IN4MATX 232: Research in HCI

Class 20:
HCI Research and Publication Process

Daniel Epstein

Outline

- How does HCI work get done?
  - Funding
  - Review process
- HCI work outside of CHI
  - Venue “rankings”
  - Conferences vs. Journals
  - Workshops, extended abstracts, etc.

How does HCI work get done?

How does HCI work get done?

Funding

- HCI work is often grant-funded
- National Science Foundation offers a lot of support
  - Human-Centered Computing (HCC) directive
  - A little of Secure and Trustworthy Cyberspace (SaTC)
- Some support through the National Institutes of Health
  - NIH model often doesn’t align super well, less student support and more specific deliverables. But it can work sometimes

How does HCI work get done?

Funding

- Some industry support
  - FAANG-type companies, but some others too
  - Tends to lean a bit more technical, focused on innovation
- Some foundation support
  - Tends to focus on public good, informing policy
  - Can sometimes be hard to align with PhD deliverables
- Support differs a lot from research lab to research lab

Review process

How does HCI work get done?

Review Process

- Recent switch to Revise & Resubmit (R&R)
- Timeline
  - Initial submission due ~mid-Sept
  - Reviews returned ~mid-Nov
  - Revisions submitted ~mid-Dec
  - Decision released ~mid-Jan

How does HCI work get done?

Review Process

Important Dates

All times are in Anywhere on Earth (AoE) time zone. When the deadline is day *D*, the last time to submit is when *D* ends AoE. Check your local time in AoE.

- Submission site open: **Early August 2023**
- Abstract deadline (title, abstract, authors, subcommittee choices, and other metadata): **Thursday, September 7, 2023**
- Full paper deadline: **Thursday, September 14, 2023**
- Video and Supplementary Material deadline: **Thursday, September 21, 2023**
- Reviews Released: **Monday, November 6, 2023**
- Revise Papers: **Tuesday, November 7 – Tuesday, December 12, 2023**
- Resubmission deadline: **Tuesday, December 12, 2023**
- PC Meeting: **Tuesday, January 16 – Thursday, January 18, 2024**
- Decision Notification: **Thursday, January 18, 2024**
- Reviews Released: **Friday, January 19, 2024**
- E-Rights Completion Deadline: **Thursday, January 25, 2024**
- Publication-Ready deadline (including supplemental materials and optional video previews): **Thursday, February 22, 2024**
- TAPS Closes: **Thursday, February 29, 2024**
- Video Presentation Deadline (mandatory): **Thursday, March 28, 2024**

https://chi2024.acm.org/for-authors/papers/

How does HCI work get done?

Review Process

- Two researchers (ACs) will receive your paper
  - 1 primary AC (1AC), 1 secondary AC (2AC)
  - 1AC recruits two “external” reviewers from the research community (not ACs)
  - You receive three full reviews (2AC, 2 external) and a summary (written by 1AC)
- This process ^ is pretty consistent among HCI venues
- In CHI, decision is either reject or invitation to R&R (no direct accept)

https://chi2024.acm.org/for-authors/papers/

How does HCI work get done?

Review Process

The following fields are required by the early submission deadline (September 10). Their content may not be edited after that deadline.

Title

Cut and paste the title from your source file (not from your PDF) into this field. Please Be Sure That Each Important Word in Your Title (on the PDF and in this field) Starts with a Capital Letter Like This Text.

Authors

Enter the authors of the submission below, in the order that they appear on the paper. The contact person does not have to appear in the first position.

Please note that you will need to link each author below to a PCS account. Enter a name or email address and the system will give you a drop-down list of corresponding PCS accounts to choose from. If you enter data that has no matching PCS account, a new account will be created. Creating a new affiliation will cause a pop-up window to appear, so **please make sure your browser is set to allow pop-up windows from PCS.**

Name	Affiliation	Sec

add one | remove last

Abstract

Copy your submission's abstract into the box below. The abstract should contain a maximum of 150 words.

How does HCI work get done?

Review Process

Primary Subcommittee Selection

Please choose the subcommittee that should review your submission. Your choice influences what type of contribution reviewers will look for, as explained on the "Selecting a Subcommittee" page.

