



# AIS SIGHCI Newsletter

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Special Interest Group on Human-Computer Interaction

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## Inside

HCI at AMCIS'05	1-2
4 <sup>th</sup> Annual HCI Workshop	3
Research Opinions	4-5
Industry Voice	6-7
SIGHCI Meeting	7
Future Activities	8-9
Past Activities	10
Journal Special Issues	10
Logo Contest	10
Sponsors	11
Acknowledgement	11
Advisory Board	12
Officers	12
Helpful URLs	12

## Summary of HCI track at AMCIS 2005

At AMCIS 2005, SIGHCI sponsored the HCI track, which included 7 mini-tracks. The 7 mini-tracks are listed below:

1. *Information Technology Systems Accessibility* mini-track, co-chaired by Eleanor Loiacono, Scott McCoy, & Nicholas Romano
2. *HCI with Mobile Devices* mini-track, co-chaired by Peter Tarasewich & Fiona Fui-Hoon Nah
3. *Information Visualization and Decision Support* mini-track, co-chaired by David Schuff & Ozgur Turetken
4. *Emergency Response IS* mini-track, co-chaired by Murray Turoff & Bartel Van de Walle
5. *HCI Models and Issues in Information Seeking Engines* mini-track, co-chaired by Rick Downing & Joi Moore
6. *Personalization Systems* mini-track, chaired by Il Im
7. *Interface Design, Evaluation, and Impact* mini-track, co-chaired by Scott McCoy, Fiona Fui-Hoon Nah, & Mun Yi

These mini-tracks formed 13 paper sessions that spanned the entire conference program. The HCI track had the 2<sup>nd</sup> highest number of mini-tracks, and the main mini-track, *Interface Design, Evaluation, and Impact*, was the 2<sup>nd</sup> largest mini-track at the conference. The sessions were well attended, indicating the high level of interest from the MIS community in HCI-related research. We thank the authors, session chairs, reviewers, and participants for their contributions and for making the HCI track a very successful one at AMCIS 2005.

One paper was nominated for and received the best paper award in the HCI track. This paper is:

*A Dual-Modal Presentation of Network Relationships in Texts*, by Shuang Xu, Xiaowen Fang, Jacek Brzezinski, & Susy Chan

We congratulate the authors for receiving the best paper award and for having produced a high quality HCI research manuscript.

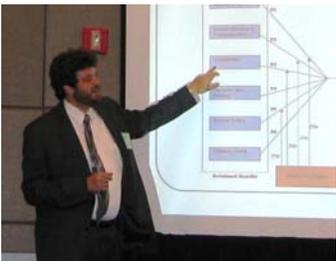


## Summary of HCI track at AMCIS 2005 (Cont'd)



Authors of the best completed papers were invited to submit expanded versions of their papers for fast-tracking and publication consideration in a SIGHCI-sponsored special issue of the International Journal of Human Computer Studies (IJHCS). The special issue is expected to be published in 2006 and is co-edited by Fiona Fui-Hoon Nah, Ping Zhang, Scott McCoy, and Mun Yi.

We thank all participants for the success of the HCI track, and we look forward to sponsoring the HCI track at AMCIS 2006 in Acapulco, Mexico!



# Preview: The 4<sup>th</sup> Annual Workshop on HCI Research in MIS

## Workshop Co-Chairs

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## Program Co-Chairs

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**Saturday, December 10, 2005 in Las Vegas, NV, USA**

The 4th Annual Pre-ICIS Workshop on HCI Research in MIS will be held in Las Vegas, NV on December 10, 2005 from 8 am - 6:15 pm. The objective of the workshop is to provide a constructive discussion forum for human-computer interaction (HCI) research in management information systems. The one-day workshop will feature a keynote presentation by Dennis Galletta on publishing HCI research in premier MIS journals and will include 5 research paper sessions. A reception will immediately follow the workshop.

