mistakes and provide clear ways to recover when they occur. Common techniques include input validation, confirmation for consequential actions, reversible operations, and understandable error messages.

Intelligent systems introduce additional possibilities for error because their outputs may be incomplete, misleading, or inappropriate for a particular context.

Useful design strategies include allowing users to revise inputs, regenerate or correct outputs, undo supported actions, and request clarification. Error messages should identify the problem in understandable language and explain the available next steps.

5.5 Accessibility and Inclusive Design

Accessibility aims to ensure that people with different abilities can use interactive systems. Inclusive design considers variation in vision, hearing, mobility, cognition, language, digital literacy, and technological access.

Accessible interfaces may provide keyboard navigation, screen-reader compatibility, captions, adjustable text, clear contrast, alternative input methods, and understandable language.

Intelligent systems should not assume that every user can communicate in the same way or interpret the same presentation format. Voice interaction, for example, may be unsuitable in noisy environments or for users who prefer text.

Designers should evaluate accessibility during development rather than treating it as a final adjustment.

5.6 Transparency and Explainability

Transparency helps users understand what a system is doing, what information it uses, and what limitations may affect its output. Explainability focuses on making relevant aspects of an automated result understandable to its intended audience.

An explanation should be appropriate to the task and the user's knowledge. Excessive technical detail may overwhelm users, while overly simple explanations may omit important limitations.

Recent work on human-centred explainable AI examines how explanation design can support user understanding and decision-making [4]. For practical interfaces, explanations should be accurate, relevant, and connected to the system's actual behaviour.

Transparency is particularly important when AI influences decisions involving health, finance, education, employment, or access to services.

5.7 User Control and Autonomy

Users should retain meaningful control over how intelligent systems support their tasks. This may include editing inputs, rejecting recommendations, changing settings, correcting outputs, or requesting human assistance.

Automation can reduce repetitive work, but excessive automation may make users uncertain about what the system has done or how to intervene. A well-designed interface should communicate the boundaries of automated actions and provide suitable opportunities for review.

Human control is especially important when errors could have significant consequences. Systems should make clear which actions are automated, which require user confirmation, and which decisions should remain under qualified human judgement.

6. Intelligent Interaction Techniques

6.1 Conversational Interfaces

Conversational interfaces allow users to interact with computer systems through natural language, using text or speech. They are commonly used in virtual assistants, customer-support systems, educational tools, and information-retrieval applications.

Their main advantage is that users may communicate their goals without learning complex menus or command structures. Conversational interaction can also support follow-up questions and contextual assistance.

However, language can be ambiguous, and AI-generated responses may contain errors. Users may also struggle to understand what information the system can access or which tasks it can perform.

Effective conversational design should communicate capabilities and limitations, support clarification, preserve relevant context appropriately, and provide ways to correct misunderstandings.

6.2 Adaptive User Interfaces

Adaptive interfaces adjust their presentation or behaviour according to information about users, tasks, or operating conditions. Adaptation may include rearranging content, changing recommendations, simplifying navigation, or adjusting the level of assistance.

Such interfaces can reduce unnecessary interaction when their adaptations match genuine user needs. However, unexpected changes can disrupt established habits or make functions difficult to locate.

Adaptation should therefore be predictable where possible, explain meaningful changes, and allow users to adjust or disable personalisation when appropriate.

6.3 Multimodal Interaction

Multimodal systems combine more than one interaction method, such as text, speech, touch, gestures, images, or visual feedback. A user might provide a spoken request while using a touch interface to select an item or inspect a result.

Multiple interaction methods can improve flexibility and accessibility. They may also support use in environments where one input method is impractical.

Nevertheless, multimodal systems must handle conflicts between inputs, differences in recognition accuracy, and privacy concerns associated with microphones or cameras. Designers should provide clear feedback when the system is uncertain about the user's intention.

6.4 Intelligent Recommendation Interfaces

Recommendation systems select or prioritise content based on user preferences, observed behaviour, item characteristics, or contextual information.

