



Displays

Displays is the international journal covering the research, development and application of **displays technology** and its effective presentation of **visual information**. Technical papers on practical developments in displays technology provide an effective channel to promote greater understanding and cross-fertilization across the diverse disciplines of the **displays** community. Tutorial papers covering fundamentals intended for display technologists and human factors engineers new to the field will also occasionally be featured.

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Human Factors: user psychology and human-computer interaction, applied vision, work with display units, measurements of visual performance, colour appearance, colour reproduction and coding, graphical user-interface design, presentation of information, measurement of display artefacts, user-centred measures of image quality, image processing, input, output and interactive devices, user interfaces for multimedia systems, virtual environments, 3-D computer graphic design and animation, human factors for disabled persons, design standards and guidelines, auditory and tactile displays.

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