IN4MATX 232: Research in HCI

Class 17:
Subcommittee Grab Bag, Part 1

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

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.

Computational Interaction

- IUI prioritizes technical innovation over human needs with AI systems
  - You won’t see an empirical study of how people use LLMs for X at IUI
  - Both framing papers discuss the “role of AI” in human-centered systems, and therefore make more sense at CHI

Specific Application Areas and COMPASS

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

COMPASS

- Co-sponsored between SIGCHI and SIGCAS (Computers and Society)
- Conference on **Comp**uting **a**nd **S**ustainable **S**ocieties
- Used to be the ACM Computing for Development (DEV) conference

COMPASS

- Frequent friction between research contributors and who the research purportedly seeks to benefit
    - E.g., researchers are frequently American/European, but work often targets the Global South
- Sustainability and marginalization get grouped together

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, e.g. 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

IN4MATX 232: Research in HCI

Class 17:
Subcommittee Grab Bag, Part 1

Daniel Epstein