



AIS SIGHCI Newsletter

Association for Information Systems
Special Interest Group on Human-Computer Interaction

Volume 15 Issue 1

July 2016

New Chair's Remarks – Dr. Zhenhui (Jack) Jiang

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Dear SIGHCI members,

I am much honored to assume my duty as the chair of AIS SIGHCI. Over the past few years, SIGHCI has witnessed a steady growth and remained as one of the most active SIGs under AIS. We have about 300 members from over 40 countries and continue to increase our visibility among academics in Business, Information Systems, and Computing disciplines. I would like to take this opportunity to thank all past SIGHCI officers who have been dedicated to making this community stronger. I appreciate your selfless contribution very much. In particular, I would like to thank my predecessors, Prof. Na Li and Prof. Miguel Aguirre-Urreta, who have put tremendous effort into the administrative work of SIGHCI. Without their diligence and enthusiasm, we could not have maintained a vibrant community and could not have successfully organized those SIGHCI-related activities at conferences like ICIS, AMCIS, ECIS, PACIS, HICCS, HCII, and the Pre-ICIS HCI/MIS Workshop.

During my term, I plan to work with all of you to further promote SIGHCI among AIS colleagues. Being the first SIGHCI chair from outside America, I would like to continue to encourage and support HCI research in Region 1 and call for more HCI-related research activities and initiatives in Region 2 and Region 3. I personally feel that more HCI research can focus on those emerging phenomena in social media, mobile computing, business analytics, security, virtual reality, and artificial intelligence, in both developed countries and developing countries. Through our consistent effort, we will produce more interesting and useful research findings and make SIGHCI an even more impactful community among IS colleagues.

Most important, I look forward to working with current SIGHCI officers to serve you with our utmost dedication and humbleness. Please feel free to let us know if you have any question about the current status or future plan of SIGHCI. We would also like to hear your ideas and suggestions on how to further strengthen the community bonding to make SIGHCI a better family to all of us.

Finally, on behalf of SIGHCI officers, we thank you for your support and look forward to meeting with you at conferences and workshops.

Best wishes,
Zhenhui (Jack) Jiang
AIS SIGHCI Chair



AIS SIGHCI One-Year Report: 7/2015 - 6/2016

Miguel I. Aguirre-Urreta, SIGHCI Chair (2015-2016)

with the assistance of SIGHCI advisors and officers

July 1, 2016

<http://www.sighci.org/>

SIGHCI is the Special Interest Group on Human-Computer Interaction affiliated with the Association for Information Systems (AIS). The SIG was approved by the AIS council in Spring 2001 and was one of the first six SIGs announced on ISWorld in July 2001. Since then, SIGHCI has become one of the largest and most active AIS SIGs.

1. MISSION & TOPICS

SIGHCI provides a forum for AIS members to discuss, develop, and promote a range of issues related to the history, reference disciplines, theories, practice, methodologies and techniques, new developments, and applications of the interaction between humans, information, technologies, and tasks, especially in the business, managerial, organizational, social, and cultural contexts.

SIGHCI's mission is twofold:

- To facilitate the exchange, development, communication, and dissemination of information among AIS members;
- To promote research related to human-computer interaction within business, managerial, and organizational contexts among AIS members and to the larger community of practitioners and scholars.

To fulfill our mission, SIGHCI is involved in several conferences, workshops, and other endeavors. Activities and accomplishments of the SIG in the 2015-2016 year are included in Section 3 of this report.

2. OFFICERS, GOVERNANCE, AND BYLAWS

The Advisory Board members and officers serving from July 2014 to June 2018 are as follows:

Advisory Board

Izak Benbasat, University of British Columbia, benbasat@commerce.ubc.ca (10/02-6/17)
Dennis Galletta, University of Pittsburgh, galletta@katz.pitt.edu (10/02-6/17) (Advisory Board Chair, 7/14-6/15)
Fiona Fui-Hoon Nah, Missouri University of Science and Technology, na hf@mst.edu (7/06-6/17)
Joe Valacich, University of Arizona, valacich@email.arizona.edu (7/05-6/17)
Ping Zhang, Syracuse University, pzhang@syr.edu (7/05-6/17)
Soussan Djamassbi, Worcester Polytechnic Institute, djamassbi@wpi.edu (7/14-06/17)
Richard Johnson, University at Albany, State University of New York, rjohnson@albany.edu (7/15-6/18)

Chair

Miguel Aguirre-Urreta, Texas Tech University, miguel.aguirre-urreta@ttu.edu (7/15-6/16)

Chair Elect

Zhenhui "Jack" Jiang, National University of Singapore, jiang@comp.nus.edu.sg (7/15-6/16)

Past Chair

Na "Lina" Li, Baker College, nli01@baker.edu (7/15-6/16)

Secretary and Treasurer

Anna McNab, Niagara University, amcnab@niagara.edu (7/14-6/17)

Vice Chair for Membership

Upasna Bhandari, National University of Singapore, a0106246@nus.edu.sg, and Mina Shojaeizadeh, Worcester Polytechnic Institute, minashojaei@wpi.edu (7/15-6/18)

Vice Chair for Marketing

Constantinos Coursaris, Michigan State University, coursari@msu.edu (1/13-1/17)

