

Current Topics in Human–Computer Interaction

Organization • Research Contribution Types

Prof. Dr. Jan Borchers

Media Computing Group RWTH Aachen University

Summer Semester '24

J1000 J1



Team

Lecturer



Prof. Dr. Jan Borchers

Teaching Assistant



Sarah Sahabi

Current Topics in HCI Lectures



Marcel Lahaye



Kevin Fiedler



Oliver Nowak



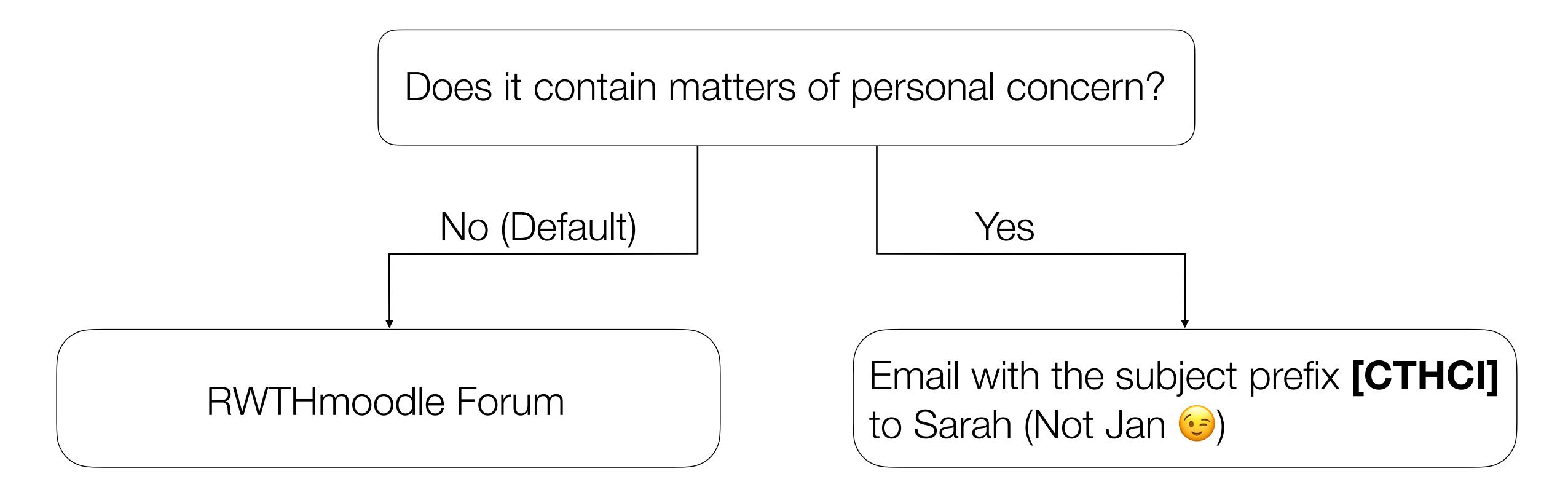
René Schäfer



Paul Preuschoff



The Question Flow Chart:)



Alternatively: A quick chat after the lecture



Goals

- Our most advanced class, with a clear focus and audience
- Understand (and practice!) how scientific research in HCI is conducted
 - Empirical research is quite unique to HCI in your CS education
- Practice how to retrieve and evaluate information from research literature
 - Prepare for your thesis and future (research) work
- Learn about current HCI research from conference papers and journal articles
- Meet our PhD students and learn about our research areas, to find a favorite topic and advisor for your thesis



Who Are You?