- ○ Accessibility and Aging
- ○ Blending Interaction: Engineering Interactive Systems & Tools
- ○ Building Devices: Hardware, Materials, and Fabrication
- ○ Computational Interaction
- ○ Critical and Sustainable Computing
- ○ Design
- ○ Games and Play
- ○ Health
- ○ Interacting with Devices: Interaction Techniques & Modalities
- ○ Interaction Beyond the Individual
- ○ Learning, Education and Families
- ○ Privacy and Security
- ○ Specific Application Areas
- ○ Understanding People: Quantitative Methods
- ○ Understanding People: Qualitative Methods
- ○ Understanding People: Mixed and Alternative Methods
- ○ User Experience and Usability
- ○ Visualization

Accessibility and Aging

This subcommittee is suitable for contributions related to the design or study of technology for people with disabilities and/or older adults. Accessibility papers are those that deal with technology designed for or used by people with disabilities including sensory, motor, mobility, and intellectual or learning disabilities. Aging papers are broadly categorized as those dealing with technology designed for or used by people in the later stages of life. Relationships with technology are complex and multifaceted; we welcome contributions across a range of topics aimed at benefiting relevant stakeholder groups and not solely limited to concerns of making technology accessible. Note that if your paper primarily concerns interactions with health data or with healthcare providers, then the Health subcommittee is probably a better fit, whereas papers reflecting on how technologies are used and/or on designing interfaces and interactions suited to specific needs are a better fit for this subcommittee. We strongly suggest that authors review this Accessible Writing Guide in order to adopt a writing style that refers to stakeholder groups using appropriate terminology. Submissions to this subcommittee will be evaluated in part based on their inclusion of and potential impact on their target user groups and other stakeholders. This subcommittee balances the rigor required in all CHI submissions with awareness of the challenges of conducting research in these important areas. This subcommittee welcomes all contributions related to accessibility and aging, including empirical, theoretical, conceptual, methodological, design, and systems contributions.

Subcommittee Chairs

- Aisling Kelliher, Virginia Tech, USA
- Kristen Shinohara, Rochester Institute of Technology, USA
- Karyn Moffatt, McGill University, Canada
- Stacey Branham, University of California, USA

How does HCI work get done?

Review Process

Key Words

Choose between two and four key words to describe your submission.

Domain

- [ ] Accessibility
- [ ] Audio/Video
- [ ] Behavior Change
- [ ] Collaboration
- [ ] Commerce / Business
- [ ] Computer Mediated Communication
- [ ] Computer Vision
- [ ] Creativity Support
- [ ] Crisis/Disaster
- [ ] Critical/Activism/Ethics
- [ ] Crowdfunding
- [ ] Crowdsourcing
- [ ] Cultural Heritage/History
- [ ] Design Methods
- [ ] Education/Learning
- [ ] Email/Texting/Communication
- [ ] Embodied Interaction
- [ ] Emotion / Affective Computing
- [ ] Entertainment
- [ ] Fabrication
- [ ] Fashion/Clothing
- [ ] Children/Parents
- [ ] Crowdsourced
- [ ] HCI for Development
- [ ] Individuals with Disabilities & Assistive Technologies
- [ ] Older Adults
- [ ] Teens

Environments

- [ ] Automobile
- [ ] City
- [ ] Home
- [ ] Medical: Nursing Homes/Hospitals
- [ ] Rural Areas
- [ ] Schools/Educational Setting
- [ ] Transportation
- [ ] Workplaces

Devices

- [ ] Ambient Devices / Internet of Things
- [ ] Desktop/Laptop Computers
- [ ] Mobile Devices: Phones/Tablets
- [ ] Public Displays
- [ ] Robot

How does HCI work get done?

Review Process

(Optional) Supplementary Material (in a ZIP file)

Include below any supporting files, such as a video figure or supplementary material (e.g., source code, data, analysis files
encourage authors to provide such supplementary material

Authors providing supplementary material must upload this material in a single ZIP file, and provide descriptive text in the fo
will be made available to reviewers.

Note

New file

Choose File No file chosen

Description of Supplementary Files

We strongly encourage sharing of supplementary material including source code, data, analysis files, experimental design
(anonymized similar to the recommendations for your paper), and then as part of the final submission (if accepted), so that
form.