Vice Chair for Research Resources

Younghwa Lee, Miami University, gabeelee@miamioh.edu (1/13-1/17)

Vice Chair for Sponsorship

Jinwei Cao, University of Delaware, jcao@udel.edu (7/16-6/19)

Vice Chair for Teaching Resources

Wietske van Osch, Michigan State University, vanosch@msu.edu (1/13-1/17)

Student Ambassador

Upasna Bhandari, National University of Singapore, a0106246@nus.edu.sg (7/16-6/17)

Mina Shojaeizadeh, Worcester Polytechnic Institute, minashojaei@wpi.edu (7/16-6/17)

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Yi "Jenny" Zhang, California State University Fullerton, jzhang@fullerton.edu (7/10-6/17)

Listserv Manager

Ping Zhang, Syracuse University, pzhang@syr.edu (1/02-6/17)

Conference and Track Chairs

Workshop Chair for Pre-ICIS HCI Workshop 2015

Na "Lina" Li, Baker College, nli01@baker.edu (5/14-6/15)
Miguel Aguirre-Urreta, Texas Tech University, miguel.aguirre-urreta@ttu.edu (7/15-6/17)



AIS SIGHCI One-Year Report: 7/2015 - 6/2016

Conference Track Chair for AMCIS 2016

Dezhi Wu, Southern Utah University, dezhi.wu@gmail.com (7/14-8/16)
 Miguel Aguirre-Urreta, Texas Tech University, miguel.aguirre-urreta@ttu.edu (7/14-8/16)
 Greg Moody, University of Nevada, Las Vegas, gregory.moody@unlv.edu (7/14-8/16)

Conference Track Chair for PACIS 2016

Susanna Ho, Australian National University, susanna.ho@anu.edu.au (7/14-6/16)
 Choon Ling Sia, City University of Hong Kong, iscl@cityu.edu.hk, (7/16-6/17)
 Kevin Kuan, The University of Sydney, kevin.kuan@sydney.edu.au (7/16-6/17)

Conference Track Chair for HICSS 2016

Christoph Schneider, City University of Hong Kong, christoph.schneider@cityu.edu.hk (7/13-6/16)
 Joe Valacich, University of Arizona, valacich@email.arizona.edu (7/06-6/16)
 Angelika Dimoka, Temple University, angelika@temple.edu (7/11-6/16)

Conference Track Chair for HCI in Business (HCIB) 2016

Fiona Fui-Hoon Nah, Missouri University of Science and Technology, nahf@mst.edu (7/13-8/16)
 Chuan-Hoo Tan, City University of Hong Kong, ch.tan@cityu.edu.hk (7/14-8/16)

Conference Track Chair for ECIS 2016

Torkil Clemmensen, Copenhagen Business School, Denmark, tc.itm@cbs.dk (9/14-6/16)
 Noam Tractinsky, Ben-Gurion University of the Negev, Israel, noamt@bgu.ac.il (9/14-6/16)
 Netta Iivari, University of Oulu, Finland, netta.iivari@oulu.fi (9/14-6/16)

3. ACTIVITIES & ACCOMPLISHMENTS

3.1. AIS Outstanding SIG Award

Due to the high level of interest and support from enthusiastic SIG members and the hard work of the organizing team, SIGHCI continues to be one of the largest and most active AIS SIGs. The Association for Information Systems has named SIGHCI as an outstanding Special Interest Group (SIG) for the year 2015. In this limited space, we report on SIGHCI's activities and accomplishments over the past year – July 2015 to June 2016.

3.2. Identity and Community Building

In keeping with its mission, SIGHCI continues to advance the goal of building a community of scholars who share common interests and who appreciate and help develop each other's work. Our membership roster has 320+ members as of July 1, 2016. The membership has a global impact representing six continents and nearly 50 countries. The SIG continues to work with AIS to integrate

SIG membership renewals with general conference registrations and AIS membership renewals. This integration should result in a greater number of current (paid) members.

3.3. Communications and Outreach

In the past year, we have continued to promote awareness of SIGHCI, to extend the identity and reputation of SIGHCI, and to promote dialogs with the MIS community and other related external parties. These activities are carried out using four levels of communication (see prior years' reports for details): SIG-wide communication, promotion of HCI in the MIS community, dialog with other HCI associations, and connections with industry. In an effort to further support our members and the HCI community, all SIGHCI workshop papers from 2003 are made available through the AIS e-Library at <http://aisel.aisnet.org/sighci/>.

In addition, the SIGHCI listserv was created as a broadcast medium for MIS and HCI researchers, doctoral students, and practitioners in 2001. It is open to both SIGHCI members and non-members. As of July 1, 2016, it has over 500 subscribers from across the world. An AIS SIGHCI group was created on LinkedIn in 2008. It has attracted 734 members as of July 1, 2016. Since 2014, the HCI in Business (HCIB) International Conference affiliated with HCI International (HCII) Conference has joined a number of social media for researchers and practitioners to connect on Facebook, Twitter, and Google+.

3.4. SIGHCI Sponsored Conferences/Meetings

SIGHCI has sponsored and organized the annual Pre-ICIS Workshop on HCI Research in MIS since 2002. SIGHCI also participates in the following conferences: HCI track at AMCIS (Americas Conference on Information Systems) since 2002, HCI track at ECIS (European Conference on Information Systems) in 2006-2007, 2011-2014, and 2016, paper sessions at HCII (HCI International Conference) in 2005-2013, International Conference on HCI in Business (HCIB) affiliated with HCII since 2014, HCI mini-track at HICSS (Hawaiian International Conference on System Sciences) beginning in 2007, HCI track at ICIS (International Conference on Information Systems) since 2004, and HCI track at PACIS (Pacific-Asia Conference on Information Systems) since 2005.

Table 1. Summary of Meetings Completed or In Progress	
Pre-ICIS Workshop 2014, Auckland, New Zealand	
Format	Workshop (1 day)
Chairs	Li, Aguirre-Urreta
Program Chairs	Moody, Tarafdar, Randolph
Onsite Host	Li, Aguirre-Urreta
PC/reviewers	50+
Accepted	15 papers; 9 posters
Acceptance Rate	51%
Participants	57
Special Events	Panel, best paper, reviewer, and service awards, business meeting



AIS SIGHCI One-Year Report: 7/2015 - 6/2016

Table 4. Summary of Fast Tracked Papers

Journal	Based on	Editors	Status
THCI	Pre-ICIS Workshop, HCI tracks/ mini-tracks/ sessions at ICIS, AMCIS, ECIS, PACIS, and HICSS	Galletta, Lowry	On-going
THCI	Human-Computer Interaction in Health and Wellness Workshop at AMCIS 2014, Savannah, GA	Wilson, Djamasbi (guest editors)	Published in Volume 7, Issue 3, 2015

3.7. SIGHCI Annual Election

In January 2016, Na “Lina” Li, Richard Johnson, and Miguel Aguirre-Urreta were appointed as the nominating/election committee by SIGHCI Executive Board, to help administer the annual election for the position of SIG Chair-Elect. Gabe (Younghwa) Lee was nominated by the committee. The election was completed in March 2016. Gabe (Younghwa) Lee was elected as the next Chair-Elect, effective July 1, 2016, with Zhenhui (Jack) Jiang becoming the Chair and Miguel Aguirre-Urreta the Past-Chair on this same date.

4. SERVICES TO MEMBERS & COMMUNITIES

SIGHCI provides a range of services to its members (visit the SIGHCI website, <http://www.sighci.org/>, for more information about these services). The website has information about every aspect of SIGHCI, including the mission, bylaws, membership, listserv, conferences, newsletters, photo gallery, HCI related journals, research resources, teaching resources, and SIGHCI officers and contacts. In order to provide greater access to research materials to our members and the SIGHCI community, all SIGHCI workshop papers from 2003 onwards were made available through the AIS e-Library at <http://aisel.aisnet.org/sighci>.

5. FINANCIAL MATTERS

Our SIGHCI accounting records, which are maintained by AIS, show that as of April 2016 our SIG has earned a surplus of \$51,608.44. The income and expenses for the past fiscal year are listed in Table 5. We worked hard on increasing the surplus by controlling costs, e.g. we reduced printing costs by providing more online content. We also took major steps to attract more organizations to support our SIG.

Table 5. Financial Data for Fiscal Year 2015-2016

Balance (7/1/2015)		\$45,142.79
Revenue		\$13,985.00
Membership Fees	\$1,560.00	
Workshop Registration	\$8,175.00	
Sponsorship	\$4,250.00	
Expenses		(\$7,519.35)
Business meeting at AMCIS'15	(\$474.60)	
Workshop 2015	(\$7,044.75)	
SIGHCI Website hosting	(\$0.00)	
Balance (4/30/2016)		\$51,608.44

6. LOOKING FORWARD

Since its inception in 2001, our SIG has made significant progress through the support of its advisors, officers, sponsors, and members. The cooperation and assistance of the AIS office, as well as the support of journal editors in encouraging HCI research in MIS, has been instrumental in SIGHCI's growth. On a personal note, it has been a great experience to work side by side with such a nice and involved group of colleagues, and look forward to many future collaborations. I am happy to welcome Gabe Lee as Chair Elect and to turn over the position of Chair to Jack Jiang. I have every confidence that they will continue to grow and evolve the SIG into new and exciting directions.

SIGHCI Recognized As 2015 Outstanding SIG



The Association for Information Systems has named SIGHCI as an outstanding Special Interest Group (SIG) in the year of 2015. This honor is awarded only to SIGs and chapters that meet the minimum standards that all groups should strive for and exceed. Criteria for recognition includes: hosting events, workshops, or conference tracks; publishing research; recognizing member achievements; communication and promotion of the group's activities; effective group operations. All SIGs and chapters are eligible for recognition each year and are awarded only if they meet the criteria for the award within a single calendar year. This honorable recognition serves as motivation for groups to maintain excellent programs, operations, and services that support a successful Special Interest Group or chapter.

This year SIGHCI is one of 21 groups that met the criteria for acknowledgment of being named an outstanding SIG or chapter. Activities conducted by SIGHCI in the year of 2015-2016 are reported in the AIS SIGHCI One-Year Report of 7/2015 - 6/2016, which is presented earlier in this issue of the SIGHCI newsletter.

Review: Annual Pre-ICIS Workshop on HCI Research at MIS

SIGHCI

At the International Conference on Information Systems (ICIS) 2015
Fort Worth, Texas, USA, Dec 13-16, 2015

Workshop Co-chairs

Miguel Aguirre-Urreta, Texas Tech University (miguel.aguirre-urreta@ttu.edu)

Na "Lina" Li, Baker College (nli01@baker.edu)

Program Co-chairs:

Greg Moody, University of Nevada, Las Vegas (gregory.moody@unlv.edu)

Monideepa Tarafdar, Lancaster University (m.tarafdar@lancaster.ac.uk)

Adriane B. Randolph, Kennesaw State University (arandol3@kennesaw.edu)

The Pre-ICIS Workshop on HCI research (SIGHCI) 2015 attracted high quality submissions. There were submissions across different areas of Interface Design, Persuasion, Measuring User Interaction, Identity Interruption, Gamification, Perspective taking and many other diverse topics. 24 papers were accepted. (15 full papers and 9 poster presentations).



Review: HCI Track at ICIS 2015

Human-Computer Interaction Track

At the International Conference on Information Systems (ICIS) 2015

Fort Worth, Texas, USA, Dec 13-16, 2015

Track Co-Chairs

Camille Grange, HEC Montreal, Canada, camille.grange@gmail.com

Zhenhui Jack Jiang, National University of Singapore, jiang@comp.nus.edu.sg

Juliana Sutanto, ETH Zurich, Switzerland, jsutanto@ethz.ch

The ICIS 2015 HCI track attracted high quality submissions. There were total of 45 submissions in different areas of human computer interaction. 13 papers were accepted (29% acceptance rate). Same acceptance rate was maintained across tracks.



Review: HCI Mini Track at HICSS 2016

Mini Track Human-Computer Interaction Track at HICSS 2016

Koloa, HI, USA, Jan 5-8, 2016

Mini-track Co-chairs

Christoph Schneider
Joseph S. Valacich
Angelika Dimoka

The 11th Annual SIGHCI-sponsored HICSS mini-track was held January 5-8, 2016 in Kauai, at the Grand Hyatt. Out of 22 submitted papers, nine papers were accepted for presentation, resulting in an acceptance rate of 40.9%. The papers were presented in three sessions, which were very well-attended. Many thanks to the authors, the reviewers, and the audience who helped making this mini-track a success.



Photo Source: http://gamification-research.org/wp-content/uploads/2015/03/72b12a_10647d7f6b7c4d34b9a16b2bf8dbc4f0.jpg

Future Activities Sponsored by AIS SIGHCI

International Conference on HCI in Business, Government and Organizations (HCIBGO) Affiliated with HCII 2016, Toronto, Canada

17 – 22 July 2016 in Toronto, Canada

Conference Co-Chairs:

Fiona Fui-Hoon Nah, Missouri University of Science and Technology, na hf@mst.edu
Chuan-Hoo Tan, National University of Singapore, chtan@comp.nus.edu.sg

Paper submissions due: November 6, 2015

Acceptance notification: December 11, 2015

Deadline for Camera-ready Receipt: February 12, 2016

For call for papers and more details, please visit <http://sighci.org/>



Call for Participation: Meaningful Play 2016 Conference

We are excited to announce two additional keynote speakers for Meaningful Play 2016 (<http://meaningfulplay.msu.edu>), taking place October 20-22, 2016 in East Lansing, MI, USA. Michealene Cristini Risley and Dr. Isabela Granic join Richard Lemarchand, Elizabeth LaPensée, Dr. Jacquelyn Ford Morie, and Halcyone “Cy” Wise as keynote presenters.

Meaningful Play 2016 is a conference about theory, research, and game design innovations, principles and practices. Meaningful Play brings scholars and industry professionals together to understand and improve upon games to entertain, inform, educate, and persuade in meaningful ways.

The conference will include thought-provoking keynotes from leaders in academia and industry, peer-reviewed paper presentations, panel sessions (including academic and industry discussions), innovative workshops, roundtable discussions, and exhibitions of games and prototypes.

The call for submissions AND games is available NOW and is due July 14, 2016. Complete details on the conference are available at:

<http://meaningfulplay.msu.edu/>

Keynote Speakers:

--->Michealene Cristini Risley, Human rights warrior, entrepreneur, storyteller

Michealene Cristini Risley is an award-winning writer, director and human rights activist. She has worked with a number of fortune 100 companies such as Sega of America, Zynga, the Walt Disney Company, Marvel Comics, Nike, and Adidas. She ran for the Americans Elect nomination for President of the United States in 2012. Michealene founded and ran the non-profit organization Freshwater Haven from 2002 - 2014 to address the dramatic social change that is required to stop physical, sexual and emotional abuse of women and children.

As an award winning filmmaker, Michealene Cristini Risley co-wrote and directed *Tapestries of Hope*, a feature-length documentary that exposes the myth behind the belief that raping a virgin cures a man of HIV/AIDS. Her trip to Zimbabwe resulted in her being imprisoned and deported in an attempt by the Mugabe-led government police to quash her telling the story of Betty Makoni, a Zimbabwean child and human rights activist (a CNN top 10 hero for 2009) whose Girl Child Network rescues abused girls and provides them counseling, healing and educational support.

Currently, Michealene continues to focus on merging her corporate life with her work on human rights issues as well as innovative ways to leverage technology and media to create awareness and social change.

--->Isabela Granic, Professor and Chair, Developmental Psychopathology, Radboud University Nijmegen

Isabela Granic received her PhD from the University of Toronto in developmental psychology. She is currently Professor and Chair of the Developmental Psychopathology department at Radboud University, in the Netherlands. She is also co-founder of The PlayNice Institute, an organization that builds evidence-based games that promote emotional health and well-being for children and youth. Her research focuses on the positive effects of playing video games, including the cognitive, emotional and social benefits. By integrating clinical and developmental research with interactive media design, she is creating a suite of evidence-based games that are also commercially viable and can be widely disseminated to slash the prevalence rates of anxiety, depression and bullying in youth. She has published 50 articles with results from two decades of research which have appeared in the highest impact journals in developmental and clinical psychology.

--->Jacquelyn Ford Morie, Founder, CEO of All These Worlds and CTO of The Augmented Traveler Corp

Dr. Jacquelyn Ford Morie is widely known for using technology such as Virtual Reality (VR) to deliver meaningful experiences that enrich people's lives. Starting in 1990, she developed multi-sensory techniques for VR that can predictably elicit emotional responses from participants, for example inventing a scent collar that can deliver scents to a participant within an immersive experience. She is also active in online 3D virtual worlds (social VR) and through her company All These Worlds, LLC, has been bringing her techniques to such worlds for Mindfulness applications, storytelling and stress relief for veterans and soldiers. Along with SIFT (Smart Information Flow Technologies), she has created a virtual world ecosystem called ANSIBLE for NASA designed to provide psychological benefits for future astronauts who will undertake extremely long isolated missions to Mars. ANSIBLE is currently being tested in an analog facility called HISEAS in Hawaii, where a team of six scientists is sequestered for a full year to simulate the conditions of isolation on Mars, including communications delays.

Continued: Call for Participation: Meaningful Play 2016 Conference

Dr. Morie's other research interests include how space, identity and play in virtual worlds can positively affect our human nature, and she has presented this work at conferences worldwide. She has appeared in 2 films: *The Mindfulness Movie* (2013) and *Dsknectd* (2013) as herself. Her newest startup, *The Augmented Traveler*, is focused on bringing a product to market that will enhance the way people experience travel to all corners of the world.

--->Halcyone "Cy" Wise, Owlmancer, Owlchemy Labs

Halcyone Wise (Cy) is a games industry generalist, consultant, and sociologist residing in Austin, TX. A ten-year games industry veteran, she has worked on award winning MMO titles including *Lineage I & II*, *Guild Wars I & II*, *Richard Garriott's Tabula Rasa*, and *Wizard 101*. She returned to the University of Texas in 2012 to complete her studies in Sociology. She specialized in video game communities, internet fandoms, and emergent computer-mediated communications and identities. She has since gone on to work on multiple VR titles including Oculus-exclusive *Chronos*, and Owlchemy Labs' multi-platform, room-scale title, *Job Simulator*.

When she is not professionally managing VR communities, she is casually managing VR communities as a co-organizer of VR Austin, the second largest VR meetup in the United States. She can also be found haunting her old university as a guest lecturer, and producing any convention, event, or gathering of minds that will have her. She is currently Owlchemy Labs' multi-hat-wearing designer, marketer, writer and community wrangler, colloquially called "Owlmancer."

--->Richard Lemarchand, Game Designer and Educator, University of Southern California

Richard Lemarchand is a game designer, an educator, a writer, a public speaker and a consultant. He is an Associate Professor in the USC Games program, and is the Associate Chair of the Interactive Media & Games Division of the University of Southern California's School of Cinematic Arts. Between 2004 and 2012, Richard was a lead game designer at Naughty Dog in Santa Monica, California. He led the design of all three PlayStation 3 games in the *Uncharted* series including *Uncharted 3: Drake's Deception*, and *Uncharted 2: Among Thieves* - winner of ten AIAS Interactive Achievement Awards, five Game Developers Choice Awards, four BAFTAs and over 200 Game of the Year awards. Richard also worked on *Uncharted: Drake's Fortune*, *Jak 3* and *Jak X: Combat Racing* for Naughty Dog, and helped to create the successful game series *Gex*, *Pandemonium* and *Soul Reaver* at Crystal Dynamics in the San Francisco Bay Area. Richard now teaches game design, development and production in the USC Games program, and is working on a series of experimental game design research projects as part of the USC Game Innovation Lab. His most recent game, *The Meadow*, a virtual reality art installation game co-created with Martzi Campos, was selected as a finalist in the 2015 IndieCade International Festival of Independent Games.

--->Elizabeth LaPensée, Indigenous Game Designer, University of Minnesota

Elizabeth LaPensée, Ph.D. expresses herself through writing, design, and art in games, comics, and animation. She is Anishinaabe, Métis, and Irish, living near the Great Lakes. Most recently, she designed and programmed *Invaders* (2015), a remix of the arcade classic *Space Invaders* inspired by art from Steven Paul Judd. She is currently working on *Honour Water* (2016), an Anishinaabe singing game for healing the water.

Her dissertation in Interactive Arts and Technology from Simon Fraser University in British Columbia shares experiences from the Indigenous social impact game *Survivance* (2011), which encourages ongoing healing through storytelling and creating art. Continuing this work, she is the Postdoctoral Associate for the University of Minnesota's Research for Indigenous Community Health Center and a Research Associate in the Initiative for Indigenous Futures.

LIKE us on Facebook track program announcements (<http://www.facebook.com/GamesAndMeaningfulPlay>)

Call for Participation: Annual Pre-ICIS Workshop 2016 on HCI Research at MIS

CALL FOR PAPERS AND POSTERS

HCI/MIS Workshop 2016

The 15th Annual Pre-ICIS Workshop on HCI Research in MIS Sponsored by AIS SIGHCI

*** Sunday, December 11, 2016 (One day workshop) in Dublin, Ireland ***

IMPORTANT DATES

Submissions Due: August 28, 2016

Acceptance Notification: October 2, 2016

Extended Abstracts Due for Proceedings: October 23, 2016

Workshop: December 11, 2016

Building upon past successes of the pre-ICIS HCI/MIS workshops as well as the tremendous interest in broad HCI issues exhibited by MIS colleagues, the AIS SIGHCI will hold its 15th annual pre-ICIS HCI/MIS research workshop prior to ICIS 2016 in Dublin, Ireland on Sunday, December 11, 2016.

WORKSHOP OBJECTIVE

The objective of the workshop is to provide an opportunity for HCI researchers to come together and build a dynamic community for open and constructive discussions and exchange of ideas.

WORKSHOP FORMAT

The workshop will include paper and poster presentations, a panel discussion, and a roundtable session.

If you are a doctoral student and your research falls under the broad domain of Human-Computer Interaction, you may be interested in submitting your work to be considered for a roundtable. It is being organized with the aim of showcasing doctoral student led research, while further supporting students through feedback provided by a number of seasoned HCI scholars. Each accepted doctoral student led research paper will be assigned to one table with the author in attendance, and a discussion of the research will be led by a senior HCI scholar.

SPECIAL EVENTS – SIGHCI BUSINESS MEETING

Following the workshop a business meeting will be conducted, and all those interested in the SIGHCI are invited to attend.

FAST-TRACKING OPPORTUNITIES WITH THCI

The best completed research papers from the workshop will be fast-tracked for publication consideration in the Journal of AIS Transaction on Human Computer Interaction (THCI) - <http://aisel.aisnet.org/thci/>.

SUBMISSION, REVIEW, AND ACCEPTANCE PROCESS

The workshop will be accepting high quality research papers as completed or research-in-progress papers, or doctoral student led roundtable papers. Additionally, the workshop will be accepting work that describes novel, early, and creative research ideas as posters. Authors should identify their submission as “Completed Research”, “Research in Progress”, “Posters”, or “Doctoral Student Roundtable Paper” on the first page below the title. Submissions will undergo a double-blind review process. The submissions should not be currently under review elsewhere, and they should have not appeared elsewhere. All accepted submissions will be published in the workshop proceedings, which are available electronically in the AIS digital library.

Manuscripts should be submitted as email attachments to the workshop program co-chairs at (sighci.workshop@gmail.com) with the subject heading “HCI/MIS workshop submission.” Authors can use the body of the email as the cover letter for the submission, and should ensure that their identities do not appear in any part of the manuscript.

SUBMISSION FORMAT

Maximum length: Completed research papers, research-in-progress papers, doctoral student roundtable papers, and posters must not exceed 14, 7, 7, and 3 single-spaced pages, respectively. The page limit includes all text, figures, and tables, but does not include the cover page, abstract, keywords, and references.

File Formats: Only Word file formats will be accepted. All submissions must be formatted for 8.5 x 11 inch paper (1 inch = 2.54 cm) and have 1 inch margins all around. Please use Times New Roman 12-point font with single spacing for the body of the paper. The first page of the manuscript should have a title, the type of the submission (complete research, research in progress, doctoral student roundtable paper, or poster), total word count of the submission, an abstract of 150 words or less, and a list of 5-6 keywords.

ORGANIZING COMMITTEES

Workshop Co-chairs

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Program Co-chairs:

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Jeff Jenkins, Brigham Young University (jeffrey_jenkins@byu.edu)

Call for Participation: Africa Human Computer Interaction (HCI)

“Building Bridges, Breaking Barriers”
21st - 25th November 2016 - Nairobi, Kenya
Africa Human Computer Interaction (HCI) Conference
In-Cooperation with ACM SIGCHI
www.africhi.net

The inaugural African Human Computer Interaction Conference (AfriCHI) will take place in beautiful Kenya, between **21st and 25th November 2016**. AfriCHI will be hosted by the University of Nairobi. The aim of AfriCHI is to widen the international participation of Africans in the practice and study of Human Computer Interaction (HCI) and Interaction Design, and to advance HCI by increased awareness of designs, tools, inventions, methods, theories and pedagogies for creating or using technology in Africa. AfriCHI'16 is organized in co-operation with the Association of Computer Machinery's Special Interest Group for Computer Human Interaction, ACM SIGCHI, by a pan-African team, and has the theme: *Kujenga madaraja, kubomoa vizuizi* or Building Bridges, Breaking Barriers.

AfriCHI'16 is for anyone interested in people's interactions with digital technology or media, who is African, based in Africa, or undertakes/wants to work on projects in Africa or with Africans. We welcome practitioners, professionals, scholars and students in all fields and traditions that consider interactions with digital technology. This includes not only designers, engineers or analysts of software, hardware and media (e.g. user experience or mobile application designers, information architects, usability experts etc.), but also educators in all aspects of digital life; researchers in all disciplines; change-makers, planners and managers in all sectors including government, NGOs and industries; entrepreneurs, artists, activists; and elders in grassroots/creative collectives.

We invite a broad range of contributions for presentation at AfriCHI'16, publication in the conference proceedings and wider access in prestige online archives. This includes tracks for written papers and notes; oral performances and multimedia works; panel discussions; posters; demonstrations; English and local-language workshops; courses; and, Doctoral and Masters research. Contributions will be reviewed by international experts in HCI, its allied fields, and in African contexts and traditions and, if accepted, will be published in the Proceedings of AfriCHI'16. The written part of these proceedings is eligible for archiving in the ACM Digital Library. We will use the Internet Archive for multimedia contributions to *Gumzo*, which is a track for New dialogues for HCI that reflects our eagerness to engage HCI with Africa's diverse languages and expressive genres and forms. Please read about language and format options for each track.

We encourage submissions from people who have had few possibilities to participate in international conferences and also offer mentoring and collaboration to people seeking this kind of assistance. AfriCHI'16 is exploring real-time Internet links with institutions throughout Africa to ensure that people who cannot travel to Kenya can listen to talks. If you can help make this happen please contact the Remote Access Chair on: remote@africhi.net.

We also warmly invite volunteers to join our team to contribute time and skills to organizing other conference activities, before or during AfriCHI'16 - please contact: volunteer@africhi.net

Topics

AfriCHI'16 is an interdisciplinary conference about all issues that connect people, digital technology and Africa and/or Africans. Topics of interest in all tracks include, but are not limited to, any of the following in relation to Africa/Africans:

Contexts:

Places; people, users or developers; communities or groups; events; every day or unusual phenomena; languages; perspectives; trans-national, cross-cultural or cultural aspects etc.

Processes:

Techniques, tools or methods for researching, designing, co-designing, evaluating, deploying or using interactive systems, etc.

Meanings, values or experiences:

Health, education, governance, citizenship, well-being, designing things that matter, empowerment, ethics, sustainability, privacy, gender and cultural diversity, accessibility, engagement, aesthetics, fun etc.

Continued: Call for Participation: Africa Human Computer Interaction

Technologies:

Mobile devices; multi touch and touchless interaction; Web 2.0 technologies; social media; personal, community and public displays; decentralized (mesh) networks; Big Data; Quantified Self; Internet of Things, etc.

Pedagogies and epistemologies:

Teaching, learning or developing capacity in HCI/Interaction Design; Afro-centric research, theory or invention; indigenous or traditional knowledges in HCI/design; post-colonial perspectives etc.

Submissions

All submissions are made online through AfriCHI's CMT at <https://cmt.research.microsoft.com/AFRICH2016/>. This includes the main files, conforming to the templates and formats for the relevant track, an abstract and descriptive information (e.g. authors, keywords). We will open AfriCHI's CMT on 30th November 2015. Authors may submit and resubmit their materials as often as they wish after this date, and before submission deadlines. All deadlines on the date associated with a submission track are **midnight GMT**. We urge authors to test uploading submissions before the relevant deadline and contact the appropriate track chairs to arrange alternatives in advance if they predict problems e.g. due to Internet issues.

Tracks

AfriCHI Papers & Notes are original, double-blind peer-reviewed, scholarly accounts of HCI research, design and/or theory that are presented at AfriCHI'16 as talks. Papers and notes are published in the conference proceedings. Papers and notes will have a maximum length of 10 and 4 pages respectively (excluding references), and will be more widely accessible in a prestigious online archive. AfriCHI will have two rounds of double-blind reviews on full papers and notes. Eligible full papers and notes submitted by 3rd February will be invited to be revised and submitted as full papers and notes, respectively, in the second round of reviews. Papers that do not meet expectations in the first review will be invited to be revised as notes for the second review.

Template: Paper.

Deadline: **3rd February 2016**

Paper Co-chairs: Bukelwa Ngoqo, Myriam El Mesbahi

Notes Co-chairs: Meke Kapepo & Helene Gelderblom

Email: papers@africhi.net

Gumzo: New dialogues for HCI showcases original oral performances or multimedia productions, published in the conference proceedings and openly licensed via the Internet Archive. Submissions consist of audio, video or other multimedia files and can include languages used in Africa other than English. Submissions are coordinated through CMT but also require uploads to the Internet Archive <http://africhi.net/authors/submission-types/gumzo>. Creators of files and/or their collaborators can also submit pictorial abstracts, papers or notes to relate oral/media content to scholarly discourse as additional publications. These will be double-blind peer-reviewed and, if accepted, will appear in the written proceedings and widely accessible in a prestigious online archive.