They can help users navigate large collections of products, educational resources, media, and professional information. However, recommendations can also become repetitive, reinforce previous choices, or make it difficult to discover alternatives.

Interfaces should communicate relevant controls, allow users to adjust preferences, and provide meaningful alternatives. In suitable contexts, explanations of why an item was recommended can help users evaluate its relevance.

6.5 Human-AI Collaboration

Human-AI collaboration combines computational assistance with human knowledge, judgement, and contextual understanding. AI may summarise information, suggest possible actions, or organise data, while users evaluate the results and determine what to do next.

The quality of collaboration depends on whether the system supports the user's actual task. If the AI output is difficult to verify or presented with unjustified confidence, users may either rely on it too heavily or disregard useful assistance.

Good collaborative design should support verification, correction, appropriate delegation, and clear responsibility for consequential decisions.

7. Applications of HCI in Intelligent Systems

7.1 Education and Intelligent Tutoring

Intelligent educational systems can adapt learning materials, provide explanations, offer practice questions, and identify topics requiring additional attention.

HCI principles help ensure that these systems present feedback clearly and support learners with different abilities and levels of experience. Learners should be able to question explanations, review relevant material, and seek help when automated guidance is unclear.

Educational interfaces should also protect student information and avoid presenting automated assessments as infallible judgements of a learner's ability.

7.2 Healthcare and Clinical Decision Support

AI-enabled healthcare applications may help professionals review information, organise records, identify patterns, and explore possible explanations for clinical findings.

In such environments, interaction design must prioritise clarity, appropriate uncertainty communication, workflow compatibility, and access to supporting information. Poorly presented outputs can lead to misunderstanding even when the underlying system performs well on a technical evaluation.

Intelligent systems should support qualified healthcare professionals rather than replace appropriate clinical judgement without adequate evidence and safeguards.

7.3 E-Commerce and Personalised Services

Online shopping and digital services use recommendation systems to personalise products, search results, and other content.

Good interaction design allows users to refine preferences, compare alternatives, and understand how recommendations relate to their interests. Excessive personalisation can narrow the range of information users encounter or make it difficult to explore unfamiliar options.

Users should also receive understandable information about relevant data practices and available privacy controls.

7.4 Smart Homes and Virtual Assistants

Smart-home systems use voice commands, sensors, and automated routines to manage connected devices. Virtual assistants can help users retrieve information, organise activities, and control compatible services.

These interfaces should communicate when commands have been recognised, clarify ambiguous requests, and make it possible to correct unintended actions. Designers must also consider privacy because voice and sensor data may reveal information about household activities.

Reliable interaction requires clear controls over permissions, recording, automation, and device access.

7.5 Business and Decision-Support Systems

Business applications increasingly incorporate AI to summarise reports, classify information, forecast patterns, and support operational decisions.

HCI principles help users understand the purpose and limitations of these outputs. Interfaces should distinguish observed data from predictions, make important assumptions visible, and provide access to supporting information where appropriate.

Human review is especially important when decisions affect employees, customers, financial resources, or organisational security.

8. Major Challenges in Intelligent HCI

8.1 Trust and Over-Reliance

Trust influences whether users accept, question, or reject system recommendations. If an interface presents uncertain outputs with excessive confidence, users may rely on information that requires further verification.

Conversely, confusing behaviour or frequent errors may cause users to abandon a useful system.

Designers should aim for appropriately calibrated trust by communicating capabilities, limitations, uncertainty, and opportunities for verification. Trust should follow demonstrated system behaviour rather than visual appearance or persuasive language alone.

8.2 Privacy and Data Protection

Intelligent systems may process user preferences, interaction histories, voice recordings, images, and other personal information. Collecting more information than necessary can increase privacy risks and reduce user confidence.

Privacy-conscious design includes data minimisation, clear permission settings, secure storage, appropriate retention periods, and understandable explanations of data use.

