

SOME INTERESTING CHI PAPERS

THAT YOU MIGHT NOT HAVE SEEN

Ali Alkhatib

May 13, 2019

Reading With Friends

ROADMAP THING

1. [Witchcraft and HCI: Morality, Modernity, and Postcolonial Computing in Rural Bangladesh](#) by **Sharifa Sultana & Syed Ishtiaque Ahmed**
2. [“They Don’t Leave Us Alone Anywhere We Go”: Gender and Digital Abuse in South Asia](#) by **Nithya Sambasivan, Amna Batool, Nova Ahmed, Tara Matthews, Kurt Thomas, Laura Sanely Gaytán-Lugo, David Nemer, Elie Bursztein, Elizabeth Churchill, & Sunny Consolvo**
3. [Guerilla Warfare and the Use of New \(and Some Old\) Technology: Lessons from FARC’s Armed Struggle in Colombia](#) by **Débora de Castro Leal, Max Krüger , Kaoru Misaki , David Randall, & Volker Wulf**
4. [Ethical Dimensions of Visualization Research](#) by **Michael Correll**
5. [Technologies for Social Justice: Lessons from Sex Workers on the Front Lines](#) by **Angelika Strohmayer, Jenn Clamen, & Mary Laing**
6. [“I Bought This for Me to Look More Ordinary”: A Study of Blind People Doing Online Shopping](#) by **Guanhong Liu, Xianghua Ding, Chun Yu, Lan Gao, Xingyu Chi, & Yuanchun Shi**

WITCHCRAFT AND HCI: MORALITY, MODERNITY, AND POSTCOLONIAL COMPUTING IN RURAL BANGLADESH

Witchcraft and HCI: Morality, Modernity, and Postcolonial Computing in Rural Bangladesh

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ABSTRACT

While Human-Computer Interaction (HCI) research on health and well-being is increasingly becoming more aware and inclusive of its social and political dimensions, spiritual practices are still largely overlooked there. For a large number of people around the world, especially in the global south, witchcraft, sorcery, and other occult practices are the primary means of achieving health, wealth, satisfaction, and happiness. Building on an eight-month long ethnography in six villages in Jessore, Bangladesh, this paper explores the knowledge, materials, and politics involved in the local witchcraft practices there. By drawing from a rich body of anthropological work on witchcraft, this paper discusses how those findings contribute to the broader issues in HCI around morality, modernity, and postcolonial computing. This paper

Computing Systems Proceedings, Glasgow, Scotland, UK, May 4–9, 2019 (CHI 2019), ACM, New York, NY, USA, 15 pages.
DOI: <https://doi.org/10.1145/3290605.3300586>

1 INTRODUCTION

HCI research in health and well-being is predominantly built on modern, scientific, and rational knowledge in medicine, psychology, and cognitive science, which articulates our body, mind, disease, and cure through scientific terminologies. This stream of HCI research has produced a plethora of tools and technologies in the last couple of decades that have not only revolutionized various formal health practices, but have now also started quantifying, measuring, tracking, and assessing our well-being in a pervasive manner.

WHY I LIKED IT

- brings in anthro stuff
- interviews witches
- shows how witches in rural india use technology and understand/navigate the world with it:

“we found the witches in Jessore using modern communication technologies including television, satellite channels, mobile phones, and the Internet.”

“...witchcraft can provide HCI researchers with examples and inspirations for making a deeper engagement with various moral values, designing with their similarities and differences, emphasizing on communal relationship, and neutralizing radicalism by using other local sources of power.”

“THEY DON’T LEAVE US ALONE ANYWHERE WE GO”: GENDER AND DIGITAL ABUSE IN SOUTH ASIA

“They Don’t Leave Us Alone Anywhere We Go”: Gender and Digital Abuse in South Asia

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ABSTRACT

South Asia faces one of the largest gender gaps online globally, and online safety is one of the main barriers to gender-

KEYWORDS

Online abuse; Privacy; Stalking; Impersonation; Leakages; India; Pakistan; Bangladesh; Women; Coping; Impacts

WHY I LIKED IT

- talks about distinct forms of abuse online:
 1. cyberstalking
 2. impersonation
 3. personal content leakages (doxxing)

