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Welcome to MuC'20, the Conference on Mensch und Computer 2020, held from September 6 to 9 at the University of Magdeburg, Germany!

With over 700 participants, Mensch und Computer is one of the largest human-computer interaction venues in Europe. Every year, the conference attracts participants from academia and industry. This year, the scientific conference on Human-Computer Interaction (MCI) and the conference of the German Usability Professionals (UPA) will join under the theme “**Digitaler Wandel im Fluss der Zeit**”.

Like many other scientific venues around the globe, also Mensch und Computer is affected by the current pandemic. While we would have liked to personally welcome participants to the city of Magdeburg for a week full of engaging live talks, workshops, discussions, social events and sightseeing, there was no alternative to running Mensch und Computer 2020 completely virtually.

The change in format required fundamentally reconsidering budgeting. We are particularly thankful to all sponsors who decided to support the venue in a virtual format. Importantly, we are able to offer low registration fees for everybody interested in the practical and scientific tracks.

With the help of the entire organizing team, we managed to pull together an exciting program in a format carefully adjusted to the virtual nature of the event. The scientific track includes full papers, short papers, demos, tutorials, workshops and a doctoral consortium. Tutorials, workshops and the doctoral consortium will run in the morning, while long papers, short papers, and demos will be presented in the afternoons. To provide much space for scientific discussions, we revised the traditional format of the scientific tracks: both long and short papers will be presented as short videos, followed by an extended scientific discussion using Zoom. Demos will be presented in dedicated slots including both a presentation and subsequent discussion. All presentations and discussions will be permanently published on YouTube.

MuC serves as a unique forum for presenting and exchanging ideas around innovative work through its different formats. Hence, MuC is a great venue to not only present and discuss the latest research. MuC also offers great opportunities to start collaborations and to extend people's network beyond their community. We hope that the digital formats we envisioned for networking will be used intensively.

Now for some statistics: We received 74 full paper submissions out of which 28 were accepted (acceptance rate: 37.8%). As for the other conference tracks, we were able to accept 34 out of 80 short paper submissions and 9 out of 18 demo submissions.

Like in previous years, the scientific contributions of MuC'20 – full papers, short papers as well as demos – are published in the ACM Digital Library. This ensures high visibility of these contributions. Apart from this, all accepted contributions will be available open access via the Digital Library of the GI Department of Human-Computer Interaction.

This year's program includes a variety of topics, including novel forms of human-computer interaction, multimodal and intelligent user interfaces, AR and VR, CSCW, tangible computing and social computing, digital humanities, usable security and privacy, automotive user interfaces, user experience, learning, sensing, novel mobile applications, and many more.

Our three keynote speakers envision new ways to design the future of Human-Computer Interaction.

Petra Isenberg, INRIA Sarclay, France, is a leading expert on information visualization with many valuable contributions to collaborative exploration of complex data sets using novel display technology such as wall displays or tabletops. Based on this experience, Petra's talk is entitled "When Visualization Meets HCI".

Andy Budd is a prominent UX designer and web standards enthusiast starting the UK's first user experience consultancy, Clearleft. In a quest to understand what makes a great leader, and help his friends in newly minted leadership positions, he started the Leading Design conference and Slack community last year. Based on dozens of interviews with prominent leaders he recounts his journey into leadership, shares his successes and failures, and the important lessons he's learned on the way in his talk "The Accidental (Design) Leader".

Lennart Nacke teaches User Experience, Human-Computer Interaction, and Game Design at the University of Waterloo. His talk "The Loot Box of Gameful User Experience Research and Design" is based on his research in player experience in video games, immersive VR environments, and gameful applications. A key aspect in his talk is the challenge of designing effective, gameful experiences.

Mensch und Computer, the largest German event where HCI researchers and practitioners meet, is organized voluntarily by our community. As conference co-chairs, our primary role was to ask people to take on various jobs, which are very often quite significant in effort. We were very delighted how quickly we could build a great MuC'20 team. Over the last year, the team worked with enthusiasm and creativity to make MuC'20 a successful event. The MuC organizers spent much effort to make MuC a great conference with high impact and high visibility in Germany and beyond. The team or organizers took charge of all the main things and small details that make conferences successful: managing the program (papers, demos, workshops, doctoral colloquium); refereeing, selecting and arranging sessions; ensuring accessibility; organizing the workshops, poster & demo session, and the doctoral colloquium; ensuring publication logistics, handling student volunteers, and registering all participants so you could attend this conference. We are impressed by the effort of each single MuC organization member and very grateful to all!

We hope you all enjoy MuC'20!

Bernhard Preim, Christian Hansen and Andreas Nürnberger
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