CSCM39

HUMAN-COMPUTER INTERACTION

ACADEMIC

CONFERENCES

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WHY BOTHER?

▼

I AM NOT CURRENTLY PLANNING ON DOING A PHD, SO WHY SHOULD I LISTEN TO THIS?

RESEARCH IS VALUED BOTH IN INDUSTRY AND ACADEMIA

CONFERENCES (IN HCI)

ARE FUN AND HAVE MANY BENEFITS

WHAT ARE CONFERENCES FOR?

WHAT DO ATTENDEES GET OUT OF THEM?

HCI CONFERENCES & JOURNALS

- ACM CHI
- ACM AutomotiveUI
- ACM CHI Play
- ACM CSCW
- ACM DIS
- ACM EICS
- ACM ICMI
- ACM INTERACT
- ACM Interactions
- ACM ISS
- ACM IUI
- ACM MobileHCI
- ACM SUI

- ACM TVX
- ACM UbiComp
- ACM UIST
- ACM VRST
- BCS HCI
- NordiCHI
- AfroCHI
- OzCHI
- ArabHCI
- AsianCHI
- Behaviour and Information Technology (BIT)
- Ergonomics
- Human-Computer Interaction
- Interacting with Computers (IwC)
- International Journal of Human-Computer Studies (IJHCS)
- Personal and Ubiquitous Computing

MORE VENUES FOR PUBLICATION

ACM CHI is a highly prestigious conference in Computer Science

FACEBOOK

Google

Microsoft

▼ Research visibility
▼ • Citations
▼ High impact factor
▼ • Top researchers
▼ • Sponsors
▼ • Job opportunities

MONASH University

verizon media

Contributors

AUTODESK.

CHI 2020

April 25 – 30
Honolulu, Hawai'i, USA

HISTORY OF CHI

WHAT IS ACM CHI?

Conference on Human Factors in Computing Systems

- ACM CHI (pronounced – KAI)
- Premier international conference of HCI
- A top ranked conference in Computer Science
- CHI is a series of academic conferences
- CHI has been held annually since 1982
- In 2018 organised by Regan Mandryk *(University of Saskatchewan)* and Mark Hancock *(University of Waterloo)*
- Attracts thousands of international attendees
- Receives nearly 5000 submissions and accepts over 1000
- 667 reviewed papers accepted from 2590 submissions
- 2651 people reviewed 2592 submissions
- In 2017, 2939 people attended the conference in Denver, USA

May 4-9, 2019, Glasgow, UK

PARTICIPATING AT CHI

PAPERS

POSTERS

WORKSHOPS

DOCTORAL CONSORTIUM

VOLUNTEERING

MAJOR CONTRIBUTION

Original paper in ACM SIGCHI format, 4-10 pages. Peer-reviewed.

WORK IN PROGRESS

Extended abstract in ACM SIGCHI format, 6 pages. Juried.

INTERACTIVE DISCUSSION

Extended abstract in ACM SIGCHI format, 6 pages. Juried.

INTERDISCIPLINARY WORKSHOP

Extended abstract in ACM SIGCHI format, 6 pages. Juried.

