

# **ATTENDEE-SOURCING**

**Anant Bhardwaj (MIT)**

Juho Kim (MIT)

Steven Dow (CMU)

David Karger (MIT)

Sam Madden (MIT)

Rob Miller (MIT)

Haoqi Zhang (Northwestern)

**how to collect inputs  
from  
members with different roles  
in a community  
to  
help in real-world problems**



# CONFERENCE SCHEDULING

CHI – a large conference on Human-Computer Interaction

- 4 days
- More than 500 papers
- 16 parallel sessions

# A CONFERENCE COMMUNITY

## [HCOMP 2014]

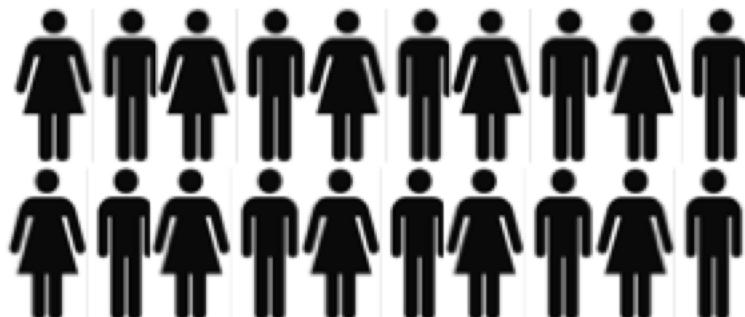
### 1. Conference Chairs (2)



### 2. PC Members (31)



### 3. Authors (50+)



### 4. Attendees (150+)



# CHI 2014

## 1. Conference Chairs (4)



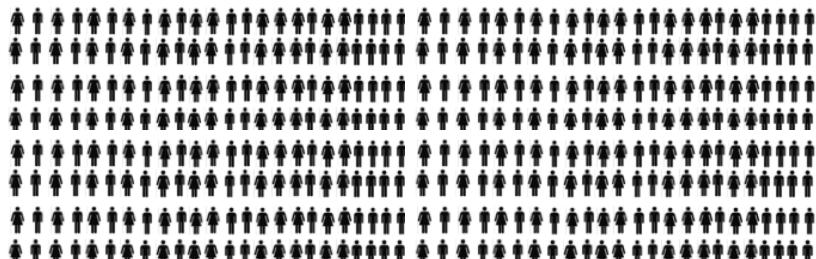
## 2. PC Members (150+)



## 3. Authors (1000+)



## 4. Attendees (2500+)



# PAPER BASED PROCESS

## PROCESS

- Mark PAPER by Subcategory  
HELPS GROUPING
1. Put papers by theme on tables
  2. Add ToCHI & Case Studies in the mix
  3. Start creating 80 min sessions (Papers, ToCHI, Long Case Studies) { 20m Notes, Short Case Studies }
  4. When a stable session occurs — mark by "persona"
  5. More stable sessions to Janée
- e.g. 3 papers + 2 notes

