

Hot Topics in



Xiaojuan Ma

Fall 2016




About Topics@HCI

- Instructor
 - Xiaojuan Ma (mxj@cse.ust.hk)
 - Office: Rm3562
- TA
 - Mingfei Sun (msunag@connect.ust.hk)
- Location and Time
 - Rm 6591, Lift 31-32
 - Lecture: Mon & Wed 12:00pm – 13:20pm
 - Office hour: Wed Fri by appointment



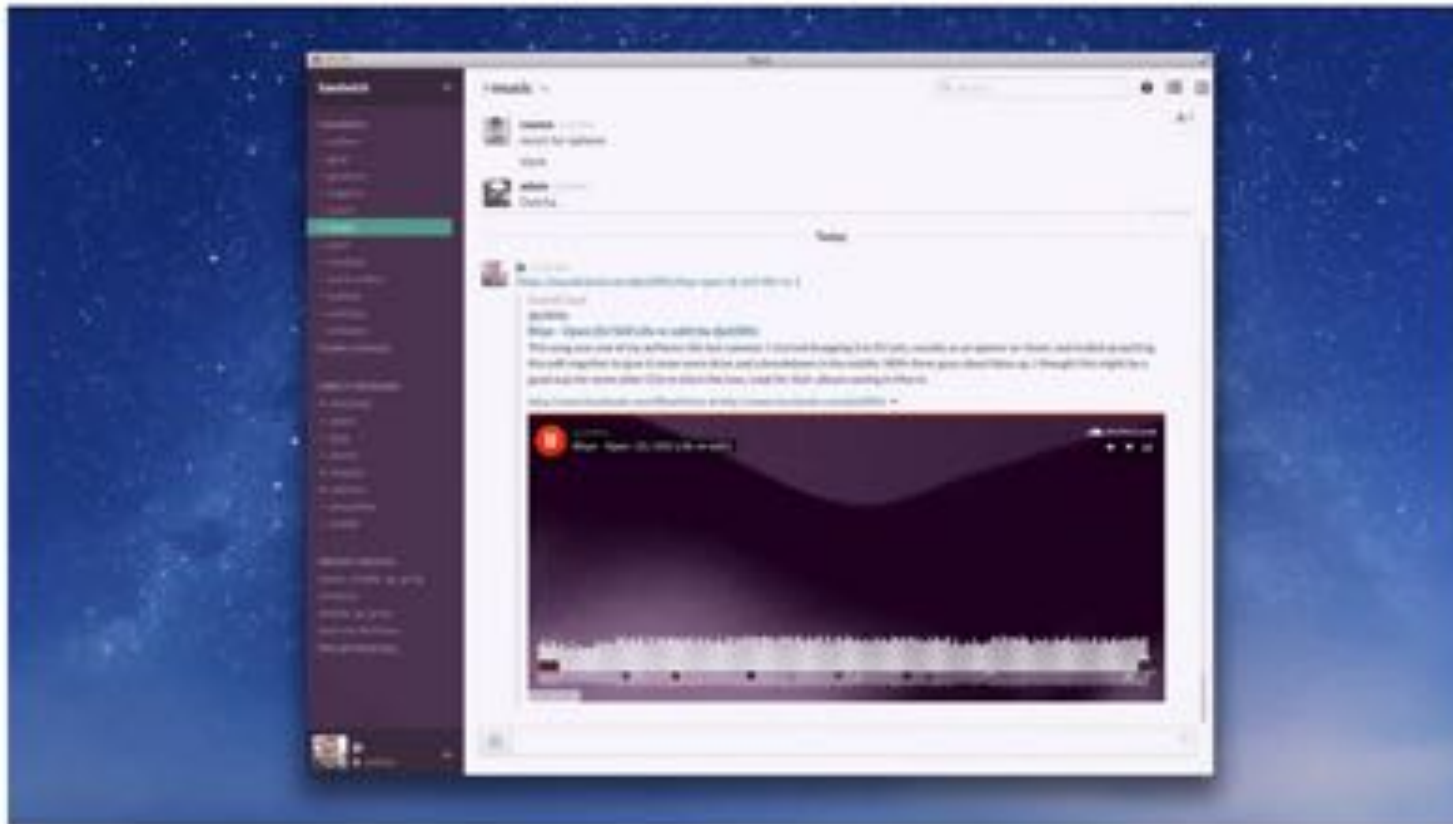


Course Website and Space

- Course website:
<http://home.cse.ust.hk/~mxj/page/COMP4901G-201609.html>