ORGANISING & HELPING

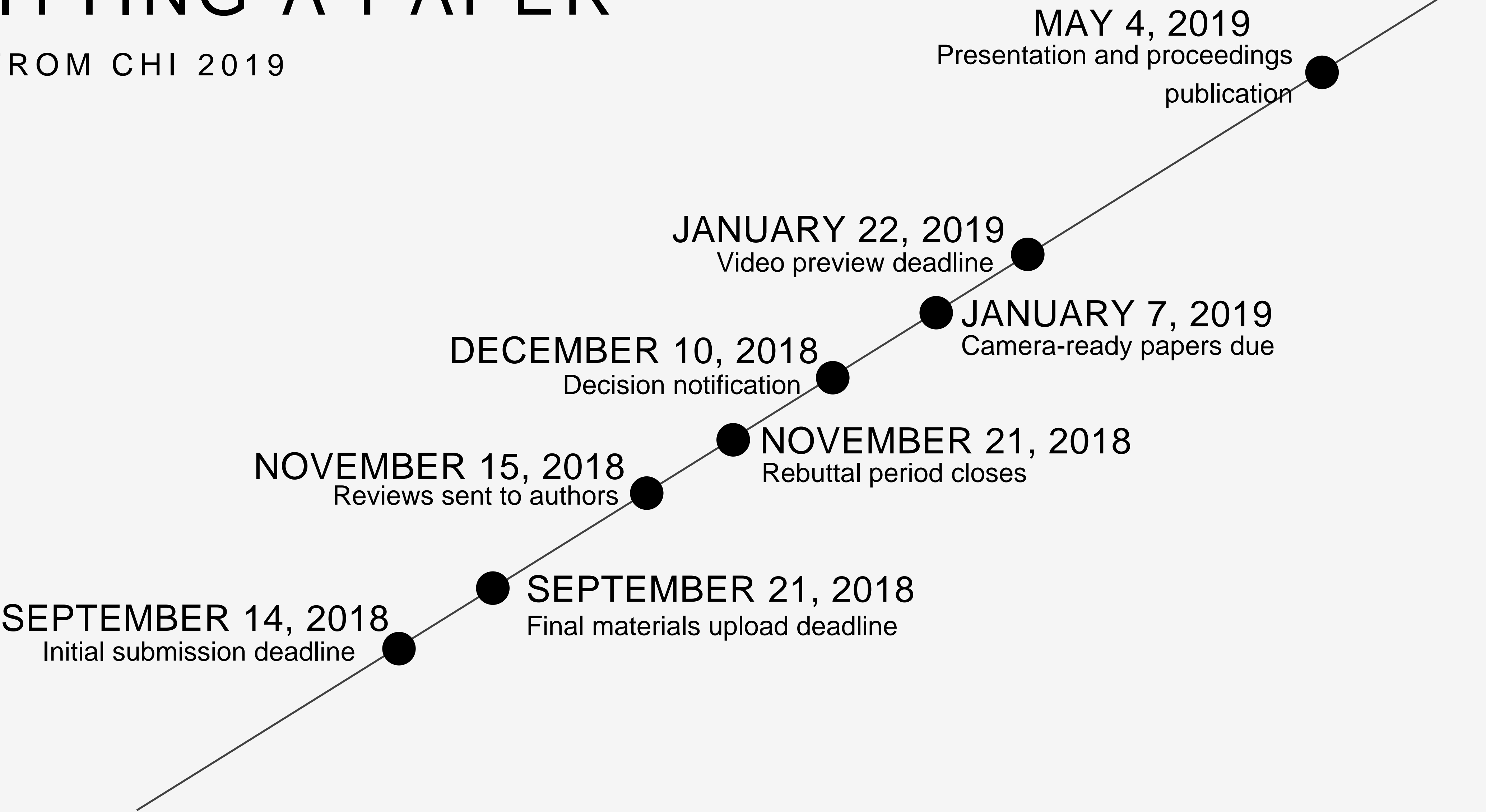Committee members, reviewers, student volunteers, etc.

TOPICS DISCUSSED AT
ACM CHI 2019

USER EXPERIENCE AND USABILITY
HEALTH, ACCESSIBILITY, AND AGEING
PRIVACY, SECURITY, AND VISUALISATION
INTERACTION BEYOND THE INDIVIDUAL
GAMES AND PLAY
DESIGN
UNDERSTANDING PEOPLE: THEORY, CONCEPTS, METHODS
ENGINEERING INTERACTIVE SYSTEMS AND TECHNOLOGIES
INTERACTION TECHNIQUES, DEVICES AND MODALITIES

SUBMITTING A PAPER

EXAMPLE FROM CHI 2019

MAY 4, 2019
Presentation and proceedings
publication

JANUARY 22, 2019
Video preview deadline

JANUARY 7, 2019
Camera-ready papers due

DECEMBER 10, 2018
Decision notification

NOVEMBER 21, 2018
Rebuttal period closes

NOVEMBER 15, 2018
Reviews sent to authors

SEPTEMBER 21, 2018
Final materials upload deadline

SEPTEMBER 14, 2018
Initial submission deadline

LATE-BREAKING WORK

A unique opportunity for sharing valuable ideas, eliciting useful feedback on early-stage work, and fostering discussions and collaborations among colleagues (@ *ACM CHI 2018*)

Example of LBW (CHI 2017)

CHALLENGE IN DIGITAL GAMES
Towards Developing a Measurement Tool

Alena Denisova, Swansea University, UK
Christian Guckelsberger, Goldsmiths, University of London, UK
David Zendle, University of York, UK

MOTIVATION

What is Challenge?