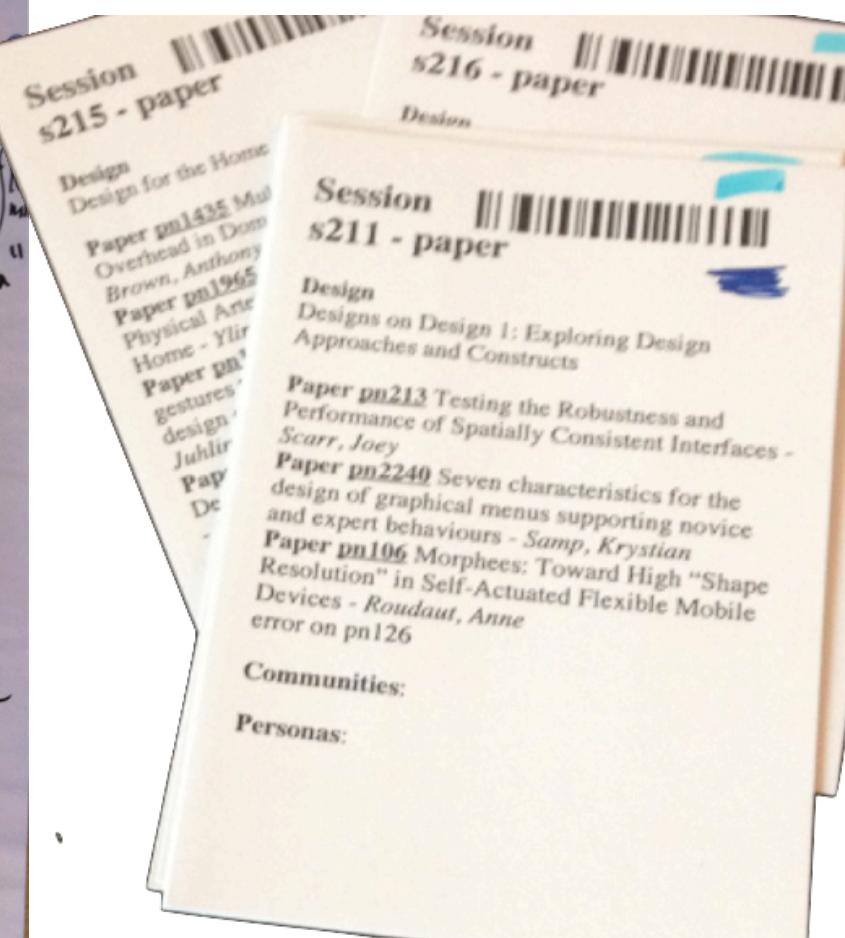
## PERSONAS (?)

Games •  
Social Computing •  
Interaction Techniques • (UIST)  
& hardware  
Mobile (apps) • + MOBILE DEVICES  
Usability & UX •  
Design — practice  
— research  
Privacy & values •  
Accessibility •  
Education & learning •  
Web •  
Qualitative •  
Methodologies & new Processes •

Keynotes	2
Panels	12
Papers	287
Notes	83
ToCHI	24
Case Studies Long	37
Case Studies Short	16
Courses	65 units
Award lectures	4

### "Smaller" personas

Health +  
Arts +  
Sustainability +  
Kids +  
Viz +  
Cool & eclectic +  
Global Reach +  
HCI Theory