- Audience
 - M.Sc. Computer Science / Media Informatics / Software Systems Engineering
 - B.Sc. / M.Sc. Technical Communication (with focus on CS/HCI research)
 - B.Sc. / M.Sc. Electrical Engineering, Information Technology, and Computer Engineering
 - M.Sc. Data Science / Computational Social Systems / Simulation Science
 - B.Sc. Computer Science, ...
- Prerequisite: Designing Interactive Systems (DIS1) strongly recommended
 - In our labs, assignments, and exams, we assume that you know DIS1



Administrative

- Format: 6 ECTS (but check your individual Examination Regulations / PO)
- Lecture: Tuesdays, 10:30–12:00
- Lab: Wednesdays, 12:30–14:00
- Course language is English (no dictionaries allowed in exam)
- Expect to spend around 9h/week in total on this class



Limited Seats

- 39 seats available (groups of 3)
- Register in RWTHonline by the end of today(!)
- Seats will be assigned before tomorrow's lab
- Sign the Declaration of Compliance document and upload it to the Sciebo folder (all on the class website) as a PDF using this naming scheme:

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CTHCI24_DoC_matriculationNumber_lastName.pdf (Example: CTHCI24 DoC 123456 sahabi.pdf)
```

Deadline: Today, 09.04.24, 23:59

A script will parse these files, so following the naming scheme improves your chances:)



Course Structure

Part 1: HCI Research Methods

Lectures: Concepts (Tuesday)

Interactive classes with Prof. Borchers

April 9th – June 18th

Part 2: Current **Topics**

Lectures: Current Topics in HCI (Tuesday)

> Interactive classes with i10 researchers

June 25th – July 9th

Presentations*

