SIGHCI Newsletter

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What is AIS SIGHCI

AIS SIGHCI is the Special Interest Group on Human-Computer Interaction (SIGHCI) affiliated with the Association for Information Systems (AIS). It is one of the first six SIGs announced in ISWORLD in July 2001. Ping Zhang & Fiona Nah prepared the proposal that was approved by the AIS council in Spring 2001. Sid Davis joined the organizing team in August 2001. Diana Gant became the Treasurer in October 2002.

AIS SIGHCI is 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 development, and applications of the interaction between humans, tasks, information technologies, and contexts (organizational, cultural, etc.). Topics of interest include, but are not limited to, the following:

- The behavioral, cognitive, motivational, and affective aspects of human/technology interaction
- User task analysis and modeling; fit between navigation scheme and task types
- Digital documents/genres and human information seeking behavior
- User interface design and evaluation of the Web for B2B, B2C, C2C e-commerce, e-marketplace and supply chain management, group collaboration, negotiation and auction, enterprise systems, intranets, and extranets
- Integrated and/or innovative approaches, guidelines, and standards for analysis, design, and development of interactive devices and systems
- Design of computer interfaces for single-user or collaborative decision support, including design of standard computer interfaces, as well as design for small-screen mobile devices and pervasive computing
- Development and applications of multi-dimensional information visualizations
- Usability engineering metrics and methods for user interface assessment and evaluation
- Usability studies for end-user computing in work or non-work environment, especially in the Internet era
- Information technology acceptance and diffusion issues from cognitive, motivational, cultural, and user interface design perspectives
- The impact of interfaces/information technology on attitudes, behavior, performance, perception, and productivity
- Issues in software learning and training, including perceptual, cognitive, and motivational aspects of learning
- Gender and technology
- Issues related to the elderly, the young and special needs populations
- Issues in teaching HCI courses

The SIG's mission is twofold:
- To facilitate the exchange, development, communication, and dissemination of information among AIS members, and
- To promote research related to human-computer interaction within the business, managerial, and organizational contexts among AIS members and to the larger community of practitioners and scholars.

SIGHCI has started to provide some services to members (see the Services to Members section of the newsletter). In addition, a number of activities have been organized and new ones are being planned (see details in the newsletter).

Any AIS member is welcome to join SIGHCI through the AIS website (http://aisnet.org). Currently the annual due is $10 for SIG, and $65/$40 (academic/student) for AIS. For more information about SIGHCI, contact Ping Zhang (pzhang@syr.edu), Fiona Nah (fnah2@unl.edu) or any of the SIGHCI officers.

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Services to SIGHCI Members

1. SIGHCI Website (http://melody.syr.edu/hci)

The website is the central data source for information related to the SIGHCI. It is updated frequently to reflect timely information that may be of interest to SIGHCI members. You can find information about mission, membership, listserv, conferences, news, online newsletters, photo gallery, HCI related journals, other HCI associations, and SIG contacts.

2. Listserv

Please subscribe to our listserv if you would like to be informed of the latest events, or to participate in any discussion related to the SIGHCI. So far, there are more than 70 people on the list. There is also an archive of past postings available on the SIGHCI Website. Information about how to subscribe and how to access the archive can be found at the SIG's Website.

3. Member Information Database

The AIS SIGHCI Member Information Database contains members' contact information, academic record, teaching interests, research interests, on-going projects and publications. It is meant for members to get to know each other, exchange common interests in teaching and research, and to explore possible collaborations. The contact and academic sections of the database are uploaded from the AIS member directory. The rest of the sections will need to be updated by the members themselves. The database is accessible from the SIGHCI Website.