Users should be able to make informed choices about data collection wherever practical. Systems should also avoid implying that personal information is not collected when such collection actually occurs.

8.3 Algorithmic Bias and Fairness

Intelligent systems may perform differently across groups or contexts because of limitations in training data, model design, evaluation, or deployment conditions.

In interaction design, unfairness may appear through inaccurate speech recognition, inaccessible interfaces, inappropriate recommendations, or unequal error rates.

Evaluation should include relevant user groups and operating conditions. Developers should investigate performance differences, communicate known limitations, and provide procedures for reporting and addressing problems.

8.4 Cognitive Load and Information Overload

Cognitive load refers to the mental effort required to understand information and complete a task. Intelligent systems can reduce effort by summarising complex information, but they can also introduce additional decisions, notifications, and explanations.

A well-designed interface presents information according to task requirements and allows users to access additional detail when needed. Important warnings should be distinguishable from routine messages.

The goal is not to minimise every interaction but to help users understand the information necessary for their decisions.

8.5 Predictability and Changing Behaviour

AI systems may change their outputs in response to different inputs, updated models, or new context. Such variation can make it difficult for users to form stable expectations.

Designers should keep the interface's basic interaction patterns consistent and communicate significant changes that affect user decisions. Evaluation should consider how people respond when a system behaves differently from previous interactions.

8.6 Evaluation Difficulties

Traditional usability testing examines whether users can complete tasks efficiently and accurately. Intelligent systems also require evaluation of explanation quality, perceived uncertainty, trust calibration, error recovery, and user control.

A technically accurate system may still provide a poor user experience if its outputs are difficult to interpret. Similarly, a highly rated interface may create risk if users do not recognise its limitations.

Future evaluations should combine technical measures with user studies and task-specific assessments. Results should be interpreted in the context of the tested population, tasks, and environment.

9. Emerging Trends in HCI

9.1 Human-Centred Artificial Intelligence

Human-centred AI emphasises designing intelligent systems around human needs, capabilities, values, and decision-making requirements. Rather than focusing exclusively on model performance, this approach considers how AI affects users and their ability to complete tasks.

Emerging research explores how users can participate more actively in the operation and development of AI systems. This includes supporting correction, customisation, and collaboration rather than limiting interaction to accepting or rejecting an output [2].

9.2 Explainable and Interactive AI

Explainable AI aims to make relevant aspects of AI behaviour understandable. Interactive AI extends this idea by allowing users to influence system behaviour through feedback, corrections, preferences, or other forms of participation.

These approaches may help users identify mistakes and tailor systems to their needs. However, explanations should be evaluated for usefulness and accuracy, while interactive controls should have clear and predictable effects.

Future interfaces may increasingly combine explanations with practical options for changing how a system operates.

9.3 Augmented and Virtual Reality

Augmented reality (AR) overlays digital information onto a view of the physical environment, while virtual reality (VR) creates immersive digital environments.

These technologies support applications in education, training, simulation, design, and remote collaboration. HCI research examines how users navigate three-dimensional spaces, interpret visual cues, and interact through gestures or specialised controllers.

Important challenges include comfort, accessibility, spatial orientation, privacy, and cognitive workload. Intelligent AR and VR systems also need to communicate when generated or overlaid information is uncertain or incomplete.

9.4 Emotion-Aware and Context-Aware Interfaces

Some research investigates systems that adapt interaction according to contextual signals, such as task conditions, user preferences, or inferred states.

These systems may offer more responsive interaction, but inferred emotional or behavioural states can be inaccurate. Such inferences should not be treated as definitive knowledge about a person's feelings or intentions.

Responsible design requires transparency, appropriate consent, careful evaluation, and the ability to avoid or disable sensitive forms of personalisation.

9.5 Personalisation and Adaptive Assistance

Personalised interfaces can adjust recommendations, language complexity, assistance levels, or information presentation to match user preferences.