Thursday	X01 D Award talks 2400	X02 E Panels 481	X03 F 452	X04 G 424	X05 A larger courses 207	X06 B larger courses 207	X07 C larger courses 207	X08 Q 424	X09 H 257	X10 J 400	X11 K 400	X12 L 393	X13 M Smaller courses 47	X14 N Smaller courses 40	X15 O Smaller courses 72	P X16 Slbs		
9:30-10:50	Award lecture 1201	TOUCH TEXT ENTRY Panel-110 Material Interaction: Aesthetics & Bits to Entangled Practices Mark Rabkin	DO YOU SEE WHAT THE EYE SEE? DRAWING IN THE RECOVERY Panel-111 Politics, Power, and Passion: Engaging U.S. Policymakers Janet Rouse, Harry Hougham, John P. Hougham, Lisa P. Hougham, Janice Tait	INITIATE A LOVELY GESTURE Panel-116 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	HUG CROWDS DURING THREE PROGRESSION 1306 CR 124 Unit 2 Kaindl	1307 CR 124 Unit 2 Hudson	BETTER TOGETHER 1307 CR 124 Unit 2 Hudson	ME ANY MOBILE 1309 CR 124 Unit 2 Hudson	UNDERSTANDING GAMERS 1310 CR 125 Unit 2 Hudson	TIME + TRAD MANAGERS 1311 CR 125 Unit 2 Hudson	att.chi 1212	att.chi 1213	cr125 Cognitive Crash: Dummies: Predicting Performance from Early Prototypes Bonnie E. John	cr147 Designing for Persuasion Aaron Marcus	S16 1214	S16 1215	S16 1216	
11:30-12:50	Video 1301	BIGGER IS BETTER: LARGE + MULTIPLE DISPLAY ENVIRONMENTS Panel-112 Politics, Power, and Passion: Engaging U.S. Policymakers Janet Rouse, Harry Hougham, John P. Hougham, Lisa P. Hougham, Janice Tait	INITIATE A LOVELY GESTURE Panel-116 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	INITIATE A LOVELY GESTURE Panel-116 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	1403 CR 124 Unit 2 Hudson	1403 CR 124 Unit 2 Hudson	1405 CR 124 Unit 2 Hudson	1406 CR 124 Unit 2 Hudson	1407 CR 127 Putting Conceptual Models to Work Austin Henderson	1408 CR 127 Putting Conceptual Models to Work Austin Henderson	1409 CR 127 PROGRAMMING + CREATIVITY 1409 CR 127 Putting Conceptual Models to Work Austin Henderson	1410 CR 127 LEARNER'S COMPLEX NEEDS 1410 CR 127 Putting Conceptual Models to Work Austin Henderson	1411 CR 127 SIMPLY + DUCK RESEARCH 1411 CR 127 Putting Conceptual Models to Work Austin Henderson	1412 CR 127 SIMPLY + DUCK RESEARCH 1412 CR 127 Putting Conceptual Models to Work Austin Henderson	1413 CR 127 SIMPLY + DUCK RESEARCH 1413 CR 127 Putting Conceptual Models to Work Austin Henderson	1414 CR 127 SIMPLY + DUCK RESEARCH 1414 CR 127 Putting Conceptual Models to Work Austin Henderson	1415 CR 127 SIMPLY + DUCK RESEARCH 1415 CR 127 Putting Conceptual Models to Work Austin Henderson	1416 CR 127 SIMPLY + DUCK RESEARCH 1416 CR 127 Putting Conceptual Models to Work Austin Henderson
14:30-15:50	<del>Rehearsal</del> <del>X</del>	INITIATE A LOVELY GESTURE Panel-101 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	INITIATE A LOVELY GESTURE Panel-101 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	INITIATE A LOVELY GESTURE Panel-101 How-to-guide: Collaborating with people from different design worlds James Lal, Chris McNaught, Ivan Mirta, James O'Farrell, Craig Villamor, Larry Salter	1403 CR 124 Unit 2 Hudson	1404 CR 124 Unit 2 Hudson	1405 CR 124 Unit 2 Hudson	1406 CR 124 Unit 2 Hudson	1407 CR 127 Putting Conceptual Models to Work Austin Henderson	1408 CR 127 Putting Conceptual Models to Work Austin Henderson	1409 CR 127 PROGRAMMING + CREATIVITY 1409 CR 127 Putting Conceptual Models to Work Austin Henderson	1410 CR 127 LEARNER'S COMPLEX NEEDS 1410 CR 127 Putting Conceptual Models to Work Austin Henderson	1411 CR 127 SIMPLY + DUCK RESEARCH 1411 CR 127 Putting Conceptual Models to Work Austin Henderson	1412 CR 127 SIMPLY + DUCK RESEARCH 1412 CR 127 Putting Conceptual Models to Work Austin Henderson	1413 CR 127 SIMPLY + DUCK RESEARCH 1413 CR 127 Putting Conceptual Models to Work Austin Henderson	1414 CR 127 SIMPLY + DUCK RESEARCH 1414 CR 127 Putting Conceptual Models to Work Austin Henderson	1415 CR 127 SIMPLY + DUCK RESEARCH 1415 CR 127 Putting Conceptual Models to Work Austin Henderson	1416 CR 127 SIMPLY + DUCK RESEARCH 1416 CR 127 Putting Conceptual Models to Work Austin Henderson

# PAPER BASED PROCESS

## Groups involved in the process

- ✓ Chairs / Organizers
- ✓ PC Members
- Authors
- Attendees

# PRIOR WORK [COBI]

## 1. Committee-Sourcing

(type group name in generated textbox)