Abuse types	Mechanisms	Harms	Coping practices
Cyberstalking (66%) Undesired contact from strangers on platforms. <i>IN: 73%, PK: 65%, BG: 50%</i>	<ul style="list-style-type: none"> Friendship requests from strangers (55%) Unwanted SMS and calls (34%) 	<ul style="list-style-type: none"> Self censorship and limited participation Emotional damage Physical violence 	<ul style="list-style-type: none"> Block requests Limit information online Use fake identities Check for mutual trust
Impersonation (15%) Malicious likeness of a victim's identity, created or modified without consent. <i>IN: 5%, PK: 19%, BG: 34%</i>	<ul style="list-style-type: none"> Synthetic porn (6%) False profiles using a victim's identity (12%) 	<ul style="list-style-type: none"> Reputation damage Emotional damage Physical violence 	<ul style="list-style-type: none"> Proactively change profile photos to non-face images Support from family and friends Support from NGOs
Personal leakages (14%) Non-consensual exposure of interactions and content in unwanted social contexts. <i>IN: 7%, PK: 25%, BG: 18%</i>	<ul style="list-style-type: none"> Non-consensual sharing of photos, conversations, and identity (14%) 	<ul style="list-style-type: none"> Reputation damage Emotional damage Coercive romantic involvement Physical violence 	<ul style="list-style-type: none"> Support from family and friends Support from NGOs Support from police

Table 1: Threat model of online abuse types, harms, and coping methods among participants in South Asia (percentages exclude NGO staff). Participant reports are likely to be low estimates, because of the stigma and trauma of discussing abuse. Among only 6 NGO staff interviews, we heard an additional 15 distinct incidents (5 cyberstalking, 7 impersonation, 3 leakages).

though account passwords can technically be hacked by anyone), which we describe later under ‘coping practices’.

personal content like phone numbers, names, photos, and screenshots of casual conversations. For example Chandra

GUERRILLA WARFARE AND THE USE OF NEW (AND SOME OLD) TECHNOLOGY: LESSONS FROM FARC'S ARMED STRUGGLE IN COLOMBIA

Guerilla Warfare and the Use of New (and Some Old) Technology: Lessons from FARC-EP's Armed Struggle in Colombia

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ABSTRACT

Studying armed political struggles from a CSCW perspective can throw the complex interactions between culture, technology, materiality and political conflict into sharp relief. Such studies highlight interrelations that otherwise remain under-remarked upon, despite their severe consequences. The present paper provides an account of the armed struggle of one of the Colombian guerrillas, FARC-EP, with the

KEYWORDS

Infrastructure, Appropriation, Political Conflict, War

ACM Reference format:

Débora de Castro Leal, Max Krueger, Kaoru Misaki, David Randall, and Volker Wulf. 2019. Guerilla Warfare and the Use of New (and Some Old) Technology: Lessons from FARC-EP's Armed Struggle in Colombia. In *Proceedings of CHI Conference on Human Factors in Computing Systems Proceedings, Glasgow, Scotland, UK, May 4–9, 2019*. ACM, New York, NY, USA, 1–12.

WHY I LIKED IT

- interviewed former FARC guerillas
- talks about how tech gets used in this conflict
 1. telecom (radio, paper, computer encryption)
 2. sensing, localization, targeting technologies (and storing food off-site to avoid being detected)
 3. mass media (radio, internet, etc...)
 4. learning tools
- a bit about the stuff that you have to do to do fieldwork

“The specific camp our study is set in is located 3-4 hours by car away from the closest city, only reachable by 4x4 jeep.”

“In total, 114 pages were collected, and the authors interacted with more than 50 people. Due to the unstable situation, both researchers and inhabitants of the ETCR were forced to treat their interactions flexibly. Some information was obtained in single conversations lasting several hours, some in repeated interactions, some lasted only a few minutes. Author one and five speak intermediate Spanish, and all interactions were conducted in Spanish.”

ETHICAL DIMENSIONS OF VISUALIZATION RESEARCH

Ethical Dimensions of Visualization Research

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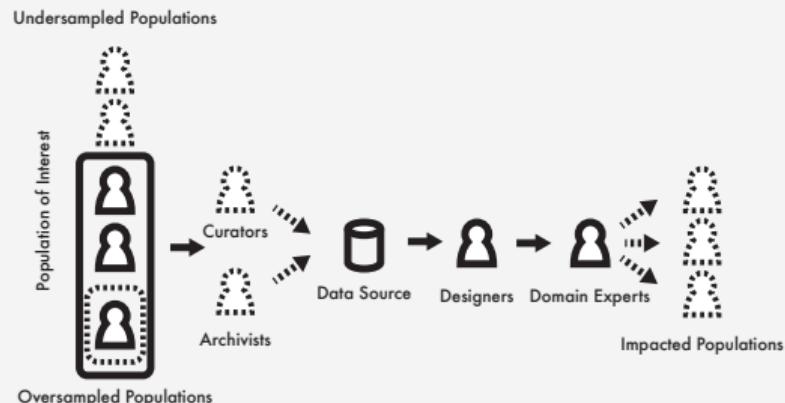


Figure 1: Visualizations projects are often described or evaluated as though they are straightforward paths from data collection to design to the intended user (solid outlines). This neglects or makes invisible critical populations, impacts, and labor (dashed outlines) that can contribute to the ethical character of a project. We have an obligation, where possible to make these invisible.

