

CMSC388L
Readings in HCI Research: CHI2019

Prerequisites: CMSC216, CMSC250

Credits: 1

Time and location: TBD

Instructor: Dr. Evan Golub

TA: Selena Alvarado, Justin Goodman

Course Description:

In this course, most weeks students will read a particular research paper from the leading conference in Human-Computer Interaction, CHI2019, prepare in some way, and then participate in an in-class discussion. During the discussion, the key elements of HCI mentioned in the paper will be highlighted, and things like potential follow-up project ideas will be explored.

Some Student Goals

- To gain a more expansive picture of the variety of HCI research topics and techniques.
- To gain experience in verbally discussing technical concepts and techniques.
- To understand the relevance of HCI principles, and be able to implement these concepts into future projects.
- To consider the human side of computer science when developing future applications.

Resources:

<https://chi2019.acm.org/2019/03/15/chi-2019-best-papers-honourable-mentions/>

Full paper list (when made available by conference)

Example schedule: Each week starting Week 1, by the end of class students will be assigned one paper to read for the next class session, and then:

- By Wednesday, they must submit a “journal response” by 11:59 PM reacting to the paper (guidelines will be provided regarding the form of these journal responses).
- By Thursday they must complete a related quiz on ELMS by 11:59 PM.
- On Friday, there will be an in-class discussion on the assigned paper.
- By Sunday, if the student is going to use that paper for one of their minimum of (6) post-class journal “reflection” entries based on the paper and the in-class discussion surrounding the paper, it needs to be in by 11:59 PM.

Week	Paper (tentative and subject to change, note that some will be by student vote from a selection)
1	No paper - an overview exploring “How to read a paper” and a general introduction to Human-Computer Interaction as a field
2	“Occupational Therapy is Making”: Design Iteration and Digital Fabrication in Occupational Therapy
3	“I feel it is my responsibility to stream”: Streaming and Engaging with Intangible Cultural Heritage through Livestreaming
4	Guerilla Warfare and the Use of New (and Some Old) Technology: Lessons from FARC’s Armed Struggle in Colombia
5	<i>Students given 3 choices and vote on which paper they would like to read this week</i>
6	Engagement with Mental Health Screening on Mobile Devices: Results from an Antenatal Feasibility Study
7	Anchored Audio Sampling: A Seamless Method for Exploring Children’s Thoughts During Deployment Studies
8	Unremarkable AI: Fitting Intelligent Decision Support into Critical, Clinical Decision-Making Processes
9	Online grocery delivery services: An opportunity to address food disparities in transportation-scarce areas
10	Voice User Interfaces in Schools: Co-designing for Inclusion With Visually-Impaired and Sighted Pupils
11	<i>Students given 3 choices and vote on which paper they would like to read this week</i> ** Final Paper assigned in class **
12	Project Sidewalk: A Web-based Crowdsourcing Tool for Collecting Sidewalk

	Accessibility Data At Scale
13	Touchstone2: An Interactive Environment for Exploring Trade-offs in HCI Experiment Design
14	A Translational Science Model for HCI ** Final Paper due in class **
	Extra Papers if class advances faster than expected - papers can be chosen by students based on which they liked most from the first 14 weeks

Grading:

Grades will be maintained on the CS Department grades server. Students are responsible for all material discussed in lecture and posted on the class repository, including announcements, deadlines, policies, etc.

Final course grades will be determined according to the following percentages:

Participation (45%): Students must attend class and actively participate in the class discussion to receive full credit on participation.

Quizzes (20%): Each class will be preceded with a short ELMS quiz about the assigned reading for the week.

Individual Journal (20%): As students read each paper, they will “journal” notes, comments, reflections, etc. and share that with the instructor and TAs.

Semester Takeaways Essay (15%): As an example, students can write a paper reflecting on their favorite paper(s) from the course, and elaborate on an idea for a project that they have based on the paper.

Office Hours:

Tuesday, Thursday 3:30 - 4:30

Excused Absence and Academic Accommodations:

See the section titled "Attendance, Absences, or Missed Assignments" available at Course Related Policies.

Disability Support Accommodations:

See the section titled "Accessibility" available at Course Related Policies.

Academic Integrity:

Note that academic dishonesty includes not only cheating, fabrication, and plagiarism, but also includes helping other students commit acts of academic dishonesty by allowing them to obtain copies of your work. In short, all submitted work must be your own. Cases of academic dishonesty will be pursued to the fullest extent possible as stipulated by the Office of Student

Conduct. It is very important for you to be aware of the consequences of cheating, fabrication, facilitation, and plagiarism. For more information on the Code of Academic Integrity or the Student Honor Council, please visit <http://www.shc.umd.edu>.

Course Evaluations:

If you have a suggestion for improving this class, don't hesitate to tell the instructor or TAs during the semester. At the end of the semester, please don't forget to provide your feedback using the campus-wide CourseEvalUM system. Your comments will help make this class better.