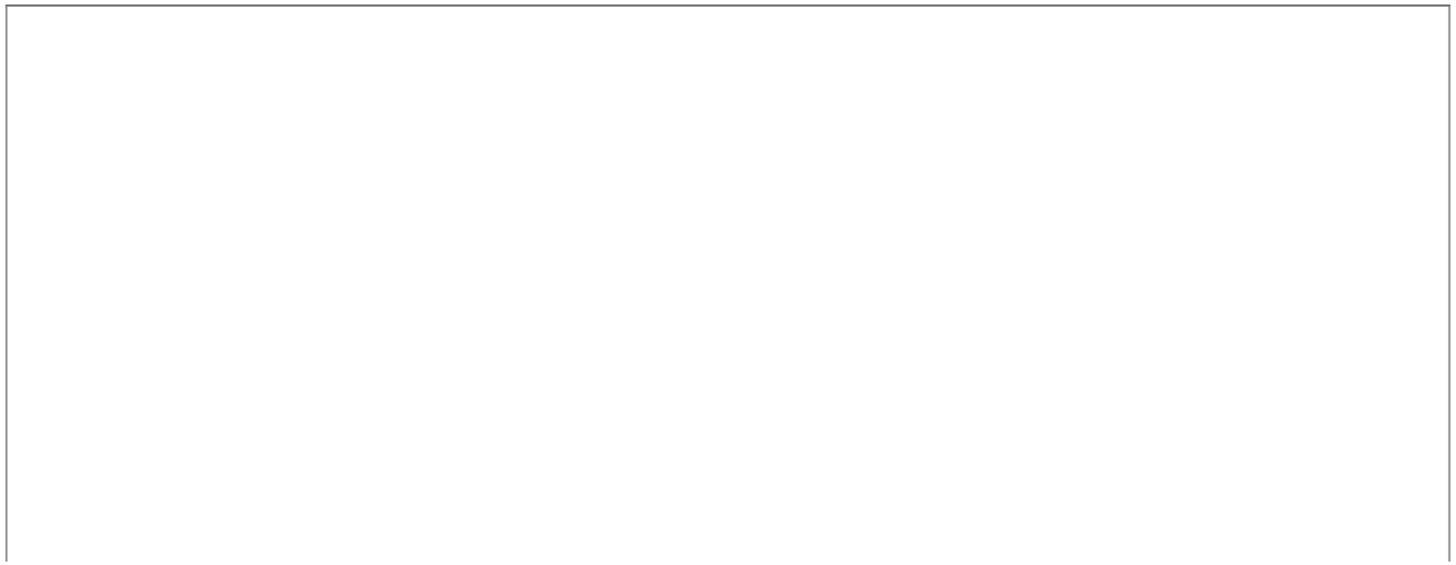
If you included a ZIP file of supplementary material, please provide a description here. For example, this description should
view/execute the files, and any other relevant text/information explaining how this material relates to the paper.

How does HCI work get done?

Review Process

