ABSTRACT Over the decades we have seen an ongoing expansion of the field’s perspective on the human side of the interaction. The human is physically embodied, non-rational, emotional, and social. An individual human’s activity is part of collective and interactive groups. Every human is enmeshed in a specific economic and political environment. Each time we broaden our view, we raise new challenges and opportunities for designing interactions with computers and information devices. I will reflect on the ways in which the field has introduced new dimensions of humanness over the years, and how that has shaped the research agenda and the kinds of designs we create. I will speculate on where this may go in the future.

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