Drag paper into here to create new group

Unclustered

[Abs] Leaving the Wild: Lessons from Community Technology Handovers

[Abs] Designing Action-based Exergames for Children with Cerebral Palsy

## 2. Author-Sourcing

Your Paper: iPhone In Vivo: Video Analysis of Mobile Device Use

1. Tell us your name: (as it appears in the paper)

2. We've identified 10 papers that may be similar to yours.

Tell us how they would fit in a session with your paper:

Delivering Patients to Sacre Coeur: Collective Intelligence in Digital Volunteer Communities [\[abstract\]](#)

Great in same session

Okay in same session

Not sure if it should be in same session

Should not be in same session

3. Of the papers and sessions below, check the ones you'd personally like to attend.  
We will try our best not to schedule them in conflict with your session.

Delivering Patients to Sacre Coeur: Collective Intelligence in Digital Volunteer Communities [\[abstract\]](#)

## 3. Scheduling Interface

Touch	Social Impact Award	Shopping and Tagging	Place meets Engagement	Authentication	Automated Usability / Evaluation	Reflection and Evaluation
-5 ■ -5 ■ -1		-4 ■ -4 ■ -1	-4 ■ -4 ■ -1	-4 ■ -4 ■ -1	-4 ■ -4 ■ -1	
Haptics -4 ■ -4 ■ -1	Colaborative Technology: I share, you -4 ■ -4 ■ -1	Pointing and Fitts Law -4 ■ -4 ■ -1	Studies of the Use of Digital -4 ■ -4 ■ -1	unused session 1	Evaluation Methods 2 -4 ■ -4 ■ -1	Blindness and Design -4 ■ -4 ■ -1
Fabrication -2 ■ -1 ■ -1 ■ -2	Search and Find +2 ■ +2 ■ -1	Mobile keyboard / text entry +2 ■ +2 ■ -1	Hedonism, narrative, materiality & +2 ■ +2 ■ -1	Consent and Integrity +2 ■ +2 ■ -1	Novel Programming +2 ■ +2 ■ -1	Desing in a Psychiatric Setting +2 ■ +2 ■ -1
Touch, Tangibles, Touch -4 ■ -4 ■ -1	Mobiles and more -4 ■ -4 ■ -1	Mobile 1: Mobile Phones: -6 ■ -3 ■ -3 ■ -1	Case Studies in the wild	Privacy -7 ■ -4 ■ -3 ■ -1	Nature and Nurture -4 ■ -4 ■ -1	ICT4D -4 ■ -4 ■ -1

# RESEARCH QUESTION

## Groups involved in the Cobi process

- ✓ Chairs / Organizers
- ✓ PC Members
- ✓ Authors
- ✓ Attendees

**Research Question: Is there any benefit in involving attendees in the process?**

# ATTENDEE-SOURCING

## Challenge

- Attendees have no direct interest/incentive

## Proposed Solution

- Give attendees a tool that they **use for their own benefits** and we collect useful data as **a by-product of their usage** of the tool.

# CONFER

confer

Anant Log Out

Confer helps you build a personal schedule for conferences you are attending. It helps you decide where to spend your time by providing social recommendations based on your interests.

## Recently Added Conferences

### KDD 2014 – The 20th ACM SIGKDD Conference on Knowledge Discovery and Data Mining

Aug. 24, 2014 – Aug. 27, 2014 New York, US

KDD 2014, a premier interdisciplinary conference, brings together researchers and practitioners from data science, data mining, knowledge discovery, large-scale data analytics, and big data. KDD 2014 features 5 keynotes, 151 Research Track papers, 44 Industry & Government Track papers and 8 invited talks, 12 tutorials, 25 workshops including the KDD Cup challenge, the Broadening Participation in Data Mining program, and more! Data Mining for Social Good is this year's special theme, highlighting work that contributes to social good.



[Browse](#)

### DIS 2014 – The ACM conference on Designing Interactive Systems (DIS)

June 21, 2014 – June 25, 2014 Vancouver, Canada

The ACM conference on Designing Interactive Systems is the premier, international arena where designers, artists, psychologists, user experience researchers, systems engineers & many more debate & shape the future of interactive systems design & practice.