(Optional) External Reviewer Recommendations

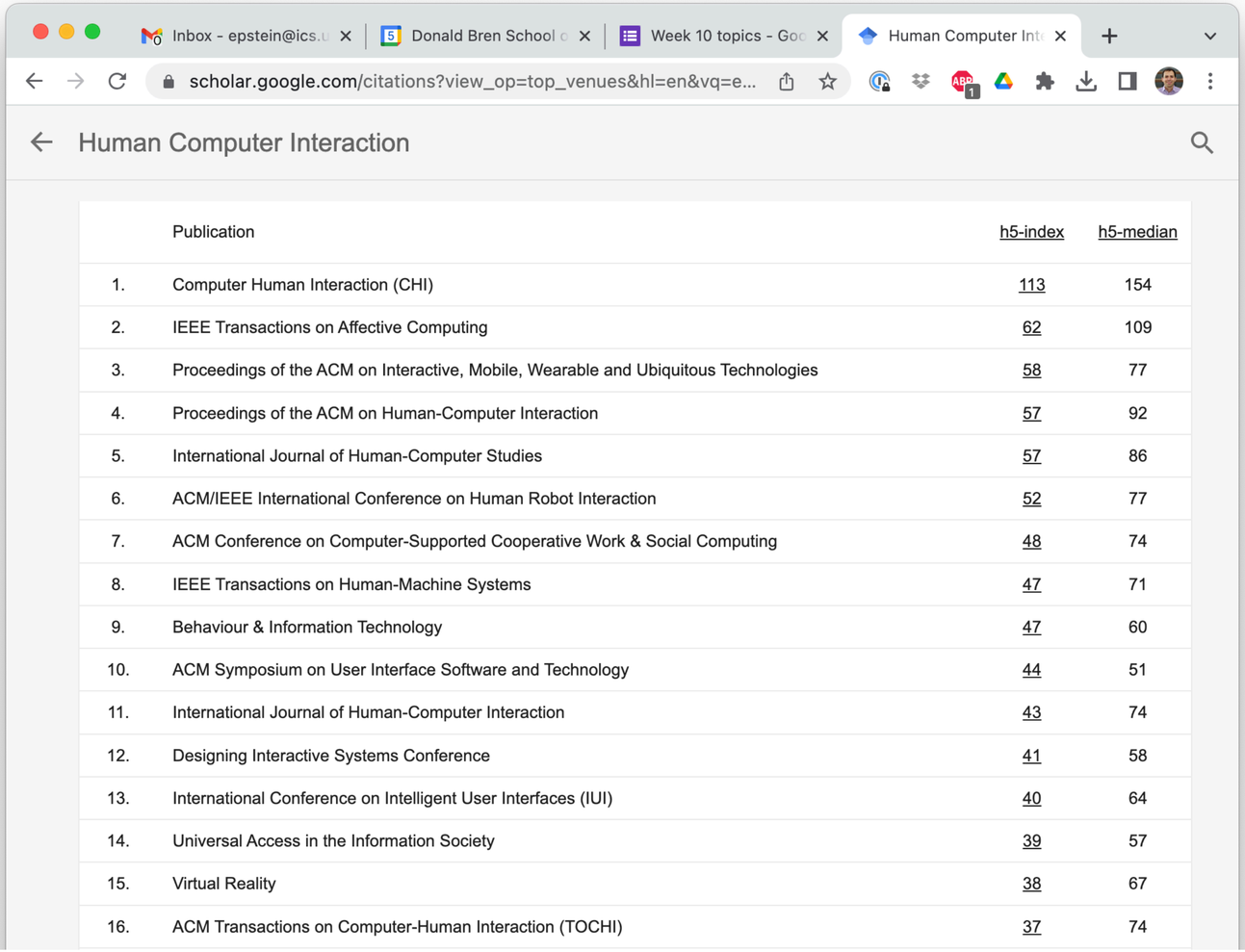
You may list up to five external reviewers who *are not members of the program committee* whom you believe
the program committee, are not in conflict with any author of your paper, and are not aware of this submissic
recommended.