Challenge is a central hub of the gameplay in video games and is widely believed to play a crucial role in making games enjoyable.

A game does not need to be difficult to be challenging.

'Difficult' implies that something is 'hard to do', while 'challenge' describes a stimulating task or problem.

Players' perception of difficulty and, thus, their enjoyment depends on their skills and previous experiences. These experiences could come from the same or other games involving similar challenges. Due to this subjectivity, we talk about players' perceived difficulty of a game.

Problems with Existing Tools

A comprehensive tool to measure challenge as player experience does not exist. Some questionnaires measure challenge as a part of broader contexts, which is not sufficient because:

- Challenge items within other questionnaires are fragmented.
- Current tools are not reliable as they lack statistical validation.
- Existing questionnaires lack depth.
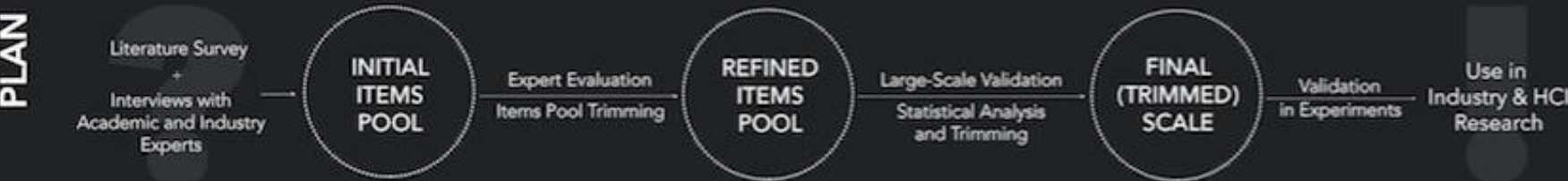- Different types of challenge are not distinguished.

Hence, we need a questionnaire that is comprehensive enough to capture experiences of players with varied levels of skill and abilities playing different kinds of games.

Our aim is to design a more systematic, complete, and reliable tool to measure perceived challenge quantitatively

Game Difficulty · Player Skills · Uncertainty · Learning & Mastery
↓ Influence on perceived challenge

We have conducted an extensive survey of related literature. Here is a summary of the findings from our paper.

CHALLENGE AS PLAYER EXPERIENCE

Emotional Challenge

Challenge which confronts the player with emotionally salient material or the use of strong characters, and a captivating story. A player cannot overcome emotional challenge with skill or dexterity, but by resolving tension in the narrative, by identifying with characters, and by resolving ambiguities.

Curiosity · Empathy · Identification with Characters · Difficult Choices · Creativity · Tension

CHALLENGE

Cognitive Challenge

Challenge that addresses the player's cognitive and problem-solving capacities. The player has to invest cognitive effort to predict the consequences of actions or comprehend ambiguous elements of the narrative or the storyline.

Memory · Problem Solving · Deductive Logic · Spatial Reasoning · Factual Knowledge · Decision Making · Planning

Physical Challenge

Challenge that addresses the player's physical limitations to interact with the game, i.e. the speed and accuracy with which actions can be performed.

Strength · Endurance · Reflexes and Reaction · Coordination · Dexterity

Perceived Performance → Immersion → Flow → Emotional Experiences

Perceived challenge leads to

PLAN

Moving On: Questionnaire Development Process

Literature Survey · Interviews with Academic and Industry Experts → INITIAL ITEMS POOL → Expert Evaluation, Items Pool Trimming → REFINED ITEMS POOL → Large-Scale Validation, Statistical Analysis and Trimming → FINAL (TRIMMED) SCALE → Validation in Experiments → Use in Industry & HCI Research

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Swansea University — Prifysgol Abertawe · Goldsmiths, UNIVERSITY OF LONDON · UNIVERSITY of York