WHY I LIKED IT (BUT IT'S NOT IN THE PAPERS :\)



WHY I LIKED IT (MORE SERIOUSLY)

- makes a strong, succinct point in line with Bowker and Star (*Sorting things out: Classification and its consequences*)
- argues for more attention to **the provenance** of data
- makes a number of recommendations (way more details in the paper):
 1. visualize hidden labor
 2. visualize hidden uncertainty
 3. visualize hidden impacts
 4. encourage “small data”
 5. anthropomorphize data
 6. obfuscate data to protect privacy
 7. support data “due process”
 8. act as data advocates
 9. pressure or slow unethical analytical behavior

TECHNOLOGIES FOR SOCIAL JUSTICE: LESSONS FROM SEX WORKERS ON THE FRONT LINES

Technologies for Social Justice

Lessons from Sex Workers on the Front Lines

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ABSTRACT

This paper provides analysis and insight from a collaborative process with a Canadian sex worker rights organization called Stella, l'amie de Maimie, where we reflect on the use of and potential for digital technologies in service delivery. We analyze the *Bad Client and Aggressor List* – a reporting tool co-produced by sex workers in the community and Stella staff to reduce violence against sex workers. We analyze its current and potential future formats as an artefact for communication, in a context of sex work criminalization and the exclusion of sex workers from traditional routes for reporting violence and accessing governmental systems for justice.

1 INTRODUCTION

HCI has begun to address the design of digital technologies for justice [17,20] in a number of different settings such as street or workplace harassment [5,15], and the potentials of anti-oppressive design [56]. There has also been a movement in the literature towards topics of sexuality [60], pornography [55,69], and sex work [59,61]. This paper sits within these converging literatures, as well as alongside sex work research from other disciplines, to build a nuanced understanding of the ways in which digital technologies can be used alongside other forms of service delivery to advance and promote social justice.

We premise our understanding of sex work from the position that it is a sex industry, a profitable organization

WHY I LIKED IT

- who's talking about sex work at CHI? seriously
- talks about “abnormal justice” (Fraser [2008](#)):
 1. What does justice look like?
 2. How can we move towards this idea of justice?
 3. And who decides what the answers to these two questions are?

*“there are instances where institutional ideas of justice are incongruent with what those affected by these frameworks consider ‘just’ – Fraser calls this ‘**abnormal justice**’ ” (emphasis added)*

- discusses “The List” as an instantiation of “abnormal justice”

“I BOUGHT THIS FOR ME TO LOOK MORE ORDINARY”: A STUDY OF BLIND PEOPLE DOING ONLINE SHOPPING

“I Bought This for Me to Look More Ordinary”: A Study of Blind People Doing Online Shopping

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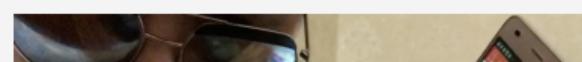
ABSTRACT

Online shopping, by reducing the needs for traveling, has become an essential part of lives for people with visual impairments. However, in HCI, research on online shopping for them has only been limited to the analysis of accessibility and usability issues. To develop a broader and better understanding of how visually impaired people shop online and design accordingly, we conducted a qualitative study with twenty blind people. Our study highlighted that blind people’s desire of being treated as ordinary had significantly changed their online shopping behaviors.

ACM Reference Format:

Guanhong Liu, Xianghua Ding, Chun Yu, Lan Gao, Xingyu Chi, Yuanchun Shi. 2019. “I Bought This for Me to Look More Ordinary”: A Study of Blind People Doing Online Shopping. In *CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2019)*, May 4–9, 2019, Glasgow, Scotland Uk. ACM, New York, NY, USA, 11 pages. <https://doi.org/10.1145/3290605.3300602>

1 INTRODUCTION



WHY I LIKED IT

- pointed out that people actively avoid disclosing, even in online shopping experience

“for online shopping, our participants tried to avoid asking customer service for help when it came to questions with blind features (questions that could be solved through looking at pictures, such as what a product looks like), also for the sake of ordinariness”
- made me reflect on whether you can trust the **passively** collected data to reveal this stuff (or more precisely, how I should make more effort to actively seek out this stuff if i'm designing something)