HCI work outside of CHI

HCI work outside of CHI

Venue “rankings”



	Publication	h5-index	h5-median
1.	Computer Human Interaction (CHI)	113	154
2.	IEEE Transactions on Affective Computing	62	109
3.	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies	58	77
4.	Proceedings of the ACM on Human-Computer Interaction	57	92
5.	International Journal of Human-Computer Studies	57	86
6.	ACM/IEEE International Conference on Human Robot Interaction	52	77
7.	ACM Conference on Computer-Supported Cooperative Work & Social Computing	48	74
8.	IEEE Transactions on Human-Machine Systems	47	71
9.	Behaviour & Information Technology	47	60
10.	ACM Symposium on User Interface Software and Technology	44	51
11.	International Journal of Human-Computer Interaction	43	74
12.	Designing Interactive Systems Conference	41	58
13.	International Conference on Intelligent User Interfaces (IUI)	40	64
14.	Universal Access in the Information Society	39	57
15.	Virtual Reality	38	67
16.	ACM Transactions on Computer-Human Interaction (TOCHI)	37	74

HCI work outside of CHI

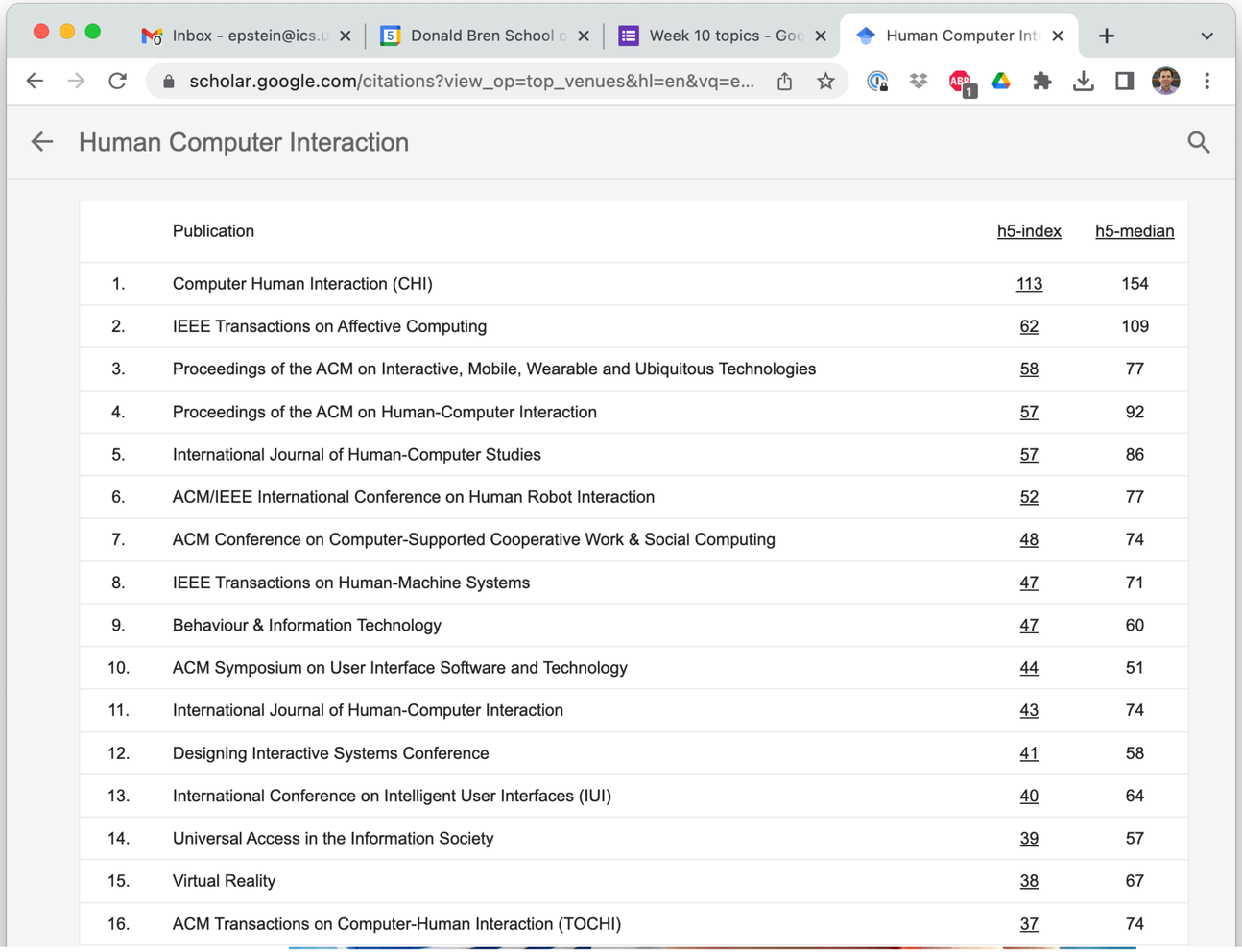
Venue “rankings”

- What is an h-index?
- Largest number “h” for a venue/person/etc. such that “h” papers have at least “h” citations
- Google’s are calculated by looking at all publications from particular venues in the past five years (h5-index)

HCI work outside of CHI

Venue “rankings”

- There are 113 CHI papers published from 2017-2022 with at least 113 citations
- 58 IMWUT papers… etc.



	Publication	h5-index	h5-median
1.	Computer Human Interaction (CHI)	113	154
2.	IEEE Transactions on Affective Computing	62	109
3.	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies	58	77
4.	Proceedings of the ACM on Human-Computer Interaction	57	92
5.	International Journal of Human-Computer Studies	57	86
6.	ACM/IEEE International Conference on Human Robot Interaction	52	77
7.	ACM Conference on Computer-Supported Cooperative Work & Social Computing	48	74
8.	IEEE Transactions on Human-Machine Systems	47	71
9.	Behaviour & Information Technology	47	60
10.	ACM Symposium on User Interface Software and Technology	44	51
11.	International Journal of Human-Computer Interaction	43	74
12.	Designing Interactive Systems Conference	41	58
13.	International Conference on Intelligent User Interfaces (IUI)	40	64
14.	Universal Access in the Information Society	39	57
15.	Virtual Reality	38	67
16.	ACM Transactions on Computer-Human Interaction (TOCHI)	37	74

Discussion: what does an h-index measure well? What does it measure poorly?