[Browse](#)

### CHI 2014 – ACM CHI Conference on Human Factors in Computing Systems

April 26, 2014 – May 1, 2014 Toronto, Canada

The ACM CHI Conference on Human Factors in Computing Systems is the premier international conference of Human-Computer Interaction. CHI 2014 is a celebration of the conference's one of a kind diversity; from the broad range of backgrounds of its attendees, to the diverse spectrum of communities and fields which the conference and its research have an impact on. CHI 2014 will take place at the Metro Toronto Convention Centre in Toronto, Canada, a city itself known for its one of a kind cultural diversity.



[Browse](#)

### WSDM 2014 – The 7th ACM International Conference on Web Search and Data Mining

Feb. 24, 2014 – Feb. 28, 2014 New York, USA

WSDM (pronounced "wisdom") is the premier international ACM conference covering research in the areas of search and data mining on the Web. The Seventh ACM WSDM Conference will take place in New York City, during February 24–28, 2014. WSDM publishes original, high quality papers and presentations related to search and data mining on the Web and the Social Web, with an emphasis on practical but principled novel models of search, retrieval and data mining, algorithm design and analysis, economic implications, and in-depth experimental analysis of accuracy and performance.



[Browse](#)

### CSCW 2014 – The 17th ACM Conference on Computer Supported Cooperative Work and Social Computing

Feb. 15, 2014 – Feb. 19, 2014 Baltimore, Maryland, USA

CSCW is the premier venue for presenting research in the design and use of technologies that affect groups, organizations, communities, and networks. Bringing together top researchers and practitioners from academia and industry in the area of social computing, CSCW encompasses both the technical and social challenges encountered when supporting collaboration.



[Browse](#)

Confer  
helps  
attendees  
find/  
explore  
interesting  
papers and  
build a  
personal  
schedule.

# ATTENDEES SEARCH ON CONFER



Anant   My Papers   My Schedule   My Meetups   Log Out

Tag papers you want to see and get social recommendations of other papers you may like. The recommendations update automatically as you tag new papers. Just click "Show More" to see more!

## ▼ Papers you want to see (0)

## ▼ Papers recommended for you

Refresh

## ▼ All Papers (24)

Search:

### Crowdsourcing the Future: Predictions Made with a Social Network – Paper

Clifton L Forlines   Sarah Miller   Leslie Guelcher   Robert Bruzzi



Researchers have long known that aggregate estimations built from the collected opinions of a large group of people often outperform the estimations of individual experts. This phenomenon is generally described as the "Wisdom of Crowds." This approach has shown promise with respect to the task of accurately forecasting future events. Previous resea...

Social Network, aggregation, forecasting, crowd-sourcing, meta-forecast, Bayesian Truth Serum

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### Crowdsourcing Step-by-Step Information Extraction to Enhance Existing How-to Videos – Paper

Juho Kim   Phu T Nguyen   Sarah Weir   Philip J Guo   Robert C Miller   Krzysztof Z Gajos



Millions of learners today use how-to videos to master new skills in a variety of domains. But browsing such videos is often tedious and inefficient because video player interfaces are not optimized for the unique step-by-step structure of such videos. This research aims to improve the learning experience of existing how-to videos with step-by-ste...

Crowdsourcing, how-to videos, video annotation.

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### Twitch Crowdsourcing: Crowd Contributions in Short Bursts of Time – Paper

# ATTENDEES MARK INTERESTING PAPERS

▼ All Papers (24)

Search: crowdsourcing

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 Rajan Vaish Keith Wyngarden Jingshu Chen Brandon Cheung Michael S Bernstein

To lower the threshold to participation in crowdsourcing, we present twitch crowdsourcing: crowdsourcing via quick contributions that can be completed in one or two seconds. We introduce Twitch, a mobile phone application that asks users to make a micro-contribution each time they unlock their phone. Twitch takes advantage of the common habit of tu...  
Crowdsourcing, microtasking, mobile crowdsourcing