Personalisation can improve convenience, but it may also create privacy concerns or make interfaces behave in unexpected ways. Users should be able to inspect relevant settings and modify the system's behaviour.

Future research should examine how to balance helpful adaptation with predictability, user autonomy, and protection against unwanted profiling.

9.6 Accessibility Through Intelligent Interaction

Intelligent technologies may support accessibility through speech recognition, captioning, text simplification, image descriptions, and alternative input methods.

However, the quality of these features can vary by language, context, and user needs. Accessibility must be evaluated with the intended users rather than assumed from the presence of an AI feature.

Future systems should combine intelligent assistance with established accessibility practices and provide alternatives when automated functions fail.

10. Future Research Directions

10.1 More Effective Human-AI Collaboration

Future research should investigate how intelligent systems can support users without undermining their judgement or autonomy. Relevant questions include when to automate tasks, when to request user input, and how to communicate uncertainty. Evaluation should consider task performance, user understanding, error detection, and the ability to correct system behaviour.

10.2 Standardised Evaluation Frameworks

There is a need for evaluation frameworks that combine usability, accessibility, trust, transparency, privacy, and technical performance.

Standardised task definitions and clearly documented evaluation methods would improve comparisons between systems. Researchers should also report limitations and avoid generalising results beyond the tested settings.

10.3 Privacy-Preserving Personalisation

Future systems may improve personalisation while limiting the collection or retention of sensitive information. Research can examine data minimisation, local processing, privacy-enhancing technologies, and user-controlled preference storage.

These methods should be assessed for their practical privacy benefits, usability, computational cost, and effect on system performance.

10.4 Multilingual and Inclusive Interfaces

Intelligent interfaces should accommodate different languages, communication styles, abilities, and levels of technical experience.

Future work should investigate language coverage, speech-recognition differences, accessible conversational design, and user testing across diverse populations.

Inclusive design should also consider users who have limited connectivity or access to advanced devices.

10.5 Explainability for Different Users

Different users require different levels and types of explanation. A technical professional may need detailed system information, while a general user may need a concise explanation and a clear indication of uncertainty.

Research should examine how explanations can be adapted to the task without becoming misleading or overly complex. Explanations should help users make informed decisions rather than merely increase their willingness to accept an AI output.

10.6 Long-Term Interaction and Adaptation

Many evaluations examine a single interaction or short-term task. However, users' expectations and behaviour can change as they gain experience with an intelligent system.

Longitudinal research could investigate how trust, usability, reliance, and perceptions of control develop over time. It should also examine how system updates affect established user expectations.

10.7 Responsible Design and Governance

Future HCI research should integrate privacy, fairness, accountability, and accessibility into the full design lifecycle. This requires collaboration among designers, developers, researchers, domain experts, and intended users.

Governance processes should define responsibility for errors, establish procedures for handling complaints, and provide appropriate routes for human review when automated decisions have significant consequences.

11. Discussion

Human-Computer Interaction provides a framework for understanding why the success of intelligent systems depends on both computational capabilities and the quality of the interaction they offer. AI can support natural-language communication, personalised recommendations, adaptive interfaces, and automated assistance, but these functions are valuable only when they serve users' actual needs.

The reviewed design principles show that usability, consistency, feedback, accessibility, transparency, and user control remain essential in intelligent environments. These principles must be adapted to systems whose outputs may vary or whose internal processes may be difficult for users to understand.

A major consideration is the relationship between automation and human autonomy. Automation can simplify routine tasks, but users need sufficient information and control to recognise errors and intervene when necessary. Interfaces should make important system actions understandable and provide appropriate opportunities for verification.

Trust must also be supported through reliable performance and honest communication. An interface should not encourage users to accept every AI-generated result. Instead, it should help users understand what the system can do, where uncertainty exists, and when additional judgement or verification is appropriate.