HCI work outside of CHI

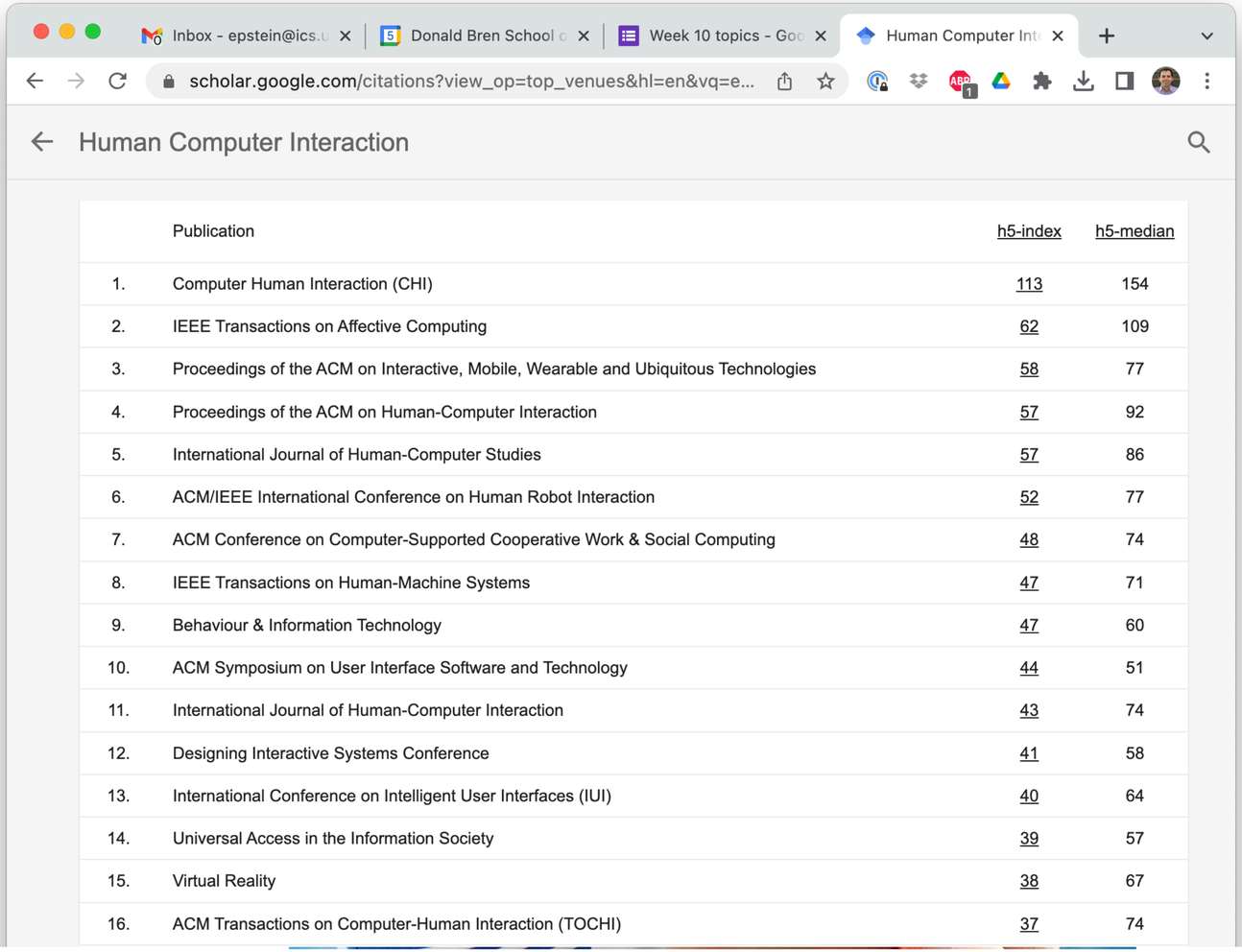
Venue “rankings”

- What’s favored in ranking by h-index?
  - Large venues: venues that publish a lot of papers
  - Old venues: any venue less than 5 years old is at a big disadvantage
  - Topical venues: venues doing work which is of interest right now
  - Work where citations are a valuable measure of impact.
    Which can exclude policy-influencing work, product-influencing work, etc.
- Rankings are reductive, focus more holistically on the scholarship quality

HCI work outside of CHI

Venue “rankings”

- I think there’s valuable work being published at all the venues we talked about this quarter, plus a few others
- I know less about the IEEE venues, they tend to be more prominent in Engineering