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Challenge in Digital Games: Towards Developing a Measurement Tool

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Abstract

Challenge is arguably the most important experience that players seek in digital games. However, without a measure of how challenged players feel during the act of play, it is hard to design games that are neither too easy nor too hard and, therefore, truly enjoyable. Especially in industry, challenge is dominantly assessed by means of manual play testing in ad-hoc trials. The aim of this research is to create a more systematic, complete, and reliable instrument to evaluate the level of players' experienced challenge in games in the form of a questionnaire. This paper presents the key results from an extensive literature survey which will inform further development. We survey definitions of challenge, challenge types, and their relation to player experience based on the observations of game designers. We furthermore draw from empirical findings in a diverse range of fields such as game studies, human computer interaction (HCI) and artificial intelligence (AI).

Author Keywords
Challenge; Difficulty; Digital Games; Questionnaire; Player Experience; Survey.

ACM Classification Keywords
K.8.0 [Personal Computing]: General - Games.

2511

WORKSHOPS

A gathering place for attendees with shared interests to meet in the context of a focused and interactive discussion (*@ACM CHI 2018*)

Designing for Curiosity: an Interdisciplinary Workshop

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Abstract

Curiosity is a ubiquitous characteristic of humans and a
central mechanism for motivating learning, information
seeking behaviors, and sustained engagements with ev-
eryday artifacts, such as artistic creations, commercial
products, interactive displays and persuasive health tech-
nologies, etc. Researchers from a variety of disciplines,
e.g., psychology, education, economics, have studied the
concept of curiosity, yet the question of how we can sys-
tematically design curiosity-inducing behaviors into user in-
terfaces and interactions remains unexplored. In this work-
shop, our goal is to (i) bring together researchers from a va-
riety of disciplines (e.g., psychology, AI/robotics, HCI, mar-
keting) who study curiosity, as well as practitioners (e.g., ar-
chitects, designers) who employ the concept of curiosity in
their artistic creations, (ii) discuss the idea of curiosity from
these diverse perspectives, and (iii) form a multidisciplinary
community to build synergies for further collaboration.

Author Keywords
Curiosity; Design; Interdisciplinary

ACM Classification Keywords
H.5.m [Information interfaces and presentation (e.g., HCI)]:
Miscellaneous

COURSES

Helping people to 1) explore new methods, techniques, and practices, 2) develop new skills in order to innovate, and 3) become inspired to *develop* new ideas. (*@ACM CHI 2018*)

Understanding People: A Course on Qualitative and Quantitative HCI Research Methods

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Anna L. Cox
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Abstract
This course will provide an introduction to methods
used in Human-Computer Interaction (HCI) research.
An equal focus will be given to both the quantitative
and qualitative research traditions used to understand
people and interactional contexts. We shall discuss
these major research traditions along with their
contemporary framings (e.g., in-the-wild research and
Interaction Science). By the end of the course
attendees will have a detailed understanding of how to
select and apply methods to address a range of
problems that are of concern to contemporary HCI
researchers.

Author Keywords
HCI research methods; quantitative; qualitative;
empirical research

ACM Classification Keywords
H.5.0. Information interfaces and presentation (e.g.,
HCI): general; H.5.2 User Interfaces:
evaluation/methodology.

Introduction
People use interactive devices to support an ever-
increasing variety of daily activities. In order to develop

CHI 2017
May 6-11, 2017
Denver, CO, USA

ALT.CHI

A forum for controversial, risk-taking, thought-provoking, and boundary pushing presentations at CHI through an alternative approach (@ *ACM CHI 2018*)

ALT.CHI

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    -5-5-5--5-5--5-5-5
    -5-5-5--5-5--5-5-5-
    --3-3-3--3-3--3-3-3--

    ------------------
    one and two
    ------------------

    We are designing the future
    ------------------------------|
    ------------------------------|
    ------7-5--5-5-5--5-7-7----|
    |-5-5-7-5--5-5-5--5-7-7----|
  A|-5-5-5-3--3-3-3--3-5-5----|
  E|-3-3----------------------|

