COMP 7920:
Advanced Human-Computer Interaction
Fall 2018

Today

Introductions

Course overview and objectives

Course activities and deliverables

Introductions

Instructor:
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  Please include "COMP 7920" in subject

Office Hours:
 Mondays/Wednesdays 1:30-2:30
 Or email an appointment

Introductions

My research interests:
 Software learnability

 Crowdsourcing and online communities

 Intelligent interactive systems

 Technology use in rural/remote areas

 Children and technology

Introductions

Now you!

Course Website

www.cs.umanitoba.ca/~bunt/COMP7920

ROASS, notes, readings, project details, etc

UM Learn

for discussion comments/questions (more on this later....)

HCI

*Human-computer interaction is a discipline concerned with the **design**, **evaluation** and **implementation** of **interactive computing systems** for human use and with the **study of major phenomena surrounding them**.*

– ACM definition

Course Overview

Part 1: Background (~ 2 weeks)

Part 2: Depth component (~9-10 weeks)

Course Overview: Background

Types of HCI research contributions

Overview of different study methodology

Controlled quantitative evaluations

Qualitative evaluations

Evaluating new systems / artifacts

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Course Overview: Depth Component

Crowdsourcing
and
Online Communities

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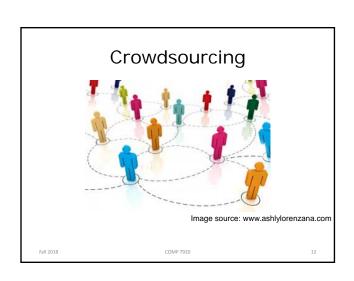
Depth Component: Units

Crowdsourcing and microtask markets

Community-generated content

Social media and online communities

Games with a purpose

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Crowdsourcing

Image source: www.ashlylorenzana.com

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Crowdsourcing

the process of obtaining needed services, ideas, or content by soliciting contributions from a large group of people, and especially from an online community, rather than from traditional employees or suppliers.

-- Merriam Webster

Crowdsourcing: Topics

Crowdsourced experiments

Crowd-powered interfaces

Crowdsourcing expert work

Social and ethical concerns

Community-Generated Content

"**any form of content** such as blogs, wikis, discussion forums, posts, chats, tweets, podcasts, digital images, video, audio files, advertisements and other forms of media that was created **by users of an online system or service**, often made available via social media websites" -- Wikipedia

Community-Generated Content

Community-Generated Content: Topics

Collaborative editing

Forum dynamics

Structuring knowledge

Additional Topics

Social media and online communities

Games with a purpose

Citizen science (if scheduling permits)

Course Objectives

At the end of the course you should:

- Be familiar with a range of validation approaches and methods

- Have an appreciation for the state-of-the-art in a prominent HCI research area

- Be able to read research papers with a critical eye

- Gain hands-on experience applying one or more HCI methods

Class Format

~20% will be formal lectures

Purpose:

- Fill in *some* missing background

- Overview key research challenges, etc. in an upcoming topic

Class Format

~80% will be seminar-style

    2 assigned, mandatory readings per class

    We will discuss the papers as a group

Purpose:

    Active, grounded learning of key concepts, issues, etc

    Overview state-of-the-art

    Practice reading papers critically and efficiently

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Grading Scheme

Questions/Comments: 15%

Paper Presentations: 20%

Participation: 15%

Project: 50%
    Proposal: 20%
    In-class status update: 5%
    Presentation: 15%
    Final report and Demo: 60%

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Questions/Comments

For each "paper discussion" class, you will need to come up with **two** questions or comments per paper

Questions should be designed to **stimulate discussion**

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Questions/Comments

Good questions/comments:

    Comment on a unique / interesting strength or weakness

    Relate the research to important issues in the field

    Relate the research to other papers discussed in the course

    Propose interesting potential avenues for future work

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Questions / Comments

Post your questions/comments on the
discussion forum on UMLearn by **7:59pm
the day before class**

Late questions/comments will not be
graded

Questions / Comments

Marking

   Each **set** of questions will be marked on a
5-point scale:

     1=poor (C), 2=fair (B), 3=good (B+), 4=very
good (A), 5=exceptional (A+)

   No written feedback provided

Paper Presentations

Twice during the term, you will be
responsible for leading a paper discussion

This will consist of:

   Presenting a *critical summary* of the
paper (10 - 15 mins)

     Required components will be discussed in
class

   Leading the discussion

Paper Presentations

You will be graded on

   quality of critical analysis (more on this
later)

   presentation skills

   your organization of the subsequent
discussion organization

Small amount of written feedback will be
provided

Paper Presentations

Between now and Sept 17:

Come up with a "short list" of papers you are interested in presenting

Discussion classes begin with "Crowdsourced Experiments"

Note: dates might shift throughout term

We will assign presenters to papers on Sept 17th or 19th in class

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Project

Must relate to the course focus (i.e., Crowdsourcing and Online Communities)

Should involve the application of one or more HCI techniques or methods

Projects should be developed in consultation with the instructor

Projects can be done individually or in groups of 2-3

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Project Deliverables

Project proposal (2 pages max)
Due date: Oct 10 (tentative)

In-class status update
Nov 7 (tentative)

In-class project presentation:
Dec 3 or Dec 5

Final report (10 pages max) and demo
Due date: Dec 14 (tentative)

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Participation

Only active contributors to in-class discussions with receive full marks

Also:

1% is deducted from this 15% for every absence (with 2 "free" misses)

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For Next Class

Make sure you have access to the course site on UMLearn

Read McGrath and Wobbrock papers (no deliverables)