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**Opportunities for Odor: Experiences with Smell and Implications for Technology – Paper**

 Marianna Obrist Alexandre N Tuch Kasper Hornbaek

Technologies for capturing and generating smell are emerging, and our ability to engineer such technologies and use them in HCI is rapidly developing. Our understanding of how these technologies match the experiences with smell that people have or want to have is surprisingly limited. We therefore investigated the experience of smell and the emotio...  
Smell, smell experiences, odor, olfaction, user experience, smell-enhanced technology, narratives, smell stories, crowdsourcing, design brainstorming, designing for smell.

# RECOMMENDATIONS

## ▼ Papers you want to see (2)

### Twitch Crowdsourcing: Crowd Contributions in Short Bursts of Time – Paper

Rajan Vaish   Keith Wyngarden   Jingshu Chen   Brandon Cheung   Michael S Bernstein



To lower the threshold to participation in crowdsourcing, we present twitch crowdsourcing: crowdsourcing via quick contributions that can be completed in one or two seconds. We introduce Twitch, a mobile phone application that asks users to make a micro-contribution each time they unlock their phone. Twitch takes advantage of the common habit of tu...

Crowdsourcing, microtasking, mobile crowdsourcing

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Crowdsourcing, how-to videos, video annotation.

## ▼ Papers recommended for you

Refresh

### Combining crowdsourcing and learning to improve engagement and performance – Paper

Mira Dontcheva   Robert R Morris   Joel R Brandt   Elizabeth M Gerber



recommended

Crowdsourcing complex creative tasks remains difficult, in part because these tasks require skilled workers. Most crowdsourcing platforms do not help workers acquire the skills necessary to accomplish complex creative tasks. In this paper, we describe a platform that combines learning and crowdsourcing to benefit both the workers and the requesters...

Crowdsourcing, training, games

### Cognitively Inspired Task Design to Improve User Performance on Crowdsourcing Platforms – Paper

Harini Alagarai Sampath   Rajeev Rajeshuni   Bipin Indurkhy



recommended

Recent research in human computation has focused on improving the quality of work done by crowd workers on crowdsourcing platforms. Multiple approaches have been adopted like filtering crowd workers through qualification tasks, and aggregating responses from multiple crowd workers to obtain consensus. We investigate here how improving the presentat...

Crowdsourcing, Cognitive Psychology, Task Design, Visual Saliency, Working Memory, Mechanical Turk, Eye Tracking

# ATTENDEES EXPLORE

## Crowdsourcing Step-by-Step Information Extraction to Enhance Existing How-to Videos -- Paper

**Juho Kim** CSAIL, Massachusetts Institute of Technology, Cambridge, United States  
**Phu T Nguyen** CSAIL, Massachusetts Institute of Technology, Cambridge, United States  
**Sarah Weir** CSAIL, Massachusetts Institute of Technology, Cambridge, United States  
**Philip J Guo** University of Rochester, Rochester, United States  
**Robert C Miller** CSAIL, Massachusetts Institute of Technology, Cambridge, United States  
**Krzysztof Z Gajos** SEAS, Harvard University, Cambridge, United States



Millions of learners today use how-to videos to master new skills in a variety of domains. But browsing such videos is often tedious and inefficient because video player interfaces are not optimized for the unique step-by-step structure of such videos. This research aims to improve the learning experience of existing how-to videos with step-by-step annotations. We first performed a formative study to verify that annotations are actually useful to learners. We created ToolScape, an interactive video player that displays step descriptions and intermediate result thumbnails in the video timeline. Learners in our study performed better and gained more self-efficacy using ToolScape versus a traditional video player. To add the needed step annotations to existing how-to videos at scale, we introduce a novel crowdsourcing workflow. It extracts step-by-step structure from an existing video, including step times, descriptions, and before and after images. We introduce the Find-Verify-Expand design pattern for temporal and visual annotation, which applies clustering, text processing, and visual analysis algorithms to merge crowd output. The workflow does not rely on domain-specific customization, works on top of existing videos, and recruits untrained crowd workers. We evaluated the workflow with Mechanical Turk, using 75 cooking, makeup, and Photoshop videos on YouTube. Results show that our workflow can extract steps with a quality comparable to that of trained annotators across all three domains with 77% precision and 81% recall.