Call for Volunteers

We are looking for more volunteers to be involved in the organizing team of SIGHCI. Specifically, the following openings need to be filled:

1. SIGHCI Newsletter editor. It is anticipated that there will be two newsletters per year: one is published around July before the AMCIS conferences, and the other around November before the ICIS conferences and HCI/MIS workshops. The editor is responsible for timely publication of the newsletters.
2. Vice chair for conference planning. SIGHCI will participate in AMCIS conferences (minitracks, panels, and maybe tutorials) and hold annual research workshops prior to ICIS conferences. The vice chair will be responsible for making arrangements for these get-togethers.
3. SIGHCI Web page editor for teaching. Collecting and managing teaching cases, methods, sample syllabi, exercises, etc. by making them available via the SIGHCI Website.
4. SIGHCI Web page editor for research. Collecting HCI-related research articles, working series, information on projects, etc. by making them available via the SIGHCI Website.

Acknowledgement

Past Activities

1. AMCIS02 Panel

Ping Zhang organized a panel on The Role of HCI Research in MIS Discipline at AMCIS'02. The panel consisted of five well known IS researchers who carry out HCI/MIS research:

- Izak Benbasat from University of British Columbia
- Jane Carey from Arizona State University West
- Fred Davis from University of Arkansas
- Dennis Galletta from University of Pittsburgh
- Diane Strong from Worcester Polytechnic Institute

The panel attracted more than 45 people on the first day of the conference. The diverse viewpoints of the panelists stirred interesting and intriguing discussions during the Q&A session that made the panel 15 minutes longer than the scheduled finish time (this overrun was also due in part to the moderator's overlook of time and being intrigued by the discussion). There is overwhelmingly positive agreement that (1) HCI is a strong and important area within MIS, (2) HCI/MIS definitely has its own uniqueness as compared to traditional HCI, and (3) more HCI/MIS studies need to be conducted in the Internet era, not only for supporting individual productivity, but also for improving group and organizational productivity as well as catering to other needs of individuals such as entertainment.

Many of the issues raised during the panel planning and preparation process (five months long and involving more than 95 email exchanges among the 5 panelists and the organizer) as well as during the panel discussion at the conference have provided interesting and important ideas for the First Annual Workshop on HCI Research in MIS, to be held as a pre-ICIS workshop in Barcelona in December 2002.

As the organizer of the panel, Ping wants to say that it has been a wonderful experience while working with some of the most recognized IS researchers in the world. The panelists have been very supportive, enthusiastic, insightful, and prompt. The following facts may give you some idea about the intensiveness of the communication and the sincerity of the panelists: we had 15 email exchanges among the six of us within 11 hours at one time, and 16 email exchanges within 20 hours at another time. The panelists spent their valuable time discussing basically everything related to the panel such as the content, format, positions, presentations, and even the dissemination of the panel presentations. They collaborated and coordinated to provide multiple viewpoints, to reduce or minimize any unnecessary overlaps or redundancies, and to ensure that the panel covers relevant and interesting issues that flow smoothly from one to another. It is truly a great pleasure to work with these outstanding IS scholars.

PowerPoint presentations of the panel are available at the panel web page (via SIGHCI website). A tutorial paper based on the panel is published by *Communications of the AIS* in November 2002 (see page 5 for more details). Below were the panelists (from left): Fred Davis, Jane Carey, Dennis Galletta, Diane Strong, Izak Benbasat, and Ping Zhang. Sid Davis took the photos.

Future Activities being Planned

We are planning the following activities. Please let us know if you would like to be involved in these activities (e.g., as co-organizers, program committees, reviewers, panelists, or any other possible roles). We are also looking for ideas for the next workshop, such as panels, tutorials, debates, etc. Any comments or suggestions are welcome. Please send them to Ping Zhang (pzhang@syr.edu).

1. HCI Minitrack at AMCIS'03, Tampa, FL, Aug. 3-6, 2003
2. Panel on Teaching HCI at AMCIS'03, Tampa, FL, Aug. 3-6, 2003
3. The 2nd Annual Workshop on HCI Research in MIS, Seattle, WA, Dec. 12-13, 2003 (tentative)

2. AMCIS02 Minitrack

The "HCI Studies in MIS" minitrack at AMCIS'02 was co-chaired by Ping Zhang, Fiona Nah, and Sid Davis. It was the 2nd most popular minitrack with 27 submissions, only two papers short of the DSS minitrack. In the final AMCIS program, both the HCI and the DSS minitracks had 18 accepted presentations in six sessions, making the two the largest minitracks this year. The next largest minitrack was the Philosophical Foundations of IS minitrack that had 17 presentations. Also note that both DSS and Philosophical minitracks are well-established minitracks in AMCIS, while the HCI minitrack is a relatively new one.

