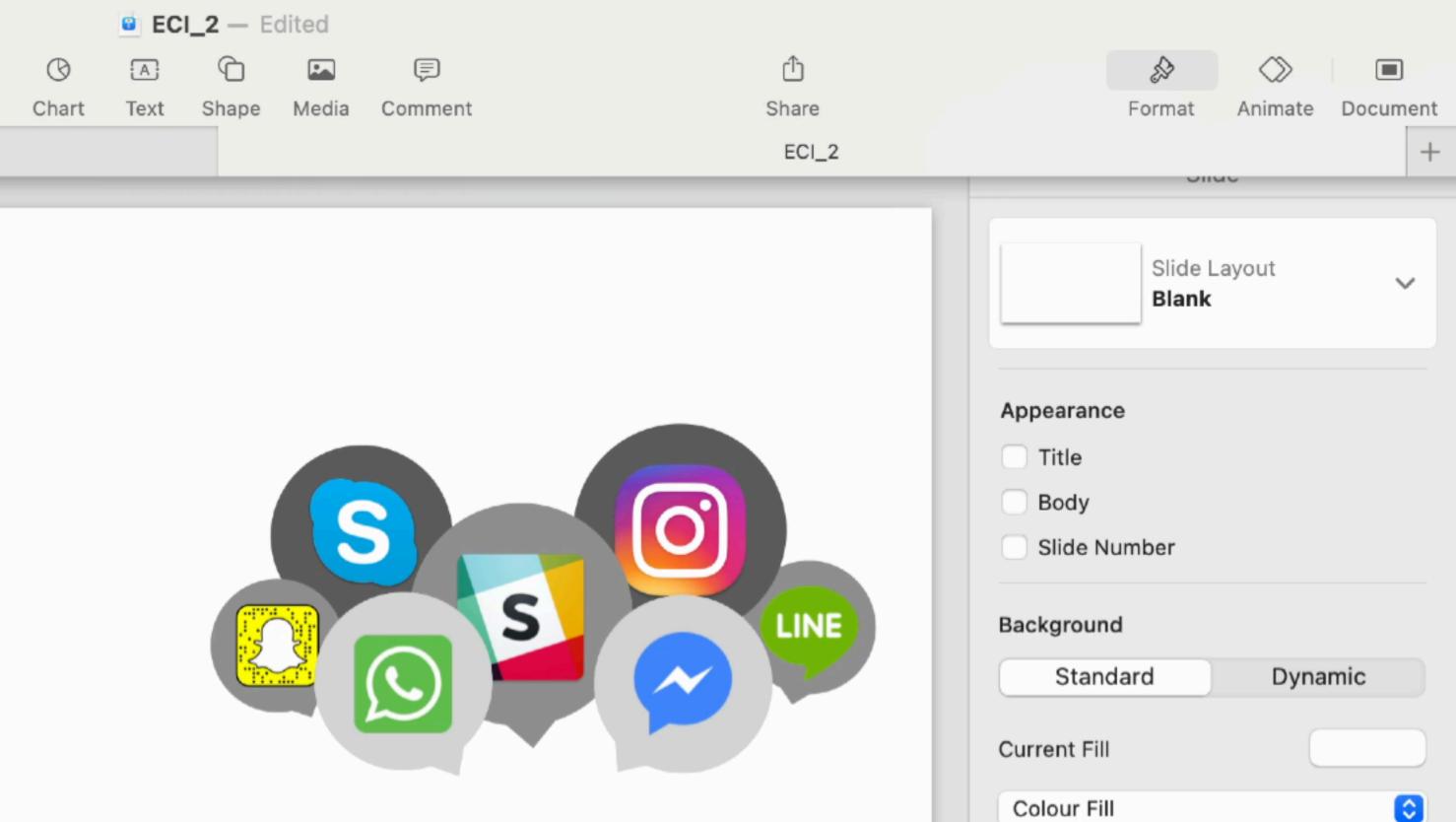
Reification

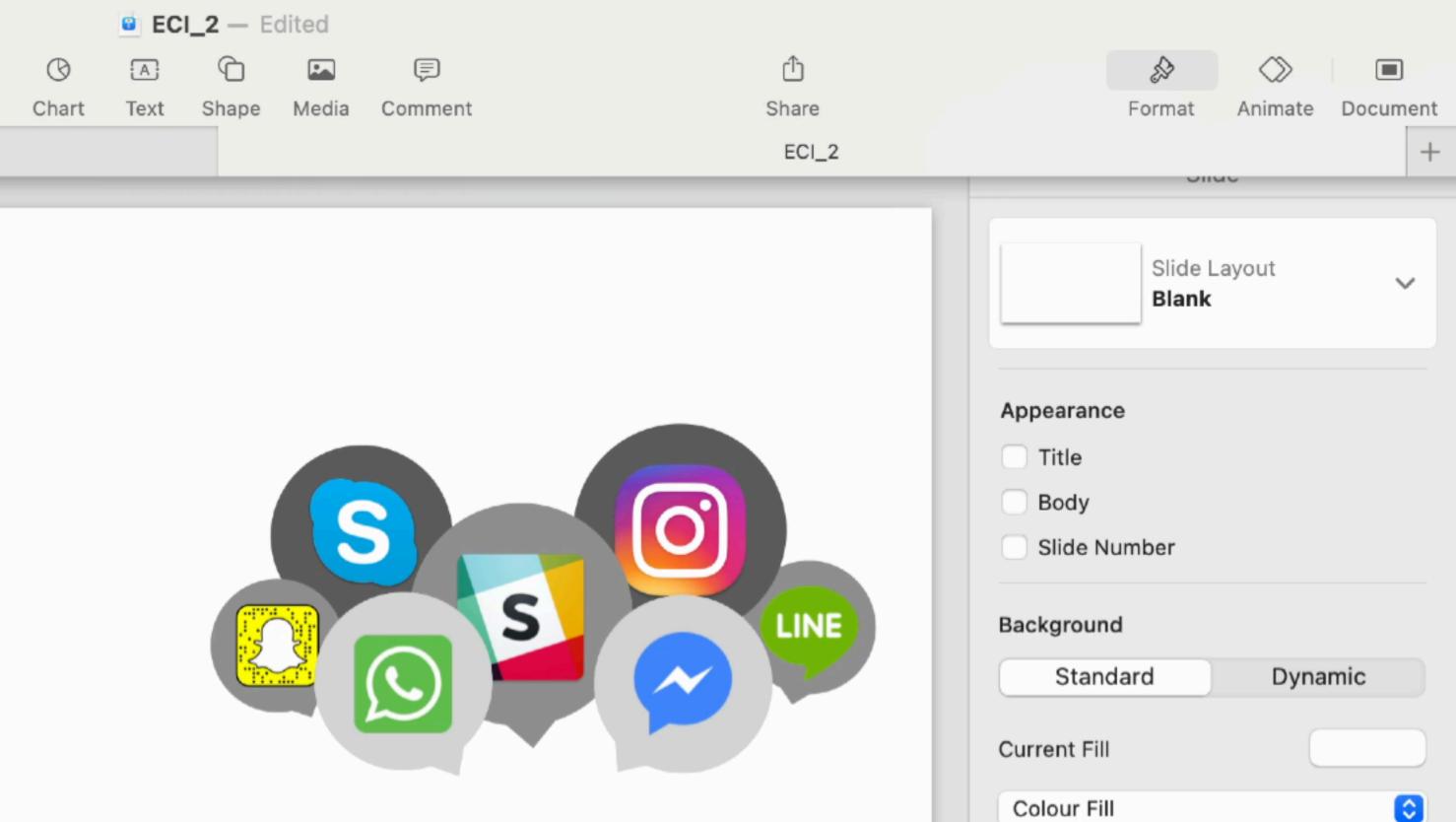
Reificación

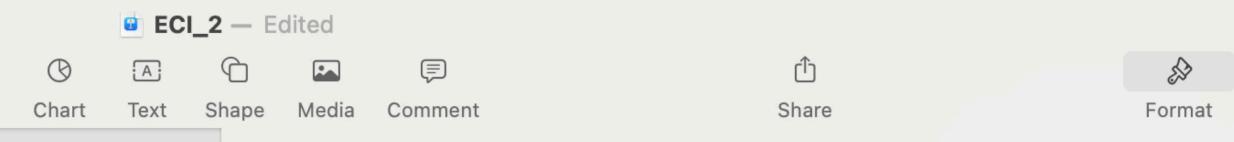