The 72 members of the program committee provided high quality feedback on the submissions. While many good reviews were noted, the following five best reviewer nominees were selected based on the overall quality of their reviews: Andrew Gemino, David Green, Fiona Rhode, Khawaja Saeed, and Srinivasan "Chino" Rao. The best reviewer award will be presented at the workshop.

The **SIGHCI Executive Meeting** is scheduled for Friday, Dec. 9, 2005 from 6 pm – 7:30 pm in Murano 3203 at the Venetian Hotel, Las Vegas.

### Keynote Speaker:

Dennis Galletta, University of Pittsburgh  
*Publishing HCI research in premier MIS journals*

### Research Presentations:

There were 42 submissions to the Pre-ICIS HCI workshop. After a rigorous review process, 14 papers were accepted, an acceptance rate of 33%.

### Culture and Mobile Design

Chair: Richard Johnson

1. *Website Design and Mobility: Culture, Gender, and Age Comparisons*, Dianne Cyr, Milena Head, and Alex Ivanov (Best paper nominee)
2. *The Cultural Implications of Nomadic Computing in Organizations*, Lei-da Chen and Cynthia L. Corritore
3. *Investigating the Usability of the Stylus Pen on Handheld Devices*, Xiangshi Ren and Sachi Mizobuchi

### Conceptual Modeling and Technology Awareness

Chair: Radhika Santhanam

4. *Measuring User Beliefs and Attitudes towards Conceptual Schemas: Tentative Factor and Structural Equation Model*, Geert Poels, Ann Maes, Frederik Gailly, and Roland Paemeleire
5. *The Centrality of Awareness in the Formation of User Behavioral Intention Toward Preventive Technologies in the Context of Voluntary Use*, Tamara Dinev and Qing Hu (Best paper nominee)
6. *Evaluating Supply Chain Context-Specific Antecedents of Post-Adoption Technology Performance*, Susan K. Lippert

### Technology Acceptance Enablers

Chair: Sidney Davis

7. *An Empirical Study on Causal Relationships between Perceived Enjoyment and Perceived Ease of Use*, Heshan Sun and Ping Zhang
8. *It is that Dreaded Error Report: An Empirical Assessment of Error Reporting Behavior*, Khawaja Saeed and Achita (Mi) Muthitacharoen
9. *Building Relationships Between Consumers and Online Vendors: Empirical Findings from Austria*, Horst Treiblmaier

### Online Decision Making

Chair: Weiyin Hong

10. *Online Advice Taking: Examining the Effects of Self-Efficacy, Computerized Sources, and Perceived Credibility*, Robin S. Poston, Asli Y. Akbulut, and Clayton Looney
11. *The Role of Similarity in E-Commerce Interactions: The Case of Online Shopping Assistants*, Sameh Al-Natour, Izak Benbasat, and Ronald T. Cenfetelli (Best paper nominee)
12. *Information Search Patterns in E-Commerce Product Comparison Services*, Fiona Fui-Hoon Nah, Hong-Hee Lee, and Liqiang Chen

### Multitasking and Ubiquitous Computing

Chair: Milena Head

13. *Understanding the Social Implications of Technological Multitasking: A Conceptual Model*, Caroline S. Bell, Deborah R. Compeau, and Fernando Olivera
14. *Contributing to Quality of Life: A New Outcome Variable for Information Technology in Ubiquitous Computing Environments*, Minkyung Lee, Jinwoo Kim, Hun Choi, Dongjin Lee, and Kun Shin Im (Best paper nominee)

### Facing People of the World: The Challenge of HCI

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In the past few decades, diversity has impacted on the field of human computer interaction as it has on every other aspect of our lives. Large information technology organizations, such as IBM, Microsoft, Sun Microsystems, and Apple Computers initiated research in internalization and localization of usability and software development in the early 1990's for strategic and competitive reasons (Nielsen, 1990). The emphasis on internalization and localization has conveyed the consequences of understanding culturally determined usability problems and systems design issues. As a necessary consequence, culture has become an integral part of the user-centered information systems design and human computer interaction research. In this essay, challenges of cross-cultural studies in human computer interaction are presented, followed by some of the broad suggestions on how to improve cross-cultural awareness and international collaboration in the HCI community.