- Team Link: <https://comp4901g201609.slack.com/>
- We will use  **slack** for course communication
 - Make course announcement
 - Publish course materials
 - Submit assignments
 - Public discussion
 - Private message
- Give me an email address and I will invite you
 - My Slack Team ID is **xm**

OCT 31, 2014 @ 9:00 PM 8,107 views

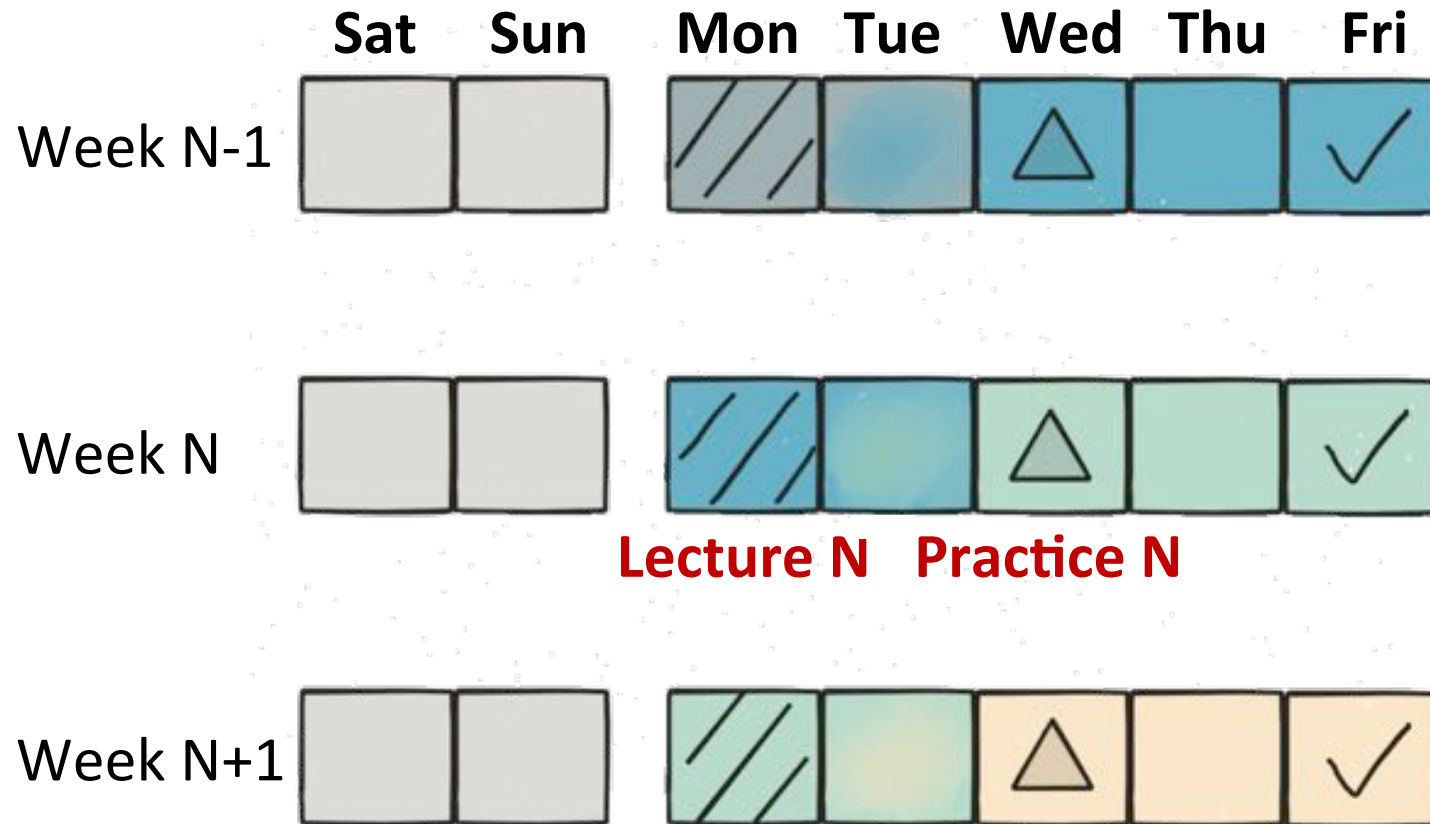
Slack Joins The Billion-Dollar Startup Club



