

# IN4MATX 232: Research in HCI

Class 19:  
Subcommittee Grab Bag

Daniel Epstein

# Disclaimer

- I have greater knowledge about some of the subcommittees we will discuss today than others
- Interrupt me whenever. This will go better if I answer your questions

# **The catch-all subcommittees**

# The catch-all subcommittees

- CHI has multiple subcommittees whose goal are to ensure that every piece of work that is HCI has a home at CHI
- They often overlap with some of the more specialized subcommittees, both in people and in topics
- Some have explicit methodological focus, but are pretty wide-ranging in the topics they cover

# The catch-all subcommittees

- Understanding People: Theory, Concepts, Methods
- User Experience and Usability
- Specific Application Areas
- Design

# **Understanding People: Theory, Concepts, Methods**

# Understanding people: Theory, Concepts, Methods

- Where the main goal is understanding how people use some technology
  - Largely empirical contributions
  - But some other contributions: “theory”, “concepts”, “methods”
- Split committee based on *how* people are being “understood”
  - Qualitative, quantitative, mixed/alternative (??)

# **Understanding people: Theory, Concepts, Methods**

- No specialized conference on Understanding People, to my knowledge



# User Experience and Usability

# User Experience and Usability

- Where the main goal is understanding how to promote good user experiences
  - Same as understanding people: largely empirical, some more theoretical
- I don't understand this subcommittee very well
  - Its reviewer pool is largely European
  - To me, all of the work fits just as well under some other subcommittee

# User Experience and Usability

- No dedicated conference, as far as I know
- Presumably some overlap with professional organizations like UXPA, but it's not really leveraged

# **Specific Application Areas**

# Specific Application Areas

- Building knowledge about how to design, build, deploy, or study technology for a particular group or domain
- Most of the areas we talked about this quarter “grew out” of specific application areas
  - Health, accessibility, learning/education/families, privacy & security, critical & sustainable computing
  - More subcommittees may still grow out of this subcommittee

# Specific Application Areas

- Current user groups/application areas
  - Low and middle-income communities, tech for development
  - Domestic spaces, vehicles
  - Rural communities, farming communities
  - Public spaces, smart cities, civic tech
  - Non-human stakeholders (insects, animals), animal-computer interaction

# Specific Application Areas

- Many dedicated conferences
  - COMPASS (Computing and Sustainable Societies)
  - AutoUI (Automotive User Interfaces)
  - ACI (Animal-Computer Interaction)
  - ... and more!

# Design



# Design

- Papers that make “designerly contributions” to HCI
  - Novel designs
  - Creation of new design tools, processes, methods, and principles
- Making is important, but less about technical novelty than UIST
- More about inspiring ideas for designing technology or critiquing the current way we do things

# Design

- Also big into broadening and understanding design approaches
  - Participatory design
  - Industrial/product design
  - Critical design, design fiction

# Design

- Multiple specific venues associated with design
  - Designing Interactive Systems (DIS)
  - Tangible and Embodied Interaction (TEI)
  - alt.chi (some of)

# **Reflections on catch-all subcommittees**

# Reflections

- In general, if your work is relevant to a specialized subcommittee, I'd recommend submitting there over a catch-all subcommittee
  - More likely that your methods and arguments will be recognized and appreciated
- There is serious overlap
  - In the past, some papers have appeared on multiple subcommittee's lists of "example" papers

# Reflections

- We have a tendency to get stuck in our topical bubbles, so these subcommittees offer a nice reprieve
- It's fun to read and review papers from these subcommittees, to appreciate the breadth of HCI

# **A few more specific subcommittees**

# A few more specific subcommittees

- Interaction Beyond the Individual
- Games and Play
- Visualization
- Computational Interaction



# **Interaction Beyond the Individual**

# Interaction Beyond the Individual

- Where the goal is to understand collaborative technologies for groups, organizations, communities, and networks
- Like others, some overlap with specific domains, but here the main goal is advancing interpersonal

# Interaction Beyond the Individual

- High overlap with dedicated conferences
  - CSCW
  - GROUP
- CSCW is a bit broader and a bit more theoretical
  - This subcommittee still expects things like engagement with users
  - This subcommittee doesn't care quite as strongly about advancing theory as CSCW

# Games and Play

# Games and Play

- Everything playful interaction
- Can be the design of games, playful interaction, study of player and developer communities

# Games and Play

- Specific conference
  - CHI Play
- Still a relatively new community largely out of HCI
- My understanding from UCI's Games scholars is that the community isn't well-connected with Games Studies scholarship yet

# Visualization

# Visualization

- Everything pertaining to data visualization (graphs, charts, etc.)
- New techniques for visualizing data, tools for creating visualizations, evaluations of how visualizations are perceived
- Needs to have a “human” component, can’t just be technical innovation



# Visualization

- Some overlap with the IEEE InfoVis community, at the “Vis” conference
- IEEE InfoVis has a variety of work less relevant to HCI
  - Technical work, like computational approaches to visualizing big data
  - Scientific visualizations, in partnership with biology groups and whatnot

# Computational Interaction

# Computational Interaction

- Considers interaction with heavily computational systems
- Foundation emerged out of the latest wave of AI/Machine Learning
- Therefore, the work might study people's lived experiences with ML models
- Or design new tools for effective/useful interaction with them

# Computational Interaction

- Some overlap with Intelligent User Interfaces (IUI)
- Some overlap with FACCT community (Fairness, Accountability, Transparency, and Ethics in AI)
- Like everything else at CHI, needs to be human-centered in goals, evaluation, etc.

# Final Advice

# Final Advice

- Much of subcommittee's preferences are socially constructed
- Lean on others to decide which subcommittee to submit to
  - I run a workshop every year where I give advice
- The hope is that your paper will get a fair review regardless of whether the subcommittee match is perfect or not
  - Of course, your mileage may vary

# IN4MATX 232: Research in HCI

**Class 19:**  
**Subcommittee Grab Bag**

Daniel Epstein