Among the 27 submissions, two of them received four reviews, 19 received three reviews, and six received two reviews. Reviewers have provided quality reviews. Based on these reviewers' comments and recommendations, 18 high quality papers were accepted, among which are 11 completed research papers and 7 research-in-progress papers. Thus the acceptance rate for the HCI minitrack was 67% (AMCIS'02 had an overall acceptance rate of 57%).

At each of the six HCI sessions, the room was more than half filled (some sessions were so popular that the entire room was filled). The discussions at the sessions were very fruitful and constructive. Some sessions attracted researchers such as Fred Davis (TAM model) and Dale Goodhue (Task Technology Fit model). It shows that (1) the papers presented are quality work, and (2) there is a great level of interest in HCI studies among the AIS members.

As the co-chairs of the minitrack, we would like to express our sincere thanks to the authors who had submitted papers to the minitrack, and to the reviewers who played an important role in quality control of the minitrack. Also, we want to thank the audience and participants for making the minitrack a very successful one.

The following are the 11 completed research and 7 research in progress papers. Because of the very good quality of the 11 completed papers, they were invited for submission to a special issue of IJHCS (see details on page 5).

Completed Research:

1. "Teaching HCI in IS/EC Curriculum"
Susy S. Chan, Rosalee Wolfe and Xiaowen Fang

2. "Predicting e-Service Adoption: A Perceived Risk Facets Perspective"
Mauricio S. Featherman and Paul A. Pavlou

3. "The Challenges of Studying Flow within a Computer-Medicated Environment"
Christina M. Finneran and Ping Zhang

4. "Metacognition and IT: The Influence of Self-Efficacy and Self-Awareness"
Jane I. Gravill, Deborah Compeau and Barbara Marcolin

5. "Targeting Computer Training: Improving Learning by More Effectively Adapting Training to Meet User Needs"
Jeffrey Hsu and Murray Turoff

6. "Predicting the Use of Web-based Information Systems: Intrinsic Motivation and Self-Efficacy"
Yujong Hwang and Mun Y. Yi

7. "Assessing User Competence for Multiattribute Data Cognition"
Nancy J. Lightner

8. "Design Space of Personalized Indexing: Enhancing Successive Web Searches for Transmuting Information Problems"
Shin-Jeng Lin

9. "Homepage Genre Dimensionality"
Terry D. Ryan, Richard H. G. Field and Lorne Olfman

10. "Measurement of User Satisfaction with Web-based Information Systems: An Empirical Study"
Li Xiao and Subhasish Dasgupta

11. "Information Systems Quality Assessment: Replicating Kettinger and Lee™s USISF/SERVQUAL Combination"
Mark Myerscough

Research-in-Progress:

1. "Exploring the Links between Cultural Diversity, the Collaborative Conflict Management Style, and Performance of Global Virtual Teams"
Imad Samarah, Souren Paul and Peter P. Mykytyn

2. "Influence of Individual Psychological Traits on Attribution toward Computer Technology"
Natalia G. Falaleeva and Richard D. Johnson

3. "When do Users Detect Information Quality Problems on the World Wide Web?"
Barbara D. Klein

4. "Extending the Task-Technology Fit Model with Self-Efficacy Constructs"
Mark T. Dishaw, Diane M. Strong and D. Brent Bandy

5. "Innovative Software Use after Mandatory Adoption"
Lester (Les) A. Singletary, Asli Yagmur Akbulut and Andrea L. Houston

6. "Collaborative Electronic Media Usage for Information Sharing: Technology Competence and Social Ties"
Seokwoo Song and Jaeki Song

7. "Understanding Consumers Attitude toward Advertising"
Chingning Wang, Ping Zhang, Risook Choi and Michael D'Eredita

Current Ongoing Activities

1. IJHCS Special Issue

The *International Journal of Human-Computer Studies (IJHCS)* will publish a special issue that includes expanded versions of the high quality completed research articles from the HCI minitrack in AMCIS'02. The theme of the special issue is "HCI Studies in IS - Shared Concerns." Ping Zhang and Andrew Dillon (Dean and Professor, Graduate School of Library and Information Science, The University of Texas at Austin, also an associate editor of IJHCS) act as editors for this special issue. The expanded papers are due 11/15/2002. Once the review results are in, acceptance decisions will be made around 12/31/2002.