Crowdsourcing, how-to videos, video annotation.

### ▼ Papers similar to this paper:

#### Combining crowdsourcing and learning to improve engagement and performance – Paper



**Mira Dontcheva** Robert R Morris Joel R Brandt Elizabeth M Gerber

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Crowdsourcing, Cognitive Psychology, Task Design, Visual Saliency, Working Memory, Mechanical Turk, Eye Tracking

# PERSONALIZED SCHEDULE

CHI 2014  
One of a CHInd

Anant My Papers My Schedule My Meetups Log Out

Tag sessions and papers you want to see and get updated recommendations on the fly. Use your likes, recommendations, and other filtering options to discover your personal schedule.

Sessions

Day

Time

Search: Enter session or paper titles, authors, or keywords

Showing 10 sessions

▼ Thursday, 9:00 – 10:20

▶ Persuasive Technologies and Applications – paper



recommended

Room: 716B Chair: Erin Cherry



▶ HCI Paradigms: Past, Present and Future – paper



recommended

Room: 801A Chair: Jeffrey Bardzell



▼ Thursday, 11:00 – 12:20

▶ Crowdsourcing – paper



Room: 701B Chair: Steven P Dow



▶ Communicating User Research in Order to Drive Design and Product Decisions – SIG



recommended

Room: 715A



# ATTENDEE-SOURCING WITH CONFER

## Challenge

- Why would an attendee mark papers months in advance to help in conference scheduling?

## Lessons from past deployments

- Attendees start using Confer immediately once the conference is available on Confer
- They search for papers and explore related papers
- While exploring, they add interesting papers to their preference list.

# CHI 2014 DEPLOYMENT

The screenshot shows a user profile page for 'Anant'. The top navigation bar includes links for 'My Papers' (highlighted in yellow), 'My Meetups', and 'Log Out'. Below the navigation, a message encourages users to tag papers for social recommendations. A large yellow callout bubble with the text 'No Schedule' is overlaid on the right side of the page.

**Papers you want to see (0)**

**Papers recommended for you** Refresh

**All Papers (587)**

Search: Enter paper titles, authors, or keywords

**Communicating User Research in Order to Drive Design and Product Decisions – SIG**

**Karen Holtzblatt Shoshana Holtzblatt**

As the industry evolved from engineering-centered design to user-centered design, organizations created new roles. These user experience (UX) roles are charged with conducting user studies, synthesizing data collected, and communicating findings to product managers, engineers, and UI designers. While it's generally accepted that user research shoul...

User-centered design, user studies, user research analysis and representation, requirements gathering and specifications

**Interaction Science SIG: Overcoming Challenges – SIG**

**Andrew Howes Benjamin Cowan Christian Janssen Anna Cox Paul Cairns Anthony Hornof Stephen Payne Peter Pirolli**

Over the past 30 years science has played a key role in shaping and advancing research in Human-Computer Interaction. Informed in part by methods, theories and findings from the behavioral sciences and from computer science, scientific contributions to HCI have provided explanations of how and why people interact through and with technology. We ar...

science, theory, modeling, scientific method, empirical method, experiments, data, evidence, analysis, behavioral sciences, interaction science

**Jogging with Technology: Interaction Design Supporting Sport Activities – SIG**

**Florian Mueller Joe Marshall Rohit Khot Stina Nylander Jakob Tholander**

There has been a significant increase of interactive technologies to support sports activities. Examples are heart rate monitors for cyclists, jogging apps on mobile phones and GPS sports watches for extreme sports. Despite consumer popularity, there is little knowledge about how they should be designed in order to support the exertion activity. Ba...

