



***Reifiction***

Reifcation

# Realtaadn Highlights Preview (Mac)



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.











# 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.

Page 1 of 8

Highlights and Notes

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

Carla F. Griggio\*  
cfg@cs.aau.dk  
Aalborg University  
Copenhagen, Denmark

Laura S. Gaytán-Lugo\*  
laura@ucol.mx  
Universidad de Colima  
Coquimatlán, Mexico

Monica Perusquia-Hernandez  
perusquia@ieee.org  
Nara Institute of Science and Technology  
Ikoma, Japan

Michaelanne Thomas  
mmtd@umich.edu  
School of Information, University of Michigan  
Ann Arbor, MI, USA

Mayra D. Barrera Machuca\*  
mbarrera@dal.ca  
Dalhousie University  
Halifax, Canada

Karla Badillo-Urquiola\*  
kbadillou@nd.edu  
University of Notre Dame  
South Bend, USA

Marianela Ciolfi Felice  
ciolfi@kth.se  
KTH Royal Institute of Technology  
Stockholm, Sweden

Carolina Fuentes  
fuentestoroc@cardiff.ac.uk  
School of Computer Science and Informatics, Cardiff University  
Cardiff, UK

Marisol Wong-Villacres\*  
lvillacr@espol.edu.ec  
Escuela Superior Politecnica del Litoral  
Guayaquil, Ecuador

Adriana Alvarado Garcia\*  
adriana.ag@ibm.com  
IBM Research  
Yorktown Heights, USA

Franceli L. Cibrian  
cibrian@chapman.edu  
Fowler School of Engineering  
Orange, CA, USA

Pedro Reynolds-Cuéllar  
pcuellar@mit.edu  
Massachusetts Institute of Technology  
Boston, Massachusetts, USA

## 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 similar contexts.

\*These authors contributed equally to this research and share first authorship.

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

CSCW Companion '24, November 9–13, 2024, San Jose, Costa Rica  
© 2024 Copyright held by the owner/author(s).  
ACM ISBN 979-8-4007-1114-5/24/11

## CCS CONCEPTS

• Human-centered computing → HCI theory, concepts and models.

## KEYWORDS

HCI; Latin America; Social Justice; Autoethnography; Critical Computing; Critical HCI

## ACM Reference Format:

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

## 1 INTRODUCTION

Community collaborations have emerged as an important theme within the Human-Computer Interaction (HCI) and Computer-Supported Collaborative Work (CSCW) fields over the past couple of decades, partly under the umbrella of what has been referred to as the “third wave of HCI” [12]. Largely a recognition of the role played by context against a backdrop of ubiquitous and pervasive computing, community-collaborations have helped to inform the changing nature of designing and deploying technologies globally. This highlights an increasing emphasis on understanding the



# 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.

Páginas en Preview (Mac)