    We have the power to change things…..
  e|--------------------------|
  B|--------------------------|
  G|------7-5--5-5-5--5-5-7---|
  D|-5-5-7-5--5-5-5--5-5-7---|
  A|-5-5-5-3--3-3-3--3-3-5---|
  E|-3-3---------------------|
    -------------------------
```

- Critical perspectives on HCI, design, and society
- Creative, subversive, and/or unorthodox research methods that explore HCI boundaries, quandaries, and paradoxes
- Works that explore the politics, economics, and practice of HCI and design – and propose alternatives
- Explorations of novel methods through which to present HCI research – both in the submission and through the conference presentation

PREVIOUS YEARS HAVE SEEN ALT.CHI CONTRIBUTIONS PRESENTED THROUGH THEATRE, CARNIVAL, MUSIC, POETRY, AND GRAPHIC NOVELS

MC Hammer Presents: The Hammer of Transformative Nostalgification - Designing for Engagement at Scale

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Ben Kirman
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MC Hammer
Location Unknown
Stop@hammertime.com

Abstract

We argue that the huge success of Augmented Reality game *Pokémon Go* has little to do with clever design. Rather, the success is due to the nostalgic branding, with a franchise for which people already have great affection. As exasperated academics, rather than resist, we have decided to sell out. We suggest that a similar nostalgic branding strategy allows any mildly interesting HCI project to gain similarly huge benefits of public engagement. We provide the HCI community with a crude nostalgification tool – MC Hammer's Hammer of Nostalgification – and present a number of case studies that illustrate its power.

Author Keywords

Stop! Hammer Time!

ACM Classification Keywords

H.5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous;

Introduction

Many research disciplines related to HCI, from educational game design, to mHealth, physical therapy and sustainability, have recently become interested in understanding how to design products and services in a

CHI 2017
May 6-11, 2017
Denver, CO, USA

Fifty Shades of CHI: The Perverse and Humiliating Human-Computer Relationship

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Abstract
This paper presents a critical lens on the nature of the
relationship between people and contemporary
technology. Specifically, the form and language of
erotic BDSM romance fiction, a genre that deals
specifically with the nature of power in relationships,
and which has proved extremely popular recently, are
used as a means for provoking reflection on the nature
of power in the human-computer relationship. Three
sexually explicit scenarios are presented, in which
technology is portrayed in a dominant and controlling
role, highlighting the often subservient and apologetic
nature of human interaction with technology. We
suggest that readers offended by graphic and explicit