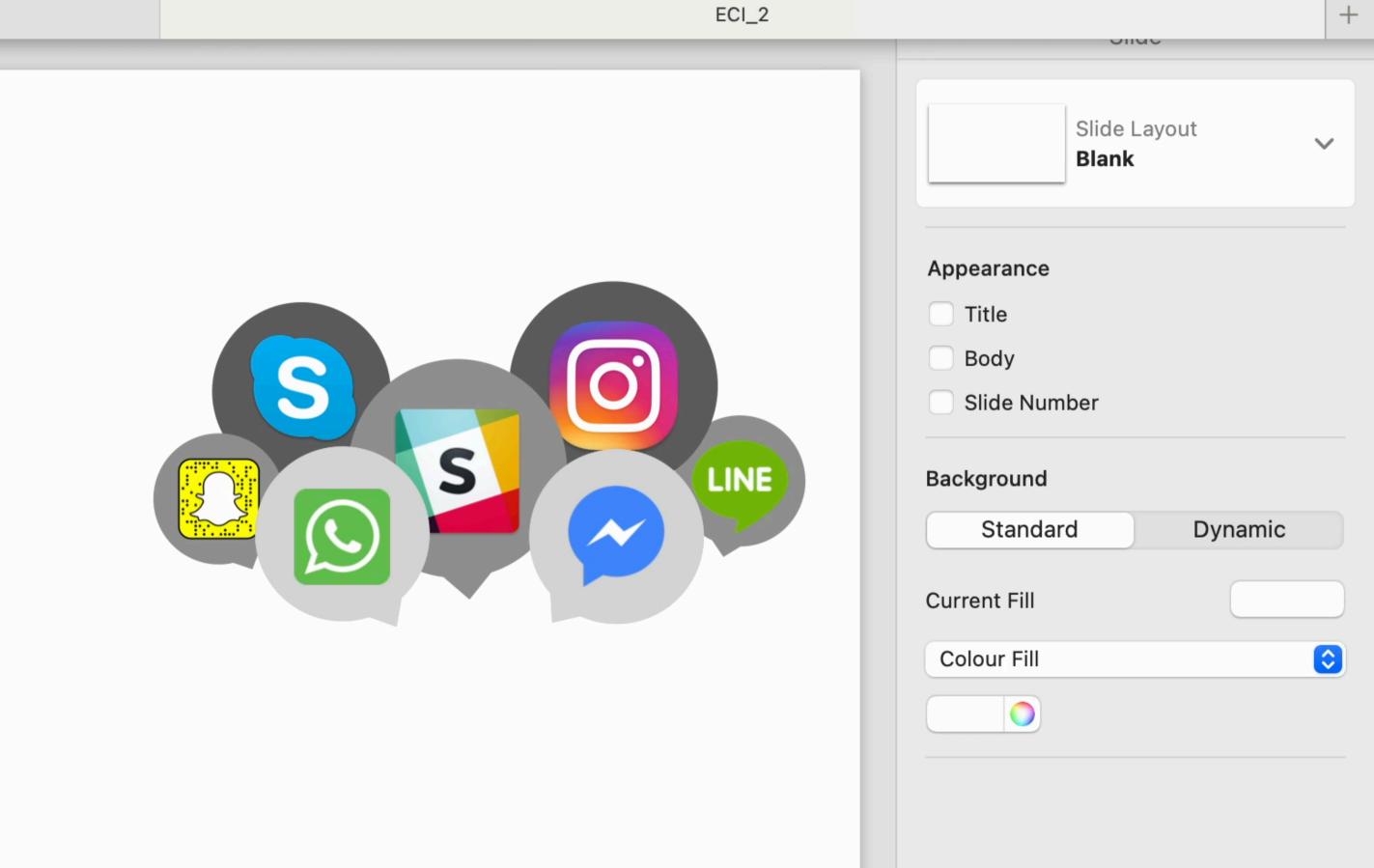
Grupos en Keynote

Convertir una acción, interacción o concepto abstracto en un objeto manipulable. Al ser "manipulable", el objeto puede ser modificable o puede usarse como input de

otras acciones.







