

## Call For Papers:

# Technologies for Measuring & Treating Stress & Trauma at the Hawaii International Conference on System Sciences HICSS-57: January 3-6, 2024 Honolulu, HI

### About HICSS

HICSS is the longest standing scientific conference in the information systems and technology field. Since 1968, it has attracted high caliber scholars and professionals in academia, industry, and government agencies around the world. Approximately half of attendees are from outside the US.

### Why submit to HICSS?

With the growing importance of technology in the delivery of healthcare, "Information Technology and Healthcare" is quickly becoming one of the largest areas of interest among HICSS attendees. It's important to have the voices of medicine, behavioral medicine and the social sciences represented along side technologists.

### Technologies for Measuring and Treating Stress and Trauma

HICSS presentations cover 10 broad topic areas (tracks) each with multiple specific interest mini-tracks. The "Technologies for Measuring and Treating Stress and Trauma" mini-track is seeking paper submissions for presentation at the 2024 conference. Each paper session will consist of 3-4 paper presentations (20-25 minutes each) leaving time for positive, collegial discussion.

### How do I submit my research?

Conference submissions are not abstracts - they are fully developed papers that are peer reviewed. Authors of accepted papers can respond to reviews and edit their papers before publication in the conference journal. The conference is competitive with less than 50% of submitted papers being accepted.

### Paper submission details

Contact mini-track co-chairs Daniel Roxbury, PhD ([roxbury@uri.edu](mailto:roxbury@uri.edu)), Nina Ayala, MD ([nina\\_ayala@brown.edu](mailto:nina_ayala@brown.edu)), or Beth Bock, PhD ([beth\\_bock@brown.edu](mailto:beth_bock@brown.edu)) for information about how to submit papers or check the HICSS website at [www.hicss.org](http://www.hicss.org)

**The manuscript submission deadline June 15, 2023.**