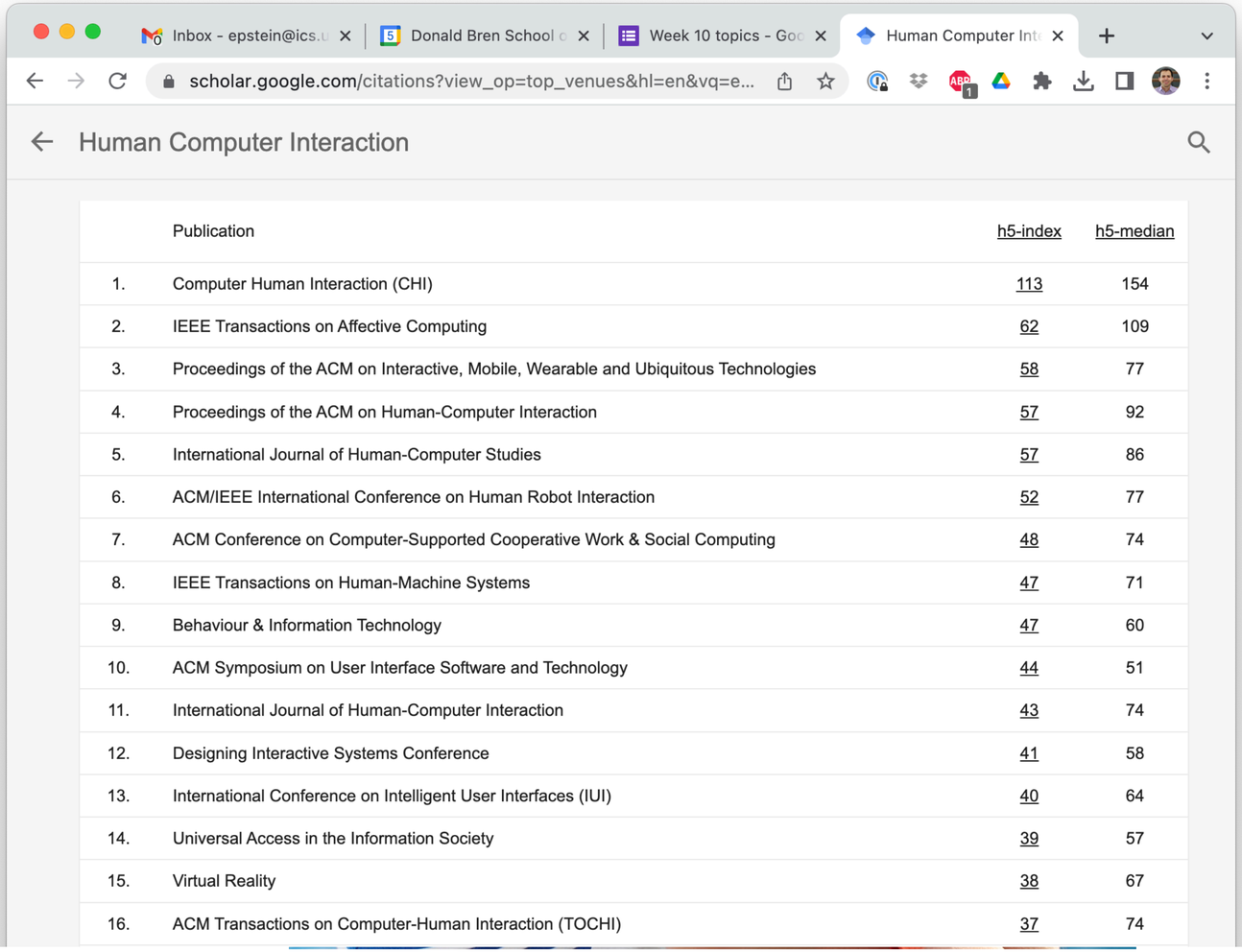


	Publication	h5-index	h5-median
1.	Computer Human Interaction (CHI)	113	154
2.	IEEE Transactions on Affective Computing	62	109
3.	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies	58	77
4.	Proceedings of the ACM on Human-Computer Interaction	57	92
5.	International Journal of Human-Computer Studies	57	86
6.	ACM/IEEE International Conference on Human Robot Interaction	52	77
7.	ACM Conference on Computer-Supported Cooperative Work & Social Computing	48	74
8.	IEEE Transactions on Human-Machine Systems	47	71
9.	Behaviour & Information Technology	47	60
10.	ACM Symposium on User Interface Software and Technology	44	51
11.	International Journal of Human-Computer Interaction	43	74
12.	Designing Interactive Systems Conference	41	58
13.	International Conference on Intelligent User Interfaces (IUI)	40	64
14.	Universal Access in the Information Society	39	57
15.	Virtual Reality	38	67
16.	ACM Transactions on Computer-Human Interaction (TOCHI)	37	74

HCI work outside of CHI

Venue “rankings”

- All said, there is some underlying snobbery around CHI as the top HCI venue
- CHI’s website even calls itself the “premier”



	Publication	h5-index	h5-median
1.	Computer Human Interaction (CHI)	113	154
2.	IEEE Transactions on Affective Computing	62	109
3.	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies	58	77
4.	Proceedings of the ACM on Human-Computer Interaction	57	92
5.	International Journal of Human-Computer Studies	57	86
6.	ACM/IEEE International Conference on Human Robot Interaction	52	77
7.	ACM Conference on Computer-Supported Cooperative Work & Social Computing	48	74
8.	IEEE Transactions on Human-Machine Systems	47	71
9.	Behaviour & Information Technology	47	60
10.	ACM Symposium on User Interface Software and Technology	44	51
11.	International Journal of Human-Computer Interaction	43	74
12.	Designing Interactive Systems Conference	41	58
13.	International Conference on Intelligent User Interfaces (IUI)	40	64
14.	Universal Access in the Information Society	39	57
15.	Virtual Reality	38	67
16.	ACM Transactions on Computer-Human Interaction (TOCHI)	37	74