<http://www.forbes.com/sites/ellenhuet/2014/10/31/slack-raises-120m-at-1b-valuation/>



Lecture Structure





Course Learning Outcomes

- **Knowledge/Content Related:**
- **Course ILO #1:** Understanding the basic concepts and methods in HCI research
- **Course ILO #2:** Understanding the foundations and trends of HCI applications
-
- **Academic Skills/Competencies:**
- **Course ILO #3:** Design an interactive system using various methods through different design activities.
- **Course ILO #4:** Prototype an interactive system with assorted digital and physical tools
- **Course ILO #5:** Evaluate an interactive system through user studies.
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- **Other Learning Outcomes:**
- **Course ILO #6:** Communicate effectively with target users and different stakeholders in academia and industry



Grading Scheme

- In-class activities + assignments: 45%
- In-class presentation: 15%
- In-class midterm quiz: 10%
- Final proposal: 30%
- Bonus: 2% +



(1) In-Class Activities 45% + Bonus 2%

- Semi-flip classroom (every Wednesday)
 - A “taste of HCI” exercise: design, prototyping, etc.
 - A game / exercise related to the topic of the week
- Attendance + Activeness
 - Bring a pen/pencil and a deck of paper
 - 1 bonus point for answering a question, etc.
 - Bonus points can be used to trade missing activities
- Assignment Late Policy (usually due Friday)
 - Three “late day” quotas



(2) In-Class Presentation 15%

- Each of you will give one talk on different topics
 - A “Ted-style” talk of technology digest
- Grading rubrics
 - 15 points per presentation
 - 3 points basic
 - 2 points each for: comprehension, recall, Q&A, slides, manner, time management
 - Voted by the audience





(3) In-class Midterm Quiz (10%)

- Case analysis
- Semi-open book



(4) Final Proposal 30%

- Build your own idea – **no copycat**
- A 2~4-page extended abstract (8 points)
 - Academic style
 - Abstract, intro, related work, needfinding, your idea, design, prototyping & evaluation, conclusion, references
- A poster of the needfinding results (4 points)
- A 10~60 seconds video demo / ad (8 points)
 - Business style on the same idea
 - Marketing your idea to users and stake holders
- Get started earlier



(4) Final Proposal 30%

- User Research Poster Exhibition (Nov 28 Mon)
 - User needfinding results
 - Audience rating on
 - Users identification, need verification, design justification
 - Poster design
- Video Showcase (Nov 30 Wed)
 - Final concept + prototype demo
 - Audience rating on:
 - Novelty, feasibility, usability
 - Video quality

Course Learning Outcome	Exemplary	Competent	Needs Work	Unsatisfactory
Understanding the basic concepts and methods in HCI research	Define and clarify the basic HCI concepts and methodologies, and provide proper examples for demonstration	Define and clarify the basic HCI concepts and methodologies.	Define the basic terminologies and methodologies in HCI research, have difficulty in clarifying the details, conditions, and contexts.	Have difficulty in explaining the basic concepts and processes of common design / prototyping / evaluation methods in HCI research
Understanding the foundations and trends of HCI applications	Elicit the history of HCI applications, the key changes, and driving forces, clarify the major challenges and future directions	Elicit the history of HCI applications, and explain the key changes and driving forces	Elicit the history of HCI applications, have difficulty in explaining the key changes and driving forces	Have difficulty in identifying the core values, scopes, challenges, and trends in HCI applications
Design an interactive system using various methods through different design activities	Conduct common design activities such as needfinding, make good use of design tools such as mindmap, and generate clear design insights	Conduct common design activities such as needfinding and make good use of design tools such as mindmap	Conduct common design activities such as needfinding and brainstorming, have difficulty in using design tools such as mindmap	Have difficulty in conducting common activities such as needfinding and brainstorming in design process to generate design ideas

Prototype an interactive system with assorted digital and physical tools	Conduct common prototyping activities, make good use of various prototyping tools, and generate prototypes at different fidelities	Conduct common prototyping activities and make good use of various prototyping tools	Conduct common prototyping activities, have difficulty in using various prototyping tools	Have difficulty in conducting common prototyping activities and using various prototyping tools
Evaluate an interactive system through user studies	Design and conduct user studies and data analysis, make good use of various prototyping tools, and generate good design implications	Design and conduct user studies and data analysis, and make good use of various prototyping tools	Design and conduct user study and data analysis, have difficulty in using various evaluation tools	Have difficulty in designing user studies and conducting data analysis
An ability to communicate effectively with target users and different stakeholders in academia and industry	Explain HCI designs / applications to a general audience and handle questions, and make good use of multimedia	Explain HCI designs / applications to a general audience and handle questions	Explain HCI designs / applications to a general audience, have difficulty in handling questions	Have difficulty in explaining HCI designs / applications to a general audience

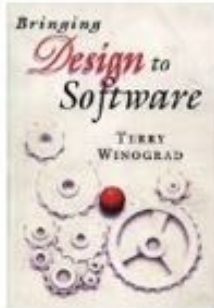
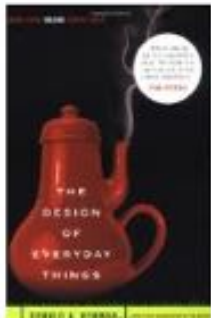
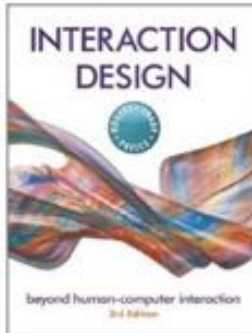


Booklist (not required)

- Alan Dix, Janet Finlay, Gregory Abowd & Russell Beale. *Human-Computer Interaction* (3rd Edition). Prentice Hall, 2004. ISBN 0-13-046109-1.
- Yvonne Rogers, Heken Sharp, & Jenny Preece. *Interaction Design: Beyond Human-Computer Interaction* (3rd Edition). John Wiley & Sons, Inc, 2011. ISBN 0-470-66576-9, 978-0-470-66576-3.
- Donald A. Norman. *The Design of Everyday Things*. Basic Books, 2002.

“Stay hungry. Stay foolish.”

- By Steve Jobs



Google search results for "third wave HCI".

Web Images More...