Document

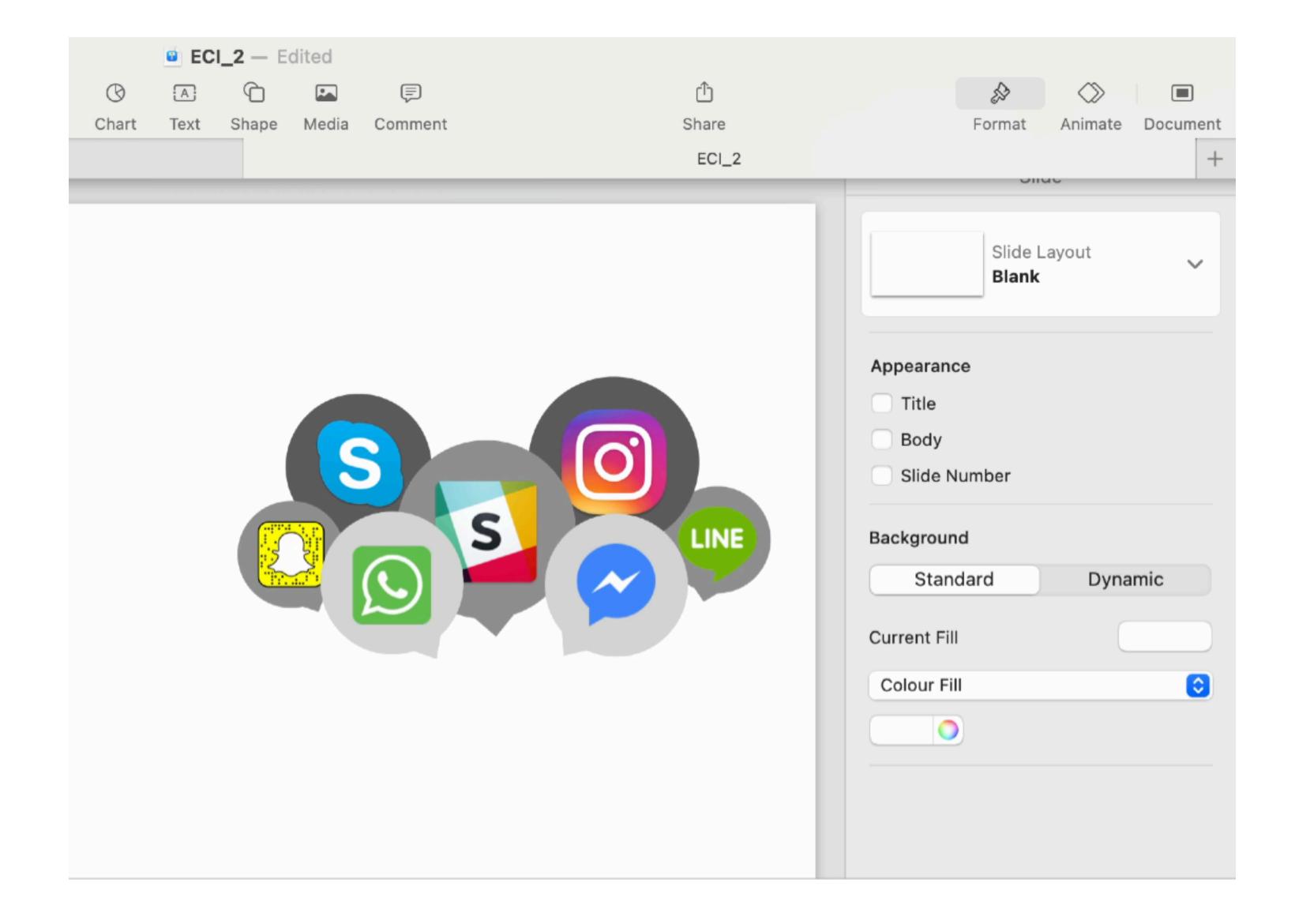
Animate

Reificación

Reification

Convertir una acción, interacción o concepto abstracto en un objeto manipulable.

Al ser "manipulable", el objeto puede ser modificable o puede usarse como input de otras acciones.





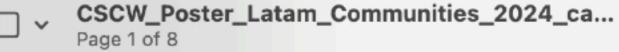
Highlights and Notes

Reificación

Reification

Convertir una acción, interacción o concepto abstracto en un objeto manipulable.

Al ser "manipulable", el objeto puede ser modificable o puede usarse como input de otras acciones.





















Identifying the Values that Shape HCI and CSCW Research with Latin American Communities: A Collaborative Autoethnograph

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ABSTRACT

Over the past decade, community collaborations have come into focus within the HCI and CSCW fields. Largely the result of increased concern for social and contextual dimensions of practice, these partnerships facilitate a pathway for researchers and practitioners to foreground the nuances of technology as it takes place in the real world. How these collaborations are engaged, what values mediate them, and how practices might vary across geographies remain active research questions. In this paper, we contribute by zooming into the experience of four HCI and CSCW researchers engaging in community collaborations in Latin America (LATAM). Through a collaborative autoethnography (CAE), we identify three main value tensions impacting HCI practices and methods in research collaborations with LATAM communities: camaraderie vs. cautiousness, informality vs. formality and hopefulness vs. transparency. Building on our findings, we provide three recommendations for researchers interested in engaging in community-based research in