Project

Jul

17th

Aug **22nd 30th**

Practice (Wednesday)

- Assignments
- Solutions
- Discussions

Mini HCI Research Project

Practice Conducting HCI Research (Wednesday)

 Conduct actual HCI research and present your own research project in groups of three

A01 A02 M1 M2 M3 M4 M5



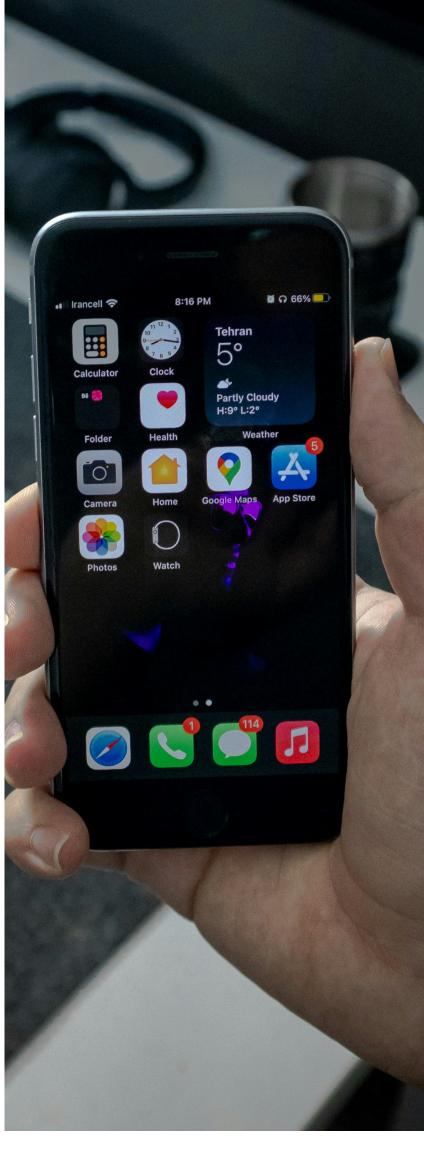
Jul

^{*} Mandatory Attendance











Oliver Nowak: **Textile Interfaces** in the Home

Marcel Lahaye: **Empowering Indirect Personal Maker Collaboration**

René Schäfer: **Fabrication**

Sarah Sahabi: Accessibility Computing

Paul Preuschoff: **Immersive** Design

Kevin Fiedler: **Spatial Computing**



Mini HCI Research Project

- Apply the HCl research methods you learned in an actual small project
- You will come up with a research question, analyze related work, design an experimental protocol, conduct a study, analyze the data, and present your findings
- You will work in teams of three students
- We will guide you with a structure of weekly milestones and discussions

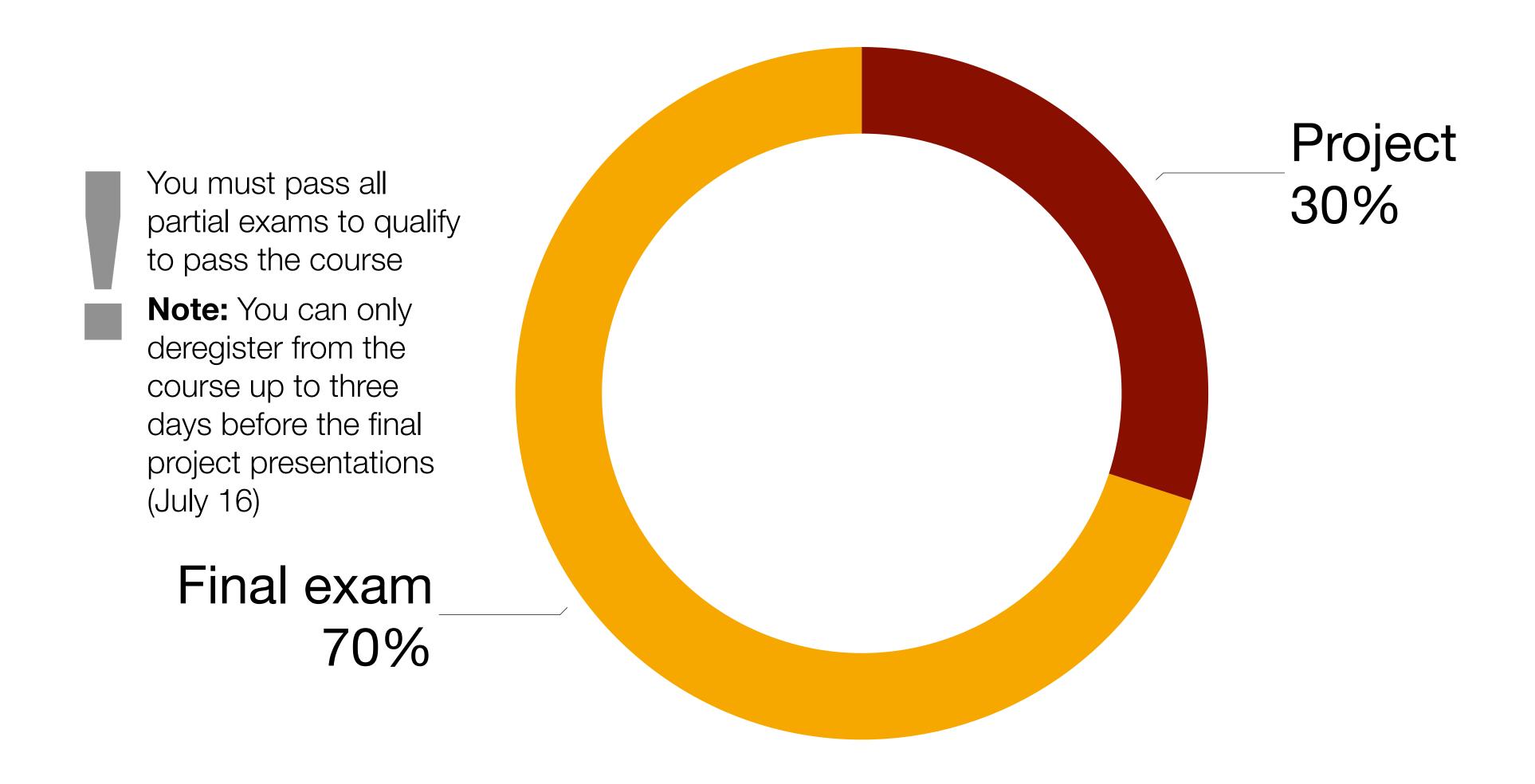


Evaluating Your Mini HCI Research Project

- To evaluate your project, we will consider how well you have applied all concepts covered in our class to your research questions, study, data analysis, and presentation
- In doing so, we will follow the evaluation criteria for research papers you will be learning about in this class: Contribution, Benefits, Novelty, Validity, Applicability, Format
- The project will be graded using our standard grading guidelines:
 - 1.0: Exceptional work that clearly went above and beyond the task specification