descriptions of sexual behaviour do not read further
than this abstract.

Author Keywords
Values sensitive design; design fiction; erotica; BDSM.

ACM Classification Keywords
H.5.m. Information interfaces and presentation (e.g.,
HCI): Miscellaneous.

CHI 2014
Toronto, ON, Canada
alt.chi: Intimate Interfaces

Never Mind the Bollocks, I Wanna Be AnarCHI: A Manifesto for Punk HCI

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CHI 2014, April 26 - May 01 2014, Toronto, ON, Canada
Copyright 2014 ACM 978-1-4503-2474-8/14/04···$15.00.
http://dx.doi.org/10.1145/2559206.2578880

Abstract
This paper presents two fingers to the HCI establishment. We reject the status quo that defines what language and forms are appropriate "contributions" for this staid "community" of quasi-scientific poseurs. We argue that CHI in particular is a tool that serves to reinforce the political and ideological status quo, favouring sell-out researchers wielding arcane verbiage and p-values, all paid for by corporate and government interests that reward the building of systems that distract, subdue and subjugate. We present our manifesto for Punk HCI, which celebrates principles of anarchy and freedom in exploring the impact of technology on human culture, values, social structures and psychology. We encourage research motivated by passion and dissent over patents.

Author Keywords
anarCHI; critical theory; punk

ACM Classification Keywords
L.1 Rejects top down authoritarian classification system.

CHI 2014
Toronto, ON, Canada
alt.chi: Limits and Futures

THERE'S MORE!

… demos, panels, art exhibitions, special interest groups, competitions (gameJam, student design competition, student game competition, student research competition), etc…

KEYNOTE
SPEAKERS

Psy
Insights on Future of Creative Media and Technologies

CHI 2015
CROSSINGS
SEOUL · KOREA

Ben Shneiderman

- A founder of and pioneer in HCI, visualisation and more!
- Distinguished University Professor in the Department of Computer Science, University of Maryland, USA
- Connections with Swansea University: Honorary degree from Swansea University, Summer 2018

CHI 2017

DENVER, CO, USA | MAY 6–11

HOW DOES ONE GET TO ATTEND SUCH PRESTIGIOUS EVENT?

▼

PROFESSIONAL ATTENDEE FEE: $800 OR STUDENT FEE: $400

NEED TO MAKE A CASE!

SUBMIT A PAPER!

▼

STRONG CASE TO ATTEND A CONFERENCE

CAN GET FUNDING TO ATTEND

Submitting a paper

PCS

Precision Conference Solutions

Sign in below to **submit** a contribution, to **sign up** as a reviewer, or to **review** assigned submissions.

Username or Email

Password

☐ Remember me

Sign in

REVIEWING PROCESS

EACH PAPER HAS **2 AC** (ASSOCIATE CHAIRS) AND **2** EXTERNAL **PEER REVIEWERS**

OVERALL SCORE: Decision regarding acceptance from 1 (*Strong reject*) to 5 (*Strong accept*)

EXPERTISE SCORE: Subjective evaluation of expertise from 1 (*Novice*) to 4 (*Expert*)