Today, we are facing two major cultural challenges in the HCI community. The first is effective collaboration among researchers from different disciplines and/or countries. The interdisciplinary characteristic of HCI requires professionals from various departments and countries to work together. Carnegie-Mellon's Human Computer Interaction Institute (HCII), for example, works with a wide spectrum of departments and units, including robotic institute, language technologies institute, social sciences, industrial administration, fine arts, software engineering, computer science, and psychology department. Consequently, significant cultural differences exist among professionals in different fields. For instance, an American interface designer and a Korean interface designer may well have more in common within their research context in terms of culture than an American interface designer and an American marketing expert (Beu & Honold, 2000). Similarly, a psychologist may process her mental model in a different way than a computer scientist because they have distinct cognitions in dealing with certain problems. Cognition is culture specific, which enables or disables us to share the same social and mental identity. For researchers in human computer interaction, this wide variety of cultural backgrounds creates a potential synergy among different fields and disciplines when producing interdisciplinary research.

In spite of the attempt for the HCI community to develop international research partnerships, relatively few outstanding cross-cultural studies have been conducted within the boundaries of international collaboration. This is mainly due to lack of connections, weak initiative efforts, and tentative commitments to cross-cultural studies among researchers in different countries. In reality, most HCI research, especially usability studies, have taken place within the U.S. and Western Europe, which often disregards the cultures of users that are studied (Day, D. L., 1998; Onibere, 2001). Unarguably, culture-related research can be done most accurately by researchers and to users who actually live in and understand the particular culture.

The other challenge that we are facing in the HCI community is promoting importance of cultural studies in HCI related researches. We come across the cultural perspectives in human computer interaction when we study users and usability for systems development and design. Previous findings in cross-cultural studies of interface design are consistent in showing that culture does indeed influence attitudes towards computers and preferences in interface design (Evers, 1999; Honold, 2000; Onibere, 2001; Marcus, 2003). Culture affects many aspects of human behavior and usability, such as affordance and online trust issues. A usability problem can find its solution when the culture of the users and their internal and external environment are fully understood. In parallel, the development of more culturally sensitive usability methods and evaluation techniques may improve and facilitate user centered systems development. Hofstede's five cultural dimensions (Hofstede, 1980), for example, are increasingly used to assess cultural differences in design, usability, and interaction (Hoft, 1996; Marcus & Gould, 2000; Simon, S. J. 2001; Ford & Gelderblom, 2003). Norman claims that when simple things need pictures, labels, or instructions, the design has failed (Norman, 1988), and this failure can be prevented by studying the context of use as well as the culture of user groups. In other words, if we want objects, interfaces, and tools to afford their use, we must design them with a strong understanding of the users and their context (Honold, 2000).

On the other hand, some researchers show concerns in employing cultural issues in HCI researches. It is mostly due to the combination of ambiguity of defining and assessing culture in general and the complexity that culture maintains as one of its major characteristics. First, misinterpretation can occur during analysis because the researchers themselves have their own cognitive biases about the users from a different culture. This may promote false research results that contradict the reality of the users and their environment. Secondly, too many cultural theories and models may act as obstacles in maintaining meaningful output. Discovering cultural factors and/or cultural differences during the evaluation of systems is a common practice in current cross-cultural researches in HCI. As more cultural factors and differences have been found, it makes the design process ever more complicated while still producing designs that fail to fulfill the needs of culturally diversified users (Bourges-Waldegg & Scrivener, 1998).

Nonetheless, relatively few cross-cultural studies in interface design and human computer interaction have looked at users in their environment although there is a sign of increasing interests towards cross-cultural researches in the field of human computer interaction (Evers, 1999). In order to attract more HCI researchers into a cross-cultural research and to improve awareness in importance of it, I have proposed some broad suggestions below.

