

CS545-HCI-A Reading Response- Week 1

Sanjeet Vinod Jain | 20012768

Summary:

A radical approach is taken on human-computer interaction (HCI) research in the paper "HCI Research as Problem-Solving" by Antti Oulasvirta and Kasper Hornbæk. The authors make the case that HCI research can be seen as a problem-solving process in which researchers address a number of challenges, including conceptual (generating ideas), constructive (building solutions), and empirical (studying unidentified events). In order to increase the problem-solving ability of HCI, they emphasize the value of establishing integrative ideas, theories, and models that link empirical data with practical solutions. The study examines criteria for judging problem-solving abilities and emphasizes the need for greater issue clarification and an environment that is conducive to writing in the field.

Reaction:

This paper offers a compelling model for thinking about HCI research as an attempt to solve problems. It is in line with the realistic approach taken by HCI researchers, who work to address problems brought on by how people use technology in the real world. To show the wide range of HCI research, study problems are divided into empirical, practical, and conceptual categories. I value the focus on creating integrative ideas and tactics to enhance problem-solving abilities. However, the research should have provided more particular examples of how such integrated techniques have been successful in HCI.

One idea that I thought was particularly useful was to improve the writing culture within HCI. The importance of greater issue characterization and solution articulation is appropriately highlighted in this paper. It's crucial to effectively communicate research issues and answers. The paper does, however, provide room for discussion of the actual challenges researchers face when implementing these suggestions.

One critique I have of the paper is that it could benefit from more concrete examples of HCI research that illustrate the problem-solving view and the concept of problem-solving capacity. While the authors provide some examples, I think more detailed case studies would help readers better understand how the problem-solving view can be applied in practice. Additionally, the paper could benefit from more discussion of the limitations of the problem-solving view and the concept of problem-solving capacity. For example, how do these concepts apply to HCI research that is more exploratory or speculative in nature?

Conclusion:

The authors acknowledge the usefulness of curiosity-driven research but considering that there are benefits to both problem-solving and purely exploratory research into new HCI frontiers, they may have considered how to better balance the two.

Finally, "HCI Research as Problem-Solving" offers a fresh perspective on the essence of HCI research and its capacity for problem-solving. It forces scientists to think critically about the problems they tackle and the solutions they present. The study makes important points about the need for integration and a stronger writing culture, but it also raises questions about how these ideas might be applied in the real world and the role of curiosity-driven research in the field.