2. Pre-ICIS02 HCI/MIS Workshop (see page 8 for more details)

3. JAIS to Fast Track HCI/MIS'02 Workshop Best Papers

Sirkka Jarvenpaa, editor-in-chief of *Journal of the Association for Information Systems (JAIS)*, has agreed to fast track the best papers and presentations from the first annual HCI/MIS workshop for possible publication in JAIS. Papers to be solicited for submission will be full papers that would have benefited from the discussion and comments gathered from the workshop.

Relevant Journal Issues and Papers

Special Issue on "Human Factors in Web-based Interaction"
Journal of Electronic Commerce Research, http://jecr.org
Volume 3, Number 3, 2002

Edited by Fiona Fui-Hoon Nah, University of Nebraska-Lincoln

This Special Edition of JECR addresses the need for a better understanding of the principles of good Web design as well as the design criteria and principles for E-commerce Web sites. The following is the Table of Contents for this Special Issue:

"HCI Research Issues in Electronic Commerce"
Fiona Fui-Hoon Nah, University of Nebraska - Lincoln
Sid Davis, University of Nebraska - Omaha

"An Integrative Approach to the Assessment of E-Commerce Quality"
Stuart J. Barnes, Victoria University of Wellington, New Zealand
Richard T. Vidgen, University of Bath, UK

"From Design Features to Financial Performance: A Comprehensive Model of Design Principles for Online Stock Trading Sites"
YoungSu Lee and Jinwoo Kim, Yonsei University, Korea

"Why Users Choose Particular Web Sites Over Others: Introducing a 'Means-End' Approach to Human-Computer Interaction"
Deepak Prem Subramony, Indiana University - Bloomington

"The Self-Confrontation Interview: Towards an Enhanced Understanding of Human Factors in Web-based Interaction for Improved Website Usability"
Sun Lim, London School of Economics and Political Science, UK

"User Preference for Product Information in Remote Purchase Environments"
Nancy J. Lightner and Caroline Eastman, University of South Carolina

"Usability for Mobile Commerce Across Multiple Form Factors"
Susy S. Chan, Xiaowen Fang, Jack Brzezinski, Yanzan Zhou, Shuang Xu, Jean Lam, DePaul University

Human-Computer Interaction Research in the MIS Discipline
Communication of AIS
Volume 9, Article 20, November 2002

Ping Zhang, Izak Benbasat, Jane Carey, Fred Davis, Dennis Galletta, Diane Strong

Abstract: Human-Computer Interaction (HCI) or Human Factors studies in MIS are concerned with the ways humans interact with information, technologies, and tasks, especially in business, managerial, organizational, and cultural contexts. This article, based on a panel at AMCIS'02, describes the existence and importance of HCI research in the MIS discipline, its historical development, some of its characteristics, publication opportunities, and future research directions. It is believed that HCI is the subject of a strong research stream in MIS, and will continue to be strong in the foreseeable future. It is hoped that HCI studies can provide the evolution of the human centered technology development that enhances our work/job, our various needs, our organizations, our societies, and ourselves.

