Literature Review Slides (Draft 1)

Start Assignment

- Due Tuesday by 11:59pm
- Points 1
- Submitting a file upload
- · File Types pdf

Why do a Literature Review?

Conducting a review of 'prior art' and 'existing literature' is a crucial skill for any innovator. You need to know what has been done already in order to offer something novel. Additionally, learning about what has already been done fuels ideas for novel interfaces/interactions and for useful, validated methods to evaluate them. This Literature Review will get you acquainted with academic literature in human computer interaction and provide you with concrete examples of how research is done that is similar in style, even if the projects in literature might be larger or more advanced.

The literature review assessments are individual.

HCI Articles for your Literature Review

For this course, your literature review will be on the same topic area as the topic that you've selected for your group project. Overall, your literature review will focus on 2 articles. The 2 articles should be from https://canvas.auckland.ac.nz/courses/105865/pages/top-hci-publication-venues. This requirement is in place because this is an HCI course and we want students to understand what are HCI innovations as distinct from other types of computing innovations.

Each of project group members is encouraged to choose different articles in order to cover adequate breadth around the core project topic, however this is not required.

In general, we expect the publications to be 2010 or later, however sometimes there is an earlier paper that is highly relevant. These must be peer-refereed research papers. Anything from the IEEE Explore, ACM Digital library or Lecture Notes in Computer Science (LNCS) (all available through the UOA library's e-databases) is acceptable, as are other journal and conference proceedings. What's not acceptable are articles from popular magazines, trade-literature, advertising, chapters, 'extended abstracts' or blog posts. If you're in doubt about the acceptability of your source that's outside of IEEE, ACM or LNCS, ask in lectures or Piazza.

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The presentation should include the following:

- 1. Briefly, explain the context of your group project topic.
- 2. Describe the 2 articles and comment on how they relate to one another.
- 3. Briefly summarise insights from the literature and implications for your project.

Your slides should be appropriate for a presentation that lasts 5 minutes. The lecturers will provide the context and motivation for the project topics, so you can assume that the audience will know this when they listen to your presentation. You don't have a lot of time to cover each article in depth. Instead you will need to pick out the most important and relevant information from each article. As you work on understanding and summarising the articles, please takes structured notes for your lit review report.

Aim to communicate contents visually! We recommend you include at least 2 images per article. Choose or create images carefully in order to SHOW the design/innovation and the main result. You MUST include the full references within the slides. Please choose a style such as APA and be consistent. The slides must be in PDF format.

In week 7 before lecture, you will submit slides.

In week 7 during lecture, you will present your slides LIVE to two peers. If you can, please bring a device to show your slides. Your peers will give you feedback on your presentation, which will be used to improve your presentation for Draft 2.

To earn full marks for completeness, students must submit slides and slides must satisfy criteria in rubric.

Criteria	Ratings	
Literature cited Selection of relevant HCI articles, appropriate to topic.	Full marks	No marks
Presentation quality Clear and comprehensive descriptions of all articles cited with appropriate visuals. Demonstrated critical thinking for judicious focus on relevant aspects of the articles. Quality and appropriateness of the presentation visuals. Appropriate amount of text on slides.	Full Marks	No Marks

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