Methods:

Why magazine was chosen and how each article was examined:

Interactions is a magazine intended for professionals interested in the connections between experiences, people and technology. Instead of focusing on scientific achievements and knowledge, It pays more attention to the center of advances in technology of human society-interactions, which I consider sober and plausible.

My concentration was mainly attached to the following three parts, which benefited figuring out language style of the magazine.

Word choice/sentence structure/usage of clause

Data:

Word choice: Simple and frequently-used ones.

Sentence structure: Clearly and “Divided with order”.

Usage of clause: Frequently used, leading sentences be informative and information-condensed.

Overall language style: concise, relatively simple but incredibly information-condensed and coherent.

Article 1[1]( SECTION: Dialogues)

This activism is not only geared to the AI community itself and the giant tech organizations that are de facto defining the field, but also toward governments and their responsibility to shape the societal and ethical implications of AI.

Computational systems now interact with humans in myriad ways. They are often designed to mine behavioral data to nourish business models based on behavioral advertising while providing some sort of free service. This kind of design is optimized via, for example, AB testing and privileges interaction that generates observable behavior and/or impressions, clicks, or conversions. Clearly, other objectives abound, such as successful medical interventions, coordination of public transport, enhancing educational performance in disadvantaged groups, improving food security, preventing unlawful police violence, and so on. Some of these systems are data driven, ultimately based on the brute force of complex statistical calculations; others are model driven, in the sense of decision trees based on logic rather than statistics. Both types of systems are often meant to engage users, and are designed in ways that invite intuitive interaction in line with the purpose for which the system was developed. This raises the question of to what extent such design should support legal requirements, thus contributing to interactions that fit the system of checks and balances typical for a society that demands that all of its human and institutional agents be “under the rule of law.”

## Article2[2]( SECTION: Forums

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Although not a new AI technique, machine learning (ML) offers interesting opportunities for designing knowledge-management systems because it allows people to create systems based on sample data rather than explicit descriptions of computational procedures in code.

In the context of work and beyond, the UX community has designed tools that help empower users by enabling them to work collectively to advance their own interests, for example in the case of platform cooperativism and social media for digitally networked activism.

First, there is the knowledge that is internal to a person and those with whom they interact; in other words, the things that a person knows and is familiar with. Second, knowledge represents a person’s capacity to act, or their ability to work skillfully. Third, knowledge can be captured in artifacts, such as the text and pictures in documents.

## Aricle3[3]( SECTION: Features

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Given the expansion of the field of human-automation interaction, there is a large potential for the field of human-computer interaction to contribute. For driving specifically, automation has the potential to open mobility options to a wider set of users. For example, people with physical limitations or accessibility issues (e.g., limited sight, or inability to use hands or legs for movement) might be able to travel in an automated vehicle.

A second way in which humans are dynamic is in their learning and unlearning of skills, habits, and knowledge. Together, these shape expectations of a system and specific interaction patterns. However, knowledge (of a system’s functioning) might be incomplete and habits might prevent the learning of new skills, and these together might limit appropriate system use. Active training might help to overcome these biases, but might not always be immediately available (for example: might not be there immediately after a software update).

Discussion:

The magazine offers various sections for readers, where articles are divided due to their properties and content. But somehow, they managed to achieve a relatively unified style in language.

For example, sentences in the magazine can be long, but often with clear structure, which means easiness to figure out each part-the main object being discussed, their property no matter unique or common, their application and people’s reaction. All these can be stated out clearly in just one single sentence, which is remarkably impressive. What’ s more, this information-condensed style is commonly achieved, through effective utilization of logical conjunctions as well as clauses, supplying detailed information without causing obfuscation.

In perspective of the whole article, this style is supported by pronouns from sentences to sentences, enhancing cohesion and coherence, ensuring absolute attractive consistency in language. Besides, germane examples are often provided right after discussions, providing inspiring insights and vibrant reading experience.

To conclude, exquisite utilizations of technique truly worth marveling. The magazine can be a charming and germane format to learn academic writing and critical thinking.

References:

[1] Hildebrandt M, Dignum V. HCI sustaining the rule of law and democracy: a European perspective[J]. interactions, 2020, 28(1): 34–37.

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[3] Janssen C P, Kun A L. Automated driving: getting and keeping the human in the loop[J]. interactions, 2020, 27(2): 62–65.