Privacy and accessibility are equally important. Personalisation may improve convenience, but it should not require unnecessary collection of sensitive information. Similarly, intelligent features should be designed and evaluated for people with different abilities, languages, and technological circumstances.

These considerations suggest that the future of HCI will involve closer integration of interface design, AI development, user research, and responsible governance. Systems should be evaluated not only by how well they generate outputs but also by how effectively people can understand, question, and use those outputs.

12. Conclusion

Human-Computer Interaction is central to the design of intelligent systems because it connects computational capabilities with human needs, behaviour, and expectations. The integration of artificial intelligence has expanded interaction possibilities through conversational interfaces, adaptive systems, multimodal input, personalised recommendations, and human-AI collaboration.

This review examined key HCI design principles, including user-centred design, consistency, feedback, error recovery, accessibility, transparency, and user control. It also discussed applications in education, healthcare, e-commerce, smart homes, and business decision support.

Despite the opportunities offered by intelligent technologies, important challenges remain. These include inappropriate trust, privacy risks, algorithmic bias, cognitive overload, unpredictable system behaviour, and difficulties in evaluating user experience.

Future research should prioritise human-centred AI, accessible multilingual interfaces, privacy-preserving personalisation, effective explanations, and evaluation methods that combine technical performance with user needs. Ultimately, intelligent systems should not merely automate tasks; they should help people achieve their goals while preserving understanding, meaningful control, and responsible decision-making.

References:-

1. Amershi, S., Weld, D., Vorvoreanu, M., Fourney, A., Nushi, B., Collisson, P., Suh, J., Iqbal, S., Bennett, P. N., Inkpen, K., Teevan, J., Kikin-Gil, R., & Horvitz, E. (2019). Guidelines for human-AI interaction. Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Article 3, 1–13. <https://doi.org/10.1145/3290605.3300233>
2. Raees, M., Meijerink, I., Lykourantzou, I., Khan, V.-J., & Papangelis, K. (2024). From explainable to interactive AI: A literature review on current trends in human-AI interaction. *International Journal of Human-Computer Studies*, 189, Article 103301. <https://doi.org/10.1016/j.ijhcs.2024.103301>
3. International Organization for Standardization. (2019). ISO 9241-210:2019 Ergonomics of human-system interaction—Part 210: Human-centred design for interactive systems. ISO.
4. Hughes, N., Jia, Y., Sujan, M., Lawton, T., Habli, I., & McDermid, J. (2026). Design principles for human-centred explainable AI: A scoping review. *ACM Transactions on Interactive Intelligent Systems*, 16(1), Article 4, 1–26. <https://doi.org/10.1145/3771720>
5. Nielsen, J. (1994). *Usability Engineering*. Morgan Kaufmann.
6. Norman, D. A. (2013). *The Design of Everyday Things: Revised and Expanded Edition*. Basic Books.
7. Shneiderman, B. (2020). Human-centered artificial intelligence: Reliable, safe & trustworthy. *International Journal of Human-Computer Interaction*, 36(6), 495–504. <https://doi.org/10.1080/10447318.2020.1741118>
8. Raees, M., Meijerink, I., Lykourantzou, I., Khan, V.-J., & Papangelis, K. (2024). Human-AI interaction and interactive AI: Opportunities for user agency and collaboration. Related research discussion in *From Explainable to Interactive AI*. <https://doi.org/10.1016/j.ijhcs.2024.103301>
9. Khandelwal, A., Soni, R., & Sharma, S. (2023). Exploring human-computer interaction: A review of theory, design principles, and emerging trends. *International Journal of Scientific Research in Computer Science, Engineering and Information Technology*, 9(2). <https://doi.org/10.32628/IJSRCSEIT>
10. Li, Q., Li, Y., Zhang, S., Zhou, X., & Pan, Z. (2025). A theoretical framework for human-centered intelligent information services: A systematic review. *Information Processing & Management*, 62(1), Article 103891. <https://doi.org/10.1016/j.ipm.2024.103891>