Interaction Design: Beyond Human-Computer Interaction
By Jennifer Preece, Yvonne Rogers, and Helen Sharp

Review by Anthony Faiola
Associate Professor of New Media
Interim Associate Director of HCI Graduate Studies
Indiana University School of Informatics

The Ascendancy of Interaction Design
The book "Interaction Design: Beyond Human-Computer Interaction" (ID), by Preece, Rogers, and Sharp, has drawn my particular interest for its "break-from-the-pack" non-traditional approach to human-computer interaction (HCI). In essence, the authors' perspective accurately reflects an increasing trend in HCI education that places less emphasis on computing and system engineering, and much more on a balanced blend of topics that frame the "designing of spaces for human communication (Winograd, 1997)." Unreservedly, this text captures Winograd's (1997) insights of the "ascendancy of interaction design" by delivering an excellent introduction to "designing interactive products to support people in their everyday and working lives (Preece, Rogers, & Sharp, p.6)." The text is unique, inspiring, and a challenge to the HCI community to re-assess their understanding of the current direction of HCI. Frankly put, the mission of ID reflects, not merely a temporary trend in HCI, but a philosophical shift of what should constitute domain knowledge for HCI students and professionals in an evolving and expanding human-centered discipline. ID doesn't chant the mantra, "user-centered design," while maintaining a hidden passion for self-centered computing. Rather, the authors' view is boldly embodied in what their daring subtitle proclaims, i.e. "Beyond Human-Computer Interaction." In an attempt to dislodge our traditional mind-set of HCI, the text, beginning with its title, announces the pioneering of a new frontier of theory and practice for educators and students of HCI. In the authors' own words, "HCI has moved 'beyond' designing computer systems for one user sitting in front of one machine, to embrace new paradigms."

The Content
The authors' collective style seamlessly outlines a comprehensive and indepth study of the most relevent HCI topics in a confident and clear pedigocial style of theory and practice. In fact, ID gives adequate attention to an array of traditional HCI issues and paradigms, but also gives unprecedented attention to the human aspects (psychological, social, and cultural) of interaction design, research, user requirements, conceptual models, and usability – all in the context of relevant (real-world) learning scenarios with "next generation" technologies. This format is especially impressive in light of our desperate need to understand the profound affects of ubiquitous and pervasive computing on today's copious domains of social culture. The topics covered in this book are grounded in the design process, while walking the reader chapter by chapter in an integrated and cohesive way. ID's 15 chapters include a balanced mix of cognitive and social issues related to interaction design, with a re-occurring theme that the product design process must be contextual, user-centric, and an integral companion to systematic validation. To do this, it outlines a range of content with supporting theoretical models, concluded with short problem-solving (mini) activities that help bond any abstract notions to solid application. This is one of the many examples that illustratre how this text challenges the student to think about the concepts, i.e. it supplies problems and the solutions to substaniate their relevance in a design context. At the conclusion of each chapter there is a summary of key points, a chapter-wide assignment/exercise of greater depth, and an outstanding Q&A Interview section with a professional in the field.

The Accompanying Web Site
Rather than provide a CD with the text (that becomes out-dated by the time it reaches the loading dock), its accompanying Web site (www.id-book.com) gives students and teachers another dimension of content and interactivity. The site provides direct access to the authors (submissions@id-book.com) – something I believe is a plus for new disciples of HCI who have special questions, especially female students who might look to the Preece, Rogers, and Sharp as role models in a male-dominated field. The Web site gives additional chapter information and support for text exercises, case studies, and online quizzes, along with many other perks to those who have the text.

Some Recommendations
As I have reviewed this text week by week with my students, we have reaped an abundance of new insights about product concept development in the context of human performance and interaction design. Having migrated into HCI in the mid-1980s from visual communication and industrial design, I have a special interest in the cross-disciplinary approach that this text provides for students outside the traditional HCI arena. Of course, I still have my bias about some particular improvements that could be made to the text. One challenge to the authors for the next edition is to give more focus to the areas of information design and visualization as it relates to the interaction design process. Topics such as the visual science of communication and design theory need special attention for addressing issues such as typography (legibility/readability), graphics and semiotics from a stylist and usability perspective, as well as a closer look at the cognitive aspects of information architecture. Given the increasing relevance of these topics, their supplimental value would give even greater empowerment to the users of the text, while making it a "must-read" for students of HCI.