Conferences and Journals

HCI work outside of CHI

Conferences vs. Journals

- What's the difference?
  - Conferences: presentation (in-person, virtual, etc.) is a core component
  - Journals: they are published, but not usually presented
- HCI's roots are in a conference tradition
  - Conferences are typical in Computer Science

HCI work outside of CHI

Conferences vs. Journals

- HCI's "conference" publications look like "journal" publications elsewhere
  - Full articles, not abstracts
  - Rigorous peer review
  - Similar acceptance rates*

HCI work outside of CHI

Conferences vs. Journals

- The broader sentiment in academic scholarship is that conferences are less reputable than journals
  - In many conferences, what's accepted is an abstract that's later elaborated on
  - Many conferences do not have formal peer review
- Broader CS has always had an issue with conferences being interpretable
  - E.g., the rest of Science & Engineering doesn't recognize the value

HCI work outside of CHI

Conferences vs. Journals

- This conference/journal tension has only gotten worse as HCI has gotten more interdisciplinary
  - Social sciences are journal-driven, or sometimes larger pieces like books
  - Health is journal-driven
  - …
- Many universities only consider journals indexed by particular agencies for hiring/promotion/tenure
  - Moreso true outside the US, and there has been some progress

HCI work outside of CHI

Conferences vs. Journals

- So, there's been some move to make HCI publications journal publications
  - CSCW has become Proceedings of the ACM in HCI, CSCW Issue
  - Proceedings of the ACM in HCI publishes other former conferences as well
- CHI is stubborn, but might switch one day
  - Requirements around an R&R process (now met),
    and not requiring conference presentation for publication (not there yet)

HCI work outside of CHI

Conferences vs. Journals

- Overall, don’t worry about it, unless you’re going for a very specific kind of job
  - Academic position abroad
  - “The first” HCI hire in an Engineering department
- People are becoming more and more understanding

Workshops and Extended Abstracts

HCI work outside of CHI

Workshops and Extended Abstracts

- One of the questions asked was, essentially, how do I get started doing HCI work? Are there lower-burden ways of dipping my toe into the field?

- Beyond joining existing HCI projects, being mentored by HCI scholars, etc., there are some venues designed for in-progress or less polished work

HCI work outside of CHI

Workshops and Extended Abstracts

- Workshops
  - Typically occur in the day or two before/after a conference
  - Usually have a specific topic in mind
- Example workshops from CHI 2023:
  - Conversational User Interfaces across Modalities and Mobilities
  - Child Centered AI Design
  - Building Credibility, Trust, and Safety on Video-Sharing Platforms

HCI work outside of CHI

Workshops and Extended Abstracts

- Workshops
  - Not just at CHI: most of the conferences we touched on this quarter have workshops
  - Can be a great way to meet people interested in a similar topic
  - Work is non-archival, so you can edit/expand following a workshop

HCI work outside of CHI

Workshops and Extended Abstracts

- Extended abstracts
  - Sometimes called “posters” or “late-breaking work” depending on the venue
  - Really just intended to be work that’s not yet at the level of a “full” paper
  - Often still reviewed, albeit with a lower bar
  - Usually comes with presentation at a poster session at the conference
  - Sometimes these are indexed online and can accrue citations,
    but they’re not really intended to be treated as rigorously reviewed

Overall reflections

Learning Objectives

- By the end of this course, you should be able to:
  - Analyze the motivation and contribution of any Human-Computer Interaction research paper, describing how it extends the field of literature.
  - Articulate how Human-Computer Interaction relates to other areas of research, both within Informatics and in academia at large.
  - Develop proposals for research projects which develop new knowledge to one or more areas of Human-Computer Interaction.
  - Appreciate different methods of inquiry, topics, and objectives used in different Human-Computer Interaction research areas.

Overall reflections

- You might not do any HCI research after this class, and that's okay
- But, hopefully this class has surfaced ways in which HCI can be relevant to your research interests
- And, hopefully you leave with a greater appreciation for styles of work beyond what you're most familiar with

Overall reflections

- I’m happy to discuss how to frame your work for an HCI audience
  - Day care is starting, so I’ll soon have a bit more time!
- We plan to hold a CHI writing bootcamp this summer,
  more details next week

Overall reflections

- Thanks for bearing with me this quarter!
- I haven’t been able to put as much time into some parts of the class as I would have liked to
- I hope you’ve still found it valuable

IN4MATX 232: Research in HCI

Class 20:
HCI Research and Publication Process

Daniel Epstein