CRITERIA FOR PAPER EVALUATION:

- Significance of the paper's contribution to HCI and the benefit that others can gain from the contribution: why do the contribution and benefit matter?
- Originality of the work: what new ideas or approaches are introduced?
- Validity of the work presented: how confidently can researchers and practitioners use the results? (Replicability)
- Presentation clarity
- Relevant previous work: is prior work adequately reviewed?
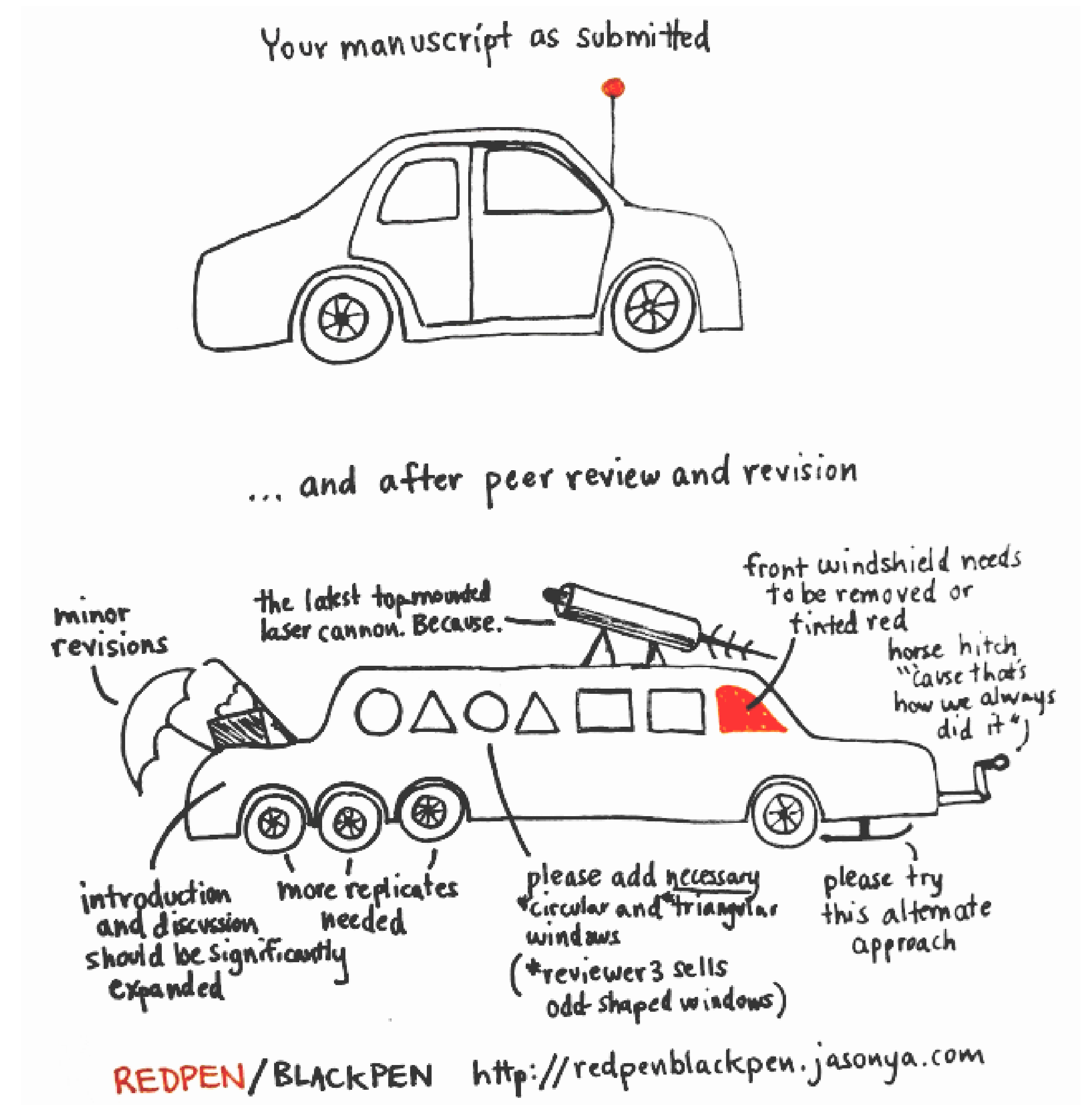
EXAMPLE REVIEWS

NOT ALWAYS THIS NEGATIVE…

"Words are used inappropriately – I count, for example, 13 instances of 'unique', but it is used correctly only once."

"I am afraid this manuscript may contribute not so much towards the field's advancement as much as toward its eventual demise."

"It is early in the year, but difficult to imagine any paper overtaking this one for lack of imagination, logic, or data – it is beyond redemption."

"First, the paper is for a large part incomprehensible"

"In a nutshell, I am not sure if the problem is indeed a challenge or just a fact that we have to live with, such as gravity or death, for which no solutions exist."

Your manuscript as submitted

… and after peer review and revision

minor revisions

the latest top-mounted laser cannon. Because.

front windshield needs to be removed or tinted red

horse hitch "cause that's how we always did it"

introduction and discussion should be significantly expanded

more replicates needed

please add necessary *circular and *triangular windows (*reviewer 3 sells odd-shaped windows)

please try this alternate approach

REDPEN/BLACKPEN   http://redpenblackpen.jasonya.com

DEFENDING YOUR PAPER

The point is to clarify any misunderstandings and aim to change opinions of reviews who are not on your side.

- Be polite: insulting your reviewers is not going to raise your score!
- Be conciliatory: Reviewers can be wrong, but don't rub it in. Instead, say "*there seems to be a misunderstanding.*"
- Be thorough: Address all points of concern from the meta-review.

DON'T PROMISE ANYTHING THAT CANNOT BE EASILY FIXED!

FINAL DECISION AND CAMERA-READY

Typical acceptance rate at CHI is around 25% (lower than in other conferences). Papers with average scores below 3 usually don't get accepted.
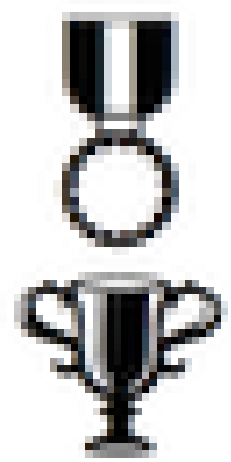
The CHI Associate Chairs nominate 5% of the Paper submissions.

The separate Best Papers committee select the top 1% of total submissions.

Presenting at CHI

Student Volunteering

Welcome to **CHI** 2015 20 – 23 April 2015

CHI'20, HONOLULY, HAWAI'I

APR 25-30, 2020

▼

DEADLINES:
Initial submission: Sep 13, 2019: Title, abstract, authors, subcommittee choice, and all other metadata.
Final submission: Sep 20, 2019: Submission files.

ANY OTHER CONFERENCES

OR JOURNALS WITH SUBMISSION DEADLINES
AROUND THE TIME OF YOUR COURSEWORK SUBMISSION