 - 2.0: Project was completed satisfactorily as per the task specification
 - 3.0: Project was completed, but has some problems
 - 4.0: Little or no effort was put into the project
 - 5.0: Incomplete project



Final Grade Distribution

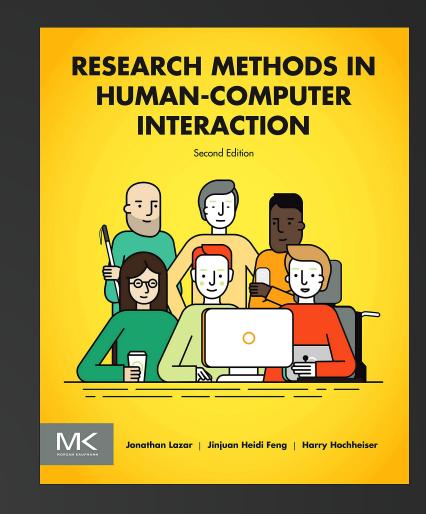


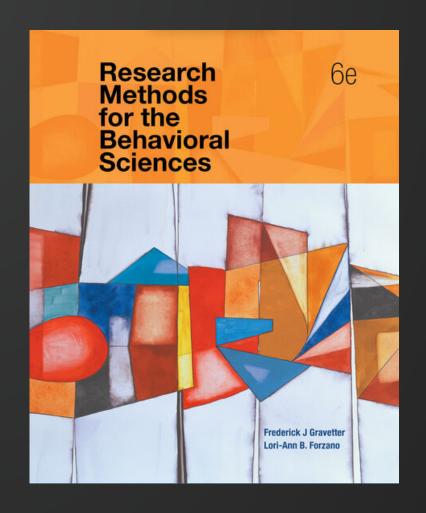


Literature Sources: Methods

Recent Books

- Research Methods in HCI (Lazar et al., 2nd ed., 2017)
 - Highly recommended reading for more details about evaluation methods—especially if you are considering doing your thesis at our chair!
- Research Methods for the Behavioral Sciences (Gravetter and Forzano, 6th ed., 2018)
 - Further **recommended reading** for more details about experimental research methods





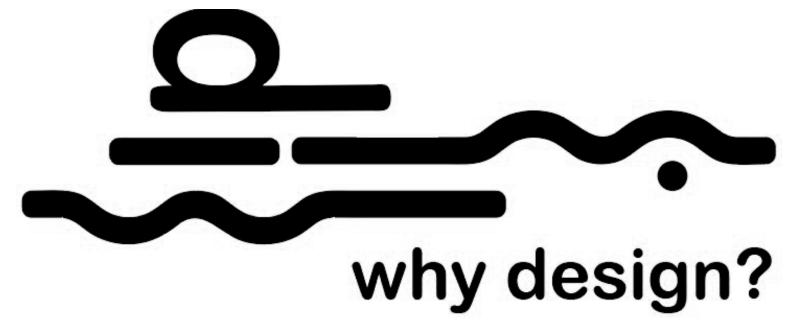


Literature Sources: Current Topics

Conferences









ACM ISS 2024

Journals





Citing and Quoting Correctly

Usability testing—whether inside a lab facility, using portable equipment, or outside of a lab facility—was rated highest as an effective usability methodology to create greater strategic impact. One reason for this high rating

"Usability testing—whether inside a lab facility, using portable equipment, or outside of a lab facility—was rated highest as an effective usability methodology to create greater strategic impact." [1]

Usability testing has the largest impact on strategic improvement [1].

1. Rosenbaum, Stephanie, Janice Anne Rohn, and Judee Humburg. A Toolkit For Strategic Usability: Results From Workshops, Panels, and Surveys. In *CHI'00: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. ACM Press, New York, 2000, pp. 337–344, https://doi.org/10.1145/332040.332454.