## Research Opinions (Cont'd)

1. We need to first set out to identify the concepts that define culture for the purpose of HCI and information systems so that there is no major contradiction in a fundamental understanding of culture among researchers studying cultural phenomenon in the field. Similar to usability, there is no concrete agreement on a particular definition of culture (Hoft, 1996). A definition of culture can vary based on a specific area of research.
2. Interactions among professionals from different fields should be more actively encouraged in order to reduce culture-gaps among researchers from different disciplines and between researchers and potential users. There are numerous opportunities for the HCI researchers to work with professionals from different disciplines. The key is to identify the problems and to come up with collaborative research interests accordingly.
3. It is necessary to develop ways for professionals in the international HCI community to work together more closely by building scholastic networks that focus on cross-cultural issues and approaches to HCI. It is crucial for HCI researchers to differentiate between designing interfaces that will be used exclusively within a particular culture and those that will be shared by users from different cultures (Bourges-Waldegg, P., Scrivener, S. A.R., 1998). We can develop more studies in design, implementation, and evaluation of human computer interactions that are targeted towards a specific cultural demographic as well as multiculturalism in an internationally collaborative environment. In order to do so, it is necessary to establish a vital community of researchers in each of the participating countries.
4. In order to augment the international collaboration in cross cultural studies in HCI, we need to further emphasize culture and diversity at the HCI and information systems conferences that are open to researchers worldwide as AIS's SIGCCRIS promotes importance of the cultural research in information systems. This effort can stimulate the HCI community as a whole and can result in an increasing number of international participants and international research collaborations. Furthermore, concrete recommendations and agendas for international collaborative research should be proposed and discussed at the level of international conferences and proceedings.
5. Collaboration between academia and private sectors for cross cultural research should be encouraged. HCI is a practical field of study. We tend to conduct experiments to study users and usability issues in an effort to apply the results into information systems design. Cross-sector collaborations can augment the effectiveness and efficiency in empirical research processes by strengthening the advantages and compensating for disadvantages of academic and private-sector research. Cultural and other cognitive differences between academia and private sector can also increase the synergy in discovering new findings.

There are approximately 5000 languages co-existing in fewer than 200 countries (Cristal, 1993). This statistic insinuates the nonspecific complexity of studying and applying cultural aspects in HCI research. Nevertheless, culture, as a context, is a fundamental factor in HCI research. Our job as HCI professionals is not only to exhibit technical features on a system or product, but also to develop intellectual models that are implicitly carriers of specific

cultural orientation systems and schemes (Honold, 2000). Currently, Dr. Susan Wiedenbeck at the college of Information Science and Technology, Drexel University and I are designing a cross cultural study on online trust between American and Korean users. We expect to define culture in the context of human computer interaction and apply a new way of experimenting users from different cultures in order to assess their trust-related attributes towards information systems. We look forward to discovering new findings that will contribute to the future of human computer interaction studies and information systems design. Indeed, it is time for the HCI community to face people of the world because we can no longer afford to ignore the cultural dimensions of HCI in the fast growing global demands of information technology and systems.

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### Innovation in the Usability Workplace: Conducting Research in an Industrial Setting

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The usability and HCI profession is still young and relatively immature compared to many other disciplines and sciences. Instead of viewing this aspect of usability as a negative, I prefer to see the many opportunities that exist to contribute worthwhile research to the usability community to help shape the field and improve the methods that are currently being used. It is no great secret that there are problems and shortcomings with many of the metrics and methods that are considered to be the standards for conducting usability research. For example, in a typical usability test many usability practitioners rely heavily on recording task completion rates, time on task, errors committed and the number of assists that have to be given for a user to complete a task. But when examined closely, these metrics have problems with consistency and validity. This has been a frequent topic in the usability literature where some such as Lund (1998) argue that valid and useful usability metrics do not exist. Even more concerning is research showing weak to no correlation of what is generally considered the central measures of usability, namely efficiency, effectiveness, and satisfaction (Frøkjær, Hertzum, Hornbæk, 2000). Hertzum and Jacobsen (2001) found that some of the usability evaluation methods most commonly used (i.e. cognitive walkthrough, heuristic evaluation, and thinking-aloud studies) had problems where different evaluators using the same method detected markedly different sets of problems. The question then becomes why are these methods and metrics used despite the growing body of research showing problems with them? In short, they are the best method and metrics we have, for now at least.