Template: Paper and Pictorial

Deadline: **3rd February 2016**

Chairs: Marion Walton, Thomas Reitmaier, Anja Venter, Daniel Gonzalez-Cabrero and Liani Maasdorp

Email: gumzo@africhi.net

Posters are graphical displays around which authors discuss, with a small group, their work-in-progress, early insights or late-breaking results. Written abstracts of posters will be double-blind peer-reviewed and, if accepted, will appear in the conference proceedings and a more widely accessible in a prestigious online archive.

Template: Extended Abstract

Deadline: **1st June 2016**

Chairs: Nuzhah Gooda Sahib-Kaudeer, Christine Wanjiru and Gabriel Dzodom

Email: posters@africhi.net

Panels are discussions between invited people, with special knowledge, experience or expertise, that provoke lively debate about issues relevant to AfriCHI. Written abstracts of panel proposals are reviewed by jury and, if accepted, will be published in the conference proceedings and will be more widely accessible in a prestigious online archive.

Template: Extended Abstract

Deadline: **1st June 2016**

Chairs: Abiodun Ogunyemi and Titus Muhambe Mukisa

Email: panels@africhi.net

Continued: Call for Participation: Africa Human Computer Interaction

Doctoral & Masters Consortia are interdisciplinary workshops, facilitated by an expert panel, in which students discuss their work and explore and develop their research interests. Students' written abstracts that are accepted after review will be published in the conference proceedings and will be more widely accessible in a prestigious online archive.

Template: Extended Abstract

Deadline: 6th April 2016

Chairs: Izak van Zyl & Obinna Anya

Email: consortia@afriichi.net

Demonstrations are live presentations of running systems or artefacts, such as interfaces, prototypes or research tools that can both present innovation and solicit diverse and expert feedback within the broad discipline of HCI. Written abstracts of demos are reviewed by jury and, if accepted, will be published in the conference proceedings and more widely accessible in the prestigious online archive.

Template: Extended Abstract

Deadline: 1st June 2016

Chairs: Erick Oduor

Email: demos@afriichi.net

Workshops in English & Local Languages enable participants with similar interests to explore perspectives on specific topics in HCI theory or practice. Workshops take place over 0.5 - 2 days; and can be facilitated in English or another language used in Africa. Abstracts of workshops are reviewed by jury and, if accepted, will be published in the conference proceedings and a widely accessible in a prestigious online archive.

Template: Extended Abstract

Deadline: 2nd March 2016

Chairs: Rehema Baguma and Raymond Mugwanya

Email: workshops@afriichi.net

Courses provide introductory or advanced instruction, over 0.5 - 1 day, in basic HCI/related concepts, new technologies, emerging areas, tools, methods or techniques etc. Abstracts of courses are reviewed by jury and, if accepted, will be published in the conference proceedings and more widely accessible in a prestigious online archive.

Template: Extended Abstract

Deadline: 2nd March 2016

Chairs: Rita Orji and Tigist Shewarega Hussien

Email: courses@afriichi.net

For more information about submissions, please visit www.afriichi.net or email the Technical Programme Chairs, Kagonya Awori and Nicola Bidwell on: programchairs@afriichi.net.

We look forward to receiving your submission or hearing from you in the meantime.

Anicia Peters and Chris Chepken

General Conference Chairs

On behalf of [AfriCHI'16 Organising Committee](#)

Call for Items: AIS SIGHCI Newsletter Volume 15, Issue 2

You are invited to offer items to the coming issue of AIS SIGHCI newsletter (Volume 15, Issue 2), to be published in November 2016. All items will be editorial reviewed. If you are interested, please send your pieces to the newsletter editors Upasna Bhandari (upasna.bhandari@u.nus.edu) and Mina Shojaei Zadeh (minashojaei@wpi.edu). Possible topics include, but are not limited to, the following:

1. Short essay/opinion/research study (800 – 1700 words)
2. HCI book review (800 – 1700 words). Please feel free to contact the editor beforehand if you intend to review a book or if you wish your own book to be reviewed.
3. Teaching HCI (up to 1700 words): teaching ideas or cases, sample syllabus, etc.
4. Industry voice (800 – 1700 words). We welcome HCI related essays from industry professionals.
5. Brief introduction of HCI research tools (up to 300 words).
6. Brief introduction of interesting HCI journals and/or special issues, including citation information, brief description, table of content (for special issues), etc.
7. CFP for HCI related journals or conferences.
8. News about SIGHCI members (up to 300 words for each item): honors and awards, professional activities, new appointments, interesting projects, new books or publications, etc.
9. Any other announcements (up to 300 words for each item).

To view previous newsletter issues, please visit <http://sighci.org/index.php?page=newsletters>

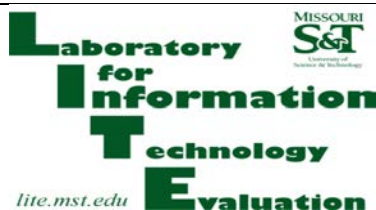
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