References
Preece, J., Rogers, Y., & Sharp, H. (2002). *Interaction design: Human-computer interaction*. New York: John Wiley & Sons, Inc.
Winograd, T. (1997). From computing machinery to interaction design. In Denning, P., & Metcalfe, R. (Eds.), *Beyond calculation: The next fifty years of computing,* 149-162. Springer-Verlag. http://hci.stanford.edu/~winograd/acm97.html.

Call for Papers

ACM Transactions on Computer-Human Interaction (TOCHI)
Special Issue on "Social Issues and HCI"
Submission Deadline: May 31st, 2003

Message from Jonathan Grudin, Editor-in-Chief of TOCHI

ACM SIGCHI has approached social issues cautiously. Many CHI members have strongly held opinions on social issues, but have preferred to maintain a wall between scientific and engineering-oriented research and the apparently more subjective territory of social issues. Cognitive psychologists who strongly influenced CHI in the 1980s tended to be critical of work in the social sciences, and were not drawn to action research.

That has gradually changed. We realize that basic and applied research in the social sciences is critical to improving technologies that are increasingly used interactively in group/team, organizational, and community settings. As technology becomes more integral to our lives, it is essential that everyone have equal access to it. Ben Shneiderman has tirelessly advocated for accessibility and other social content. Michael Muller has explored ways of adapting Scandinavian participatory design methods to development environments found elsewhere. Batya Friedman has mobilized an effort on value-sensitive design. And the editors of this special issue of TOCHI have been actively involved.

Matt Jones edits a ACM SIGCHI Bulletin column on social issues. He and Beth Mynatt have published work on assistive technologies. Bonnie Nardi is the leading proponent of Activity Theory within the CHI community, with its emphasis on simultaneous consideration of cognitive and cultural phenomena. With great enthusiasm I encourage participation in this special issue on Social Issues and HCI.

Special Issue Editors:
Matt Jones, University of Waikato, always@acm.org
Bonnie Nardi, Agilent Technologies, bonnie_nardi@agilent.com
Elizabeth Mynatt, Georgia Institute of Technology, mynatt@cc.gatech.edu

CHI can bring hope to an increasingly push-button world that often seems frustrating and confusing to users. Although most CHI researchers and practitioners are motivated to make users' lives, communities and society better, there is a growing global research effort that is directly focused on, and concerned with, the social impact and implications of interactive systems.

In recent ACM CHI conferences there have been papers, panels and workshops on socially orientated topics including: cyber communities and trust; identification technologies and security; communal interfaces and developing countries; and, even spiritual interfaces. Furthermore, as computing moves from predominately being workday to everyday, there is a growing recognition that social issues have to be addressed urgently and explicitly [1][2].

The aim of this Special Issue is to present high quality and original manuscripts that make a substantive contribution to the understanding of interactive system social issues by presenting models, techniques, new technologies and user and community studies.

Possible topics include:

- Privacy, security and trust
- Empowering disenfranchised users
- Emotional aspects of interaction
- Community interaction
- Mass communication and interaction
- Socially responsible design
- Environmental impact
- Persuasion (captology)
- Public space technology
- Socially adept technologies
- Future social issues (e.g., implants and social exclusion)
- Developing nation needs

Papers on controversial social issues (e.g., terrorism, gender or religion) are not excluded, but prospective authors should remember that normal scholarly standards are required. All social issues must be clearly related to CHI. For example, while there is a much that is terribly important that generally one might say about terrorism and the Web, for a paper in this special issue the CHI focus must be explicitly drawn out.

All contributions will be rigorously peer reviewed to the usual exacting standards of TOCHI. Further information, including TOCHI submission procedures and advice on formatting and preparing your manuscript, can be found at <http://www.acm.org/tochi/>. Please indicate in your cover letter that you are submitting a contribution to the special issue on "Social Issues". To discuss a possible contribution, please contact one of the special issue editors.