Google third wave HCI

Scholar About 25,500 results (0.85 sec)

Articles

- When second wave HCI meets third wave challenges
S. Dabber - Proceedings of the 4th Nordic conference on human-computer interaction, 2005 - dl.acm.org
Abstract: This paper surveys the current status of second generation HCI theory, faced with the challenges brought to HCI by the so-called **third wave**, the use context and application types are broadened, and intermixed, relative to the focus of the second wave ...
Cited by 338 - Related articles - All 4 versions - Cite - Save - More
- Pleasure to your fingertips: digitally enabled designer toys as a case of **third-wave HCI**
L. Bartzel, S. Bartzel - Proceedings of the SIGCHI conference on human-computer interaction, 2011 - dl.acm.org
Abstract: In the past decade, HCI has become increasingly preoccupied with the deeply subjective qualities of interaction, experience, embodiment, pleasure, rituality, and so on, an agenda sometimes grouped under the heading of **third-wave HCI**. Analytically ...
Cited by 19 - Related articles - All 2 versions - Cite - Save - More
- Open Sustainable HCI meets **third wave HCI**: 4 themes
P. Siggens, K. Boehrer, S. Siggens - CHI 2009 workshop, 2009 - zettkunst.org
It is widely acknowledged by scientists and, increasingly, the broader public that our way of living is leading to serious environmental problems. Engineers have recognized the necessity to consider environmental sustainability in technology design, leading to the ...
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- Feminist HCI: taking stock and outlining an agenda for design
S. Bartzel - Proceedings of the SIGCHI conference on human-computer interaction, 2010 - dl.acm.org
- Feminist Epistemologies. The transition to **third-wave HCI** (18.45) represents not only a turn to a different sort of computing, but also to new epistemologies better suited to our changing design practice needs. Thus, what we have ...
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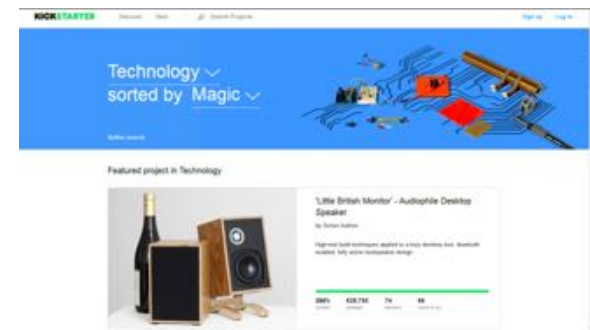
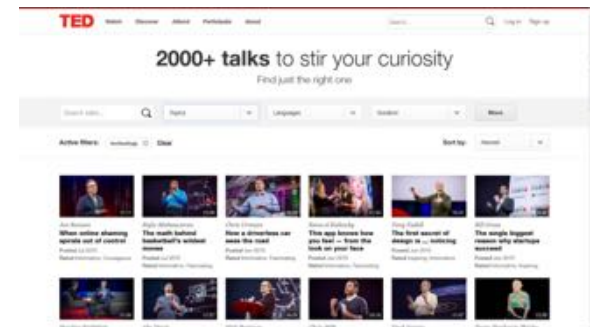
1 - 10 of 25 results

1. When second wave HCI meets third wave challenges
S. Dabber - Proceedings of the 4th Nordic conference on human-computer interaction, 2005 - dl.acm.org

2. Pleasure to your fingertips: digitally enabled designer toys as a case of third-wave HCI
L. Bartzel, S. Bartzel - Proceedings of the SIGCHI conference on human-computer interaction, 2011 - dl.acm.org

3. Open Sustainable HCI meets third wave HCI: 4 themes
P. Siggens, K. Boehrer, S. Siggens - CHI 2009 workshop, 2009 - zettkunst.org

4. Feminist HCI: taking stock and outlining an agenda for design
S. Bartzel - Proceedings of the SIGCHI conference on human-computer interaction, 2010 - dl.acm.org





Learning Aims



Conscious



Critical



Creative



Work for Today

- Join Slack and play with it
- Sign up for “Ted” talk topic in Doodle
 - <http://doodle.com/poll/twmm2bktu6myud38>
 - Deadline: **Wednesday, September 14, 2016**
 - Post your top 3 choices of topics
 - First come first serve
- Watch three selected Ted Talks
 - Submit screenshots + justifications
 - Deadline: **Saturday, September 17, 2016**

Questions?



Xiaojuan Ma
mxj@cse.ust.hk