Cite and quote instead of plagiarizing!



Consequences of Plagiarism in this Class

- Plagiarism will result in an immediate 5.0 for this class, and may be reported to the university.
- Repeated plagiarism will also ban you from our other classes, and can have severe university consequences, including exmatriculation.



CHAPTER 1

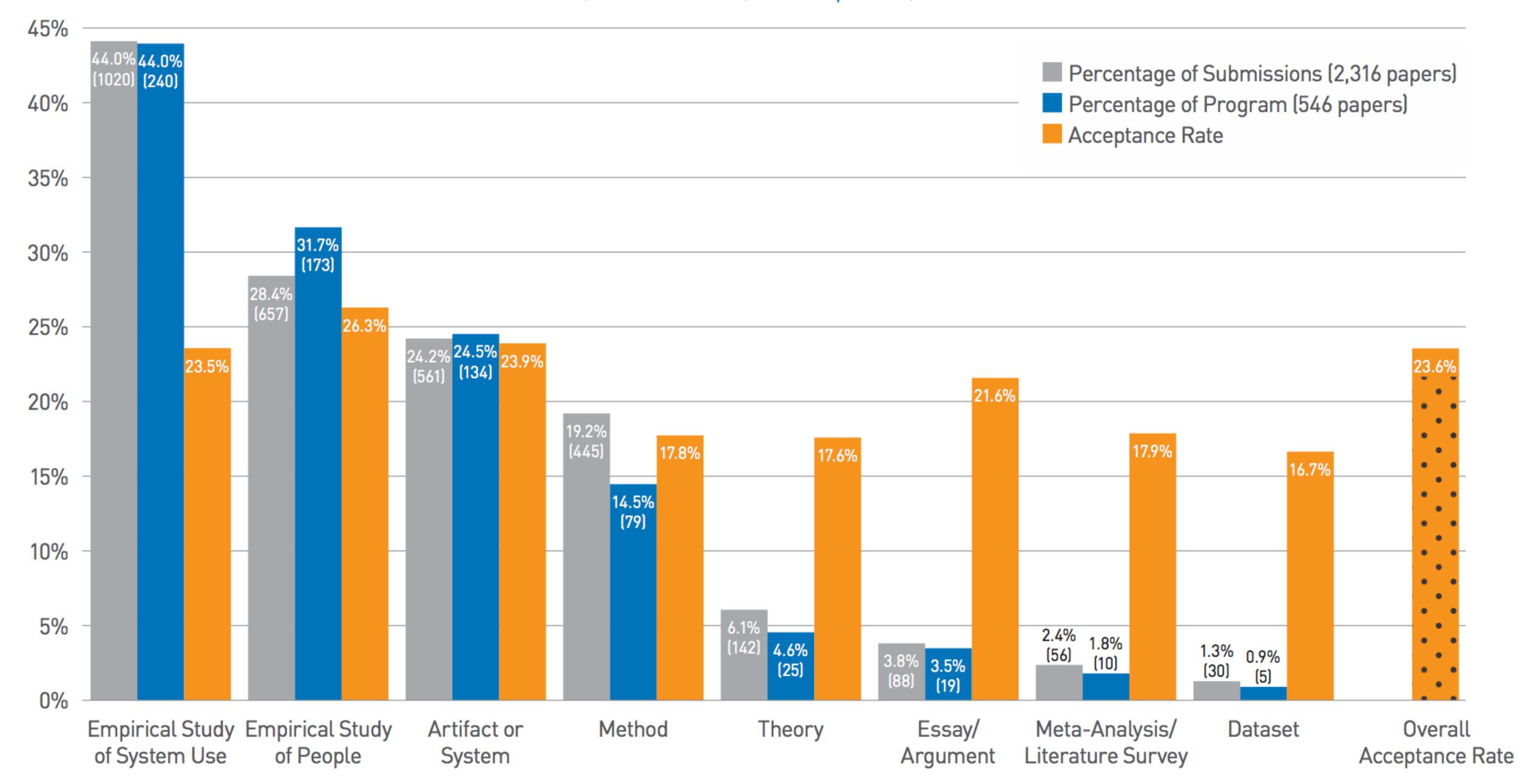
Seven Research Contribution Types in HCI

(Based on: Wobbrock et al., "Research contributions in human-computer interaction", interactions 23(3), 38–44, ACM Press, 2016)



[ibid., page 44]





Empirical Contributions



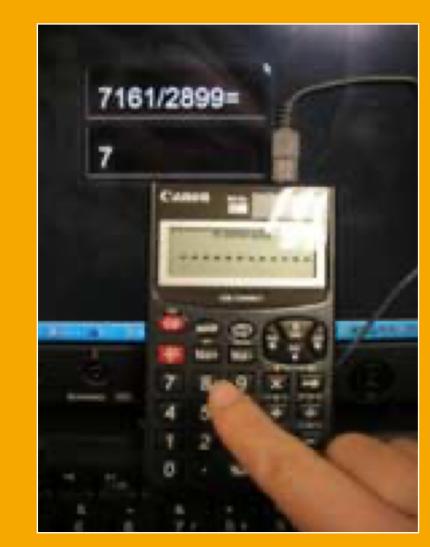
Empirical Contributions

- Based on observation and data gathering
- From experiments, user tests, field observations, interviews, surveys, focus groups, diaries, ethnographies, sensors, log files
- Evaluated based on the importance of findings and the soundness of the methods



Example: Soft Buttons

- Lee et al. studied the efficacy of soft buttons on touch screens compared to hard buttons (published at CHI '09)
- Three empirical experiments
 - OPERATING MODE (finger vs. stylus) and FEEDBACK TYPES (acoustic vs. haptic)
 - ACTIVATION MECHANISM (contact-capacitive vs. force activation-resistive)
 - BUTTON SIZE (2 sizes) and ACTIVATION MECHANISM
- Measured input accuracy, speed, amount of corrections, and subjective ratings with soft and hard buttons



Hard Button



Soft Button - Stylus



Soft Button - Finger



Example: User Awareness

• Cherek et al. (our lab) studied the **effect on users' awareness** regarding tangible objects on a screen vs. their virtual presentation (published at CHI '18)