References
[1] Gregory D. Abowd & Elizabeth D. Mynatt (2000). Charting past, present, and future research in ubiquitous computing. ACM Transactions on Computer-Human Interaction (TOCHI). March 2000, Volume 7 Issue 1, pages 29-58.
[2] Harold Thimbleby & Matt Jones (2002). Obituary for a Fax. Personal and Ubiquitous Computing. January 2002, Volume 6 Issue 1.

HCI/MIS'02 Workshop Preview

The 1st annual workshop on HCI Research in MIS is to be held in Barcelona, Spain on December 14, 2002, right before the 23rd ICIS. The purpose of the workshop is two-fold: (1) to identify HCI/MIS research ideas and studies addressing important HCI problems in today's organizations, and (2) to resolve these problems by drawing upon theories and/or methodologies from all relevant disciplines. Both invited and peer-reviewed presentations are included. Authors of the best presentations are encouraged to submit full papers after the workshop to be fast tracked for possible publications in the *Journal of the Associations for Information Systems* (JAIS). More information on the workshop can be found at http://melody.syr.edu/hci/pre_icis02_wksp.cgi. The following work will be presented at the workshop:

"Human-Computer Interaction (HCI): The Perfect Topic for Information Systems Researchers!"
Jenny Preece, Ph.D. (invited)

"Leonardo's Laptop: Human Needs and the New Computing Technologies"
Ben Shneiderman (invited)

"A Unified Model of IT Use Choices: Contributions from TAM, TTF, and CSE"
Diane M. Strong (invited)

"Communication Theory as a Basis for Designing Adaptive Websites: Levels of Abstraction and Scope"
Dov Te'eni (invited)

"Web Site Delays: How Slow can You Go?"
Dennis Galletta, Ray Henry, Scott McCoy, and Peter Polak (peer-reviewed)

"Knowledge based Support in a Group Decision Making Context: an Expert-Novice Comparison"
Fiona Nah and Izak Benbasat (peer-reviewed)

"Designing Business-To-Consumer (B2C) Interface Metaphors: An Empirical Investigation"
John Wells and William Fuerst (peer-reviewed)

"The Impact of Cognitive Mapping on Effective Website Design"
Hui Kun Neo, Gek Woo Tan, and Kwok Kee Wei (peer-reviewed)

"Management Information Space (MIS*)"
Arkalgud Ramaprasad and Kevin Desouza (peer-reviewed)

"Seal of Approval and Multidimensionality of Perceived Trustworthiness in Online Service Adoption"
Kevin Kuan and Judith Olson (peer-reviewed)

"The Impact of Internalization and Familiarity On Trust and Adoption of Recommendation Agents"
Sherrie Xiao and Izak Benbasat (peer-reviewed)

"A Motivational Model of Evaluation for Information Seeking Environments"
Jeff Stanton, Ping Zhang, and Gisela von Dran (peer-reviewed)

Announcements

NEW Undergraduate Degree in HCI, NJIT

The Information Systems department of the New Jersey Institute of Technology introduced a new undergraduate degree in HCI, which was approved over a year ago. This is a cooperative degree program for the BSHCI with the Department of Psychology at Rutgers University. The program is one year old and now has approximately twenty majors at NJIT and ten at Rutgers. The program is under the direction of Marilyn Tremaine, past president of the ACM SIGHCI. Plans are under way for the introduction of a Masters degree as well. There are also a considerable number of thesis efforts in this area in the Ph.D. in IS program. There is also one or two openings in the IS department for those with a primary interest in HCI but with strong IS and/or CS backgrounds. See http://is.njit.edu for details on the degree programs and current faculty. Murray Turoff, Chair of IS, College of Computing Sciences, NJIT, turoff@njit.edu.

Important URLs and Listserv Addresses

AIS SIGHCI website: http://melody.syr.edu/hci
AIS SIGHCI listserv webpage (how to subscribe to the list):
http://melody.syr.edu/hci/sig_listserv.cgi
AIS SIGHCI listserv: ais_hci@listserv.syr.edu

AIS website: http://aisnet.org
ISWORLD website: http://www.isworld.org/
ISWORLD listserv webpage (how to subscribe to the list):
http://disc-nt.cba.uh.edu/isworldlist/index.htm
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