Sports, exercise, exertion interface

Release  
the list of  
accepted  
papers  
**1-2**  
**months**  
**before**  
the  
schedule  
announc-  
ement

# ADVERTISE! ADVERTISE!

 **ACM SIGCHI** @sig\_chi · Jan 27

Seen the full list of #chi2014 papers? You can search & star ones you want to see, and start planning for Toronto! [confer.csail.mit.edu/chi2014/papers](http://confer.csail.mit.edu/chi2014/papers)

[Collapse](#) [Reply](#) [Retweet](#) [Favorite](#) [More](#)

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RETWEETS 7	FAVORITES 3	
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11:55 PM - 27 Jan 2014 · [Details](#)

 **ACM SIGCHI** @sig\_chi · Jan 29

Did you know? The papers you 'star' to see, will help #chi2014 to determine optimal sessions. [confer.csail.mit.edu/chi2014/papers](http://confer.csail.mit.edu/chi2014/papers) - Start starring!

[Collapse](#) [Reply](#) [Retweet](#) [Favorite](#) [More](#)

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RETWEETS 4	
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12:03 AM - 29 Jan 2014 · [Details](#)

# RICH DATA (4 MONTHS IN ADVANCE)



**Shaun Lawson** @shaunlawson · Jan 26

Yikes. so far I have tagged 55 papers that I "want to see" on the #chi2014 Confer site [confer.csail.mit.edu/chi2014/papers](http://confer.csail.mit.edu/chi2014/papers)

[Collapse](#)

[Reply](#) [Retweet](#) [Favorite](#) [More](#)

8:09 PM - 26 Jan 2014 · [Details](#)

[Reply to @shaunlawson](#)



**John Vines** @almostjohnvines · Jan 29

Hmmmm. It's probably quite unlikely I'll get around to seeing all 71 of the #chi2014 papers I've starred... [confer.csail.mit.edu/chi2014/papers](http://confer.csail.mit.edu/chi2014/papers)

4:54 AM - 29 Jan 2014 · [Details](#)

[Reply to @almostjohnvines](#)

# RESEARCH QUESTION

**Given that Cobi already collects preferences from authors, is there any benefit in doing attendee-sourcing?**

# COBI VS. CONFER

- Attendees want to see more papers
  - Confer (*mean*: 20.83, *std-dev*: 21.47, *median*: 14)
  - Cobi (*mean*: 6.1, *std-dev*: 3.86, *median*: 5)
- Confer has less participation but generates more preference data points
  - Confer (327 attendees: 7,228 preferences)
  - Cobi (634 authors: 3,869 preferences)

# DATA ANALYSIS

**Majority of related papers were detected as related in both.**

## Relative Recall

- Confer
  - **detected** all the related pairs found in Cobi
- Cobi
  - **did not detect** many related pairs found in Confer

# NATURE OF DATA

- **Cobi validates**
  - High Precision (cost: misses a lot on recall)
  - Personal Bias: my paper in a good session
- **Confer discovers**
  - Data: the by-product of a natural exploration by attendees
  - High Recall (cost: some false positives)
  - Possible Biases: social media, popularity
- **Confer & Cobi complement each other**

# **CHI 2014 [CONFER + COBI]**

**CHI 2014 used data collected from both Cobi & Confer**

- **Creating Sessions & reducing conflicts**
  - A set of papers a lot of attendees want to see
    - put in the same session
    - avoid conflicts: don't schedule in parallel

# TAKEAWAYS

- There is value in engaging all the community members
- Different incentives, methods, and interfaces are needed for collecting data from different layers of a community.
- Members with different roles and incentives produce data of different nature

# CONFER: BEYOND SCHEDULING

## Rooms

- put popular papers in bigger rooms



# **CONFER: BEYOND SCHEDULING**

- **Panels, workshops, keynote speakers, etc.**
- **Understand trends, community network, etc.**



# SUMMARY

- Collect inputs from different groups in a community for real-world problems
- Different incentives, methods, and interfaces are needed for collecting data from different groups
- Different groups produce data of different nature

**<http://confer.csail.mit.edu>**