Empirical experiment

- Groups of 2–4 users played a game grabbing their attention
- Users had to become aware of other players actions occasionally
- Measured the reaction time





Artifact Contribution Types Artifact Contributions



Artifact Contributions

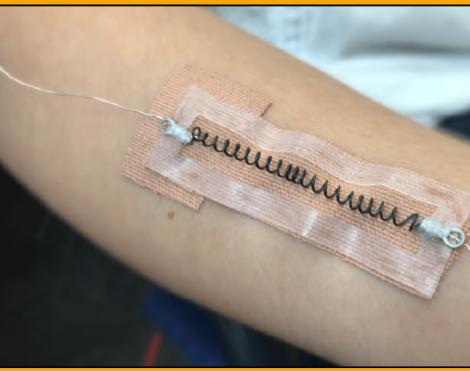
- Driven by new systems, architectures, tools, toolkits, techniques & sketches
- Enable new exploitations, and suggest new insights and possible futures
- Evaluated based on:
 - What they make possible (e.g., toolkits),
 - Performance (e.g., techniques),
 - Innovation insightfulness (e.g., sketches)
- Empirical studies can be harmful for some artifacts



Example: Springlets

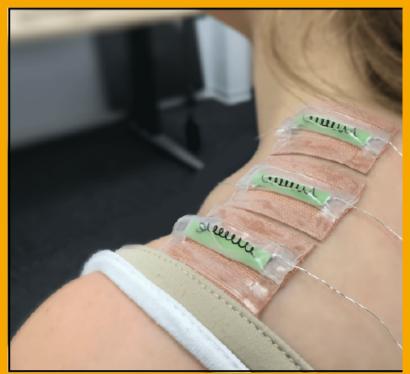
- We developed Springlets: expressive, nonvibrating mechano-tactile interfaces on the skin based on SMAs (published at CHI '19)
- Artifact contribution
 - Thin & flexible tactile interfaces that are easy to reproduce
- Empirical evaluation
 - Study on effectiveness & wearability in stationary and mobile situations













What to Do Now

Today

- 1. Register for the course on RWTHonline
- 2. Upload your signed Declaration of Compliance

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File Name: CTHCI24_DoC_matriculation number_last name.pdf
(E.g.: CTHCI24_DoC_123456_sahabi.pdf).
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Deadline: Today, 09.04.24, 23:59

3. Feel free to check out our other classes

Otherwise, see you tomorrow at the lab where we will introduce you to literature reviews \gg