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ACM ISBN 979-8-4007-1114-5/24/11

CCS CONCEPTS

 Human-centered computing → HCI theory, concepts as models.

KEYWORDS

HCI; Latin America; Social Justice; Autoethnography; Critical Co puting; Critical HCI

ACM Reference Format:

Carla F. Griggio, Mayra D. Barrera Machuca, Marisol Wong-Villacres, Lau S. Gaytán-Lugo, Karla Badillo-Urquiola, Adriana Alvarado Garcia, Mon Perusquia-Hernandez, Marianela Ciolfi Felice, Franceli L. Cibrian, Mich lanne Thomas, Carolina Fuentes, and Pedro Reynolds-Cuéllar. 2024. Idea fying the Values that Shape HCI and CSCW Research with Latin America Communities: A Collaborative Autoethnography. In Companion of the 20 Computer-Supported Cooperative Work and Social Computing (CSCW Co panion '24), November 9-13, 2024, San Jose, Costa Rica. ACM, New York, I USA, 8 pages. https://doi.org/10.1145/3678884.3681904

1 INTRODUCTION

Community collaborations have emerged as an important ther within the Human-Computer Interaction (HCI) and Comput Supported Collaborative Work (CSCW) fields over the past coup of decades, partly under the umbrella of what has been referr to as the "third wave of HCI" [12]. Largely a recognition of t role played by context against a backdrop of ubiquitous and persive computing, community-collaborations have helped to infor the changing nature of designing and deploying technologies gle

^{*}These authors contributed equally to this research and share first authorship.