

IN4MATX 232: Research in HCI

Class 18:
Subcommittee Grab Bag, Part 2

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Design

Design

- Papers that make “designerly contributions” to HCI
 - Novel designs
 - Investigation of new design materials (physical and digital)
 - 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)

Learning, Education, and Families

Learning, Education, and Families

- Anything related to the above topics
- But also formal education
 - Classrooms
 - MOOCs (Learning at Scale)

Learning, Education, and Families

- Kind of tough to separate the three because there is so often overlap
 - Education is often done with/for young people
 - Especially in informal environments, families are often involved with learning and education
- As research, we're often trying to promote learning/ed in our young people
 - Much of industry tries to get our kids to have fun, for example

Learning, Education, and Families

- IDC is all HCI, but a specific flavor of learning, ed, and families
 - “Interaction Design and Children”
 - Often more participatory, using co-design methods and similar
 - Education is not as central

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 within HCI
- My understanding from UCI's Games scholars is that the community isn't well-connected with Games Studies scholarship yet

Final Advice

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- Much of subcommittee's preferences are socially constructed
- Lean on others to decide which subcommittee to submit to
 - We give advice every year at the CHI bootcamp
- 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

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