# Article information:

Calling HCI professionals into health research | Proceedings of the 22nd Pan-Hellenic Conference on Informatics
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# Article summary:

1. HCI professionals should expand their role into e-health interventions, including games, virtual reality, and social media.

2. There are practical, methodological, and philosophical gaps that prevent further synergy and collaboration between HCI professionals and health research.

3. Closing these gaps is necessary for patient safety and health equity, guided by a discussion on ethics and a health equity framework.

# Article rating:

Appears strongly imbalanced: The article is written in a biased or one-sided way, and the information it provides is not trustworthy enough to be considered a reliable source. You should consult other sources to find reliable information on the presented issues.

# Article analysis:

该文章提出了将人机交互（HCI）专业人士引入电子健康干预领域的必要性，并总结了阻碍进一步协同和合作的关键实践、方法论和哲学差距。然而，该文章存在以下问题：

1. 偏见来源：该文章没有提及任何可能存在的风险或负面影响，只强调了HCI专业人士在电子健康干预中的重要性。这种片面报道可能会导致读者对该领域的过度乐观。

2. 缺失考虑点：尽管作者讨论了伦理和健康公平框架，但他们没有探讨HCI专业人士如何应对患者数据隐私和安全方面的挑战。这是一个非常重要的问题，因为电子健康干预需要处理大量敏感信息。

3. 主张缺失证据：作者声称HCI专业人士可以通过游戏、虚拟现实和社交媒体等技术改善患者状况，但他们没有提供足够的证据来支持这些主张。这种未经证实的主张可能会误导读者。

4. 宣传内容：该文章似乎旨在宣传HCI专业人士在电子健康干预中的重要性，而不是提供客观分析。这种宣传内容可能会使读者产生误解，并忽略其他相关领域的贡献。

综上所述，虽然该文章提出了一些有价值的观点，但其片面报道、缺失考虑点和未经证实的主张使其成为一个不完整且有偏见的分析。

# Topics for further research:

* Potential risks and negative impacts
* Patient data privacy and security challenges
* Lack of evidence to support claims
* Promotion rather than objective analysis
* Other relevant fields and contributions
* Incomplete and biased analysis

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