In order for the field of usability to mature as a science, its practitioners need to be encouraged to challenge the current practices, methods, and metrics as standards and look for opportunities to be innovative and develop new and possibly more valid ways of measuring usability and performing HCI research. However, this is easier said than done for most practitioners. I have often wondered why more people in the applied side of the usability field do not do research and publish more. Doing usability research and publishing is extremely beneficial for a usability practitioner's career. It makes them more marketable for their next career move, it helps get a usability professional's name out in the field and recognized, and this often leads to great opportunities for networking with other great minds in the usability field. Many in the usability field have advanced degrees and have been trained in conducting research, but this muscle is not flexed as much as it could be once graduates begin work in industry. The most common excuses I have heard as to why usability practitioners do not perform their own research and publish are because its too time consuming, it interferes with the primary usability work that they are doing for their employer, or they have a hard time getting ideas for research. It is not necessary to work within advanced usability research groups that companies such as

Microsoft, Hewlett-Packard, and Oracle have in order to do useful and valuable usability research. I have found that there are ways that practitioners can conduct their own research in corporate and industrial settings that balances the usability needs of a company with the ability to try out new ideas, methods, and metrics.

#### Developing Research Ideas

One of the most difficult parts of doing research for many usability practitioners is coming up with usability research topics of interest. There are many good resources available to create a pool of research ideas. Professional conferences are an invaluable experience to see what the latest trends in usability research are currently. Usability and HCI conferences provide great insights into the current areas of the field where holes and questions exist. There are areas, such as questions of measure validity, which are the low hanging fruit where there is a glaring need for more research. Another way to get useful ideas from professional conferences is to think about the shortcomings and problems of methods and procedures that were used for particular studies. Sometimes insightful tweaks and changes to another researcher's work can provide potentially more valid results or methods.

Keeping up to date with the latest in the usability literature is vital for sparking new research ideas. Again, reading up on the latest usability trends can provide great ideas on how to try and do things better or answer new questions that have been posed. One way I have helped to motivate myself in the past to read interesting and relevant research is to participate in an informal research forum with fellow colleagues who had similar research interests. The goal was to read potentially thought provoking usability articles and then meet on a regular basis every couple of weeks to discuss them. This type of group also created great opportunities to bounce potential research ideas off of my peers and brainstorm new ones with them. This led to working on collaborative research projects in more than one instance.

Another great source for getting ideas for new methods is to look to other scientific disciplines. Quite often in other disciplines that have been around for much longer than usability you can find innovative methods and solutions that could creatively be adapted to the usability field. The best example of this is how methods used in ethnography and anthropology influenced and were incorporated into the creation of new methods now part of the usability research toolbox. Specifically, contextual inquiry is a method for conducting user research in the context of the user's environment that was adapted from more traditional ethnographic methods (Holtzblatt and Jones, 1993).

## Industry Voice (Cont'd)

Attending conferences, reviewing the usability literature, and examining other scientific disciplines are great ways to generate new research ideas. The next obstacle comes in finding ways to research, test, and develop these ideas in an industrial setting.

### Useful Practices for Conducting Research in the Industrial Usability Setting

One of the biggest challenges in conducting your own research while working full time for a company is finding overlaps between the needs and goals of usability work in product development and your own research ideas. Working for a company that incorporates usability work into its development lifecycle provides a usability practitioner with many resources that can not be obtained easily on their own such as a usability lab, access to participants, and monetary support during a study. There are ways that the usability professional interested in conducting their own research can benefit from these resources while being sensitive to the usability needs and goals of a product development team.

One way to conduct your own research that has minimal interference and impact on standard usability practices is to try using what I like to call “add ons”. “Add ons” can be things such as new metrics, methods, or questionnaires that can be easily and quickly added in addition to those that are currently used and accepted. The major benefit of doing this is that you still collect all the usability data in the same manner that has come to be expected by your client or development team. This can also help get new successful techniques and metrics that you research and develop to be adopted faster. If the results of the research are comparable to the existing ways or add new insights into previous gaps, teams can be convinced more easily of the merits of your innovations. For example, I had experimented with and developed a way to measure usability expectations that could be compared against actual perceived usability. I used this method to collect expectation measures over the course of a number of usability tests for one development team I worked with regularly. This additional measure was a simple add on that still provided the usability data they had come to expect, but now I was able to provide them additional information and feedback about where the usability of their product exceeded expectations or came up short. The “add ons” usually can be implemented without adding too much extra time to the activity, another factor that is often limiting to what kind of new techniques can be tried in an applied setting.

When experimenting with “add ons” do not be afraid of initial failures. View each time a new “add on” is used as a pilot session. More often than not the first attempts will not work as well as anticipated. It is through subsequent testing with

iterative designs and tweaks that some of the best new ideas are created.

Another type of research that can be done with little to no impact on the company the usability professional works for is questionnaire development. Creating questionnaires for measurement purposes or simply to get feedback about an area of interest can be relatively easy to do. Collecting questionnaire data does not have to be dependent on using the same users who participate in usability activities for the company or client for which you work. Questionnaires can be sent to organizations, email lists, or targeted users. In one research project on which I collaborated, we created a questionnaire to assess what usability professionals perceived the construct of usability to consist of. We asked some colleagues who were conducting a workshop with usability professionals to pass out our questionnaire. We were able to target a much wider audience without impacting any of the resources of the company for which we worked. These are just a few examples of ways to conduct usability research that are quick and easy to implement.

### Balancing Act

Conducting your own usability research while working in an industrial setting can be a rewarding experience once you learn to balance the needs of an employer with the research you want to conduct. Research takes time and does not happen overnight. It can be difficult setting aside time for research while working a full time usability job. However, some companies will support the research you do in terms of giving you time to do research and publish if it helps get the company name to appear in professional journals and other publications. The usability field is ripe for new ideas and waiting to be led in new directions. All it needs is enthusiastic usability professionals who are willing to do the research and lead the way.

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## Announcement: SIGHCI Executive Meeting

There will be an AIS **SIGHCI Executive Meeting** at ICIS 2005. The meeting is scheduled for Friday, Dec. 9, 2005 from 6 pm – 7:30 pm in Murano 3203 at the Venetian Hotel, Las Vegas.

## Future Activities

### **The 4<sup>th</sup> Annual Workshop on HCI Research in MIS**

Las Vegas, NV, USA, December 10, 2005

#### **Workshop Co-Chairs**

Scott McCoy, College of William and Mary, [scott.mccoy@business.wm.edu](mailto:scott.mccoy@business.wm.edu)

Traci Hess, Washington State University, [thess@cbe.wsu.edu](mailto:thess@cbe.wsu.edu)

For a preview of the workshop, please refer to page 3 of this issue or visit <http://sigs.aisnet.org/sighci/icis05/Workshop/>.

### **Track on HCI Studies in MIS The International Conference on Information Systems (ICIS) 2005**

Las Vegas, NV, USA, December 11-14, 2005

#### **Track Co-Chairs**

Kar Yan Tam, Hong Kong University of Science and Technology, China, [kytam@ust.hk](mailto:kytam@ust.hk)

Jane Webster, Queens University, Canada, [jwebster@business.queensu.ca](mailto:jwebster@business.queensu.ca)

For more information, please visit <http://icis2005.unlv.edu/track11.htm> or <http://sigs.aisnet.org/sighci/icis05/Main/>.

### **Human-Computer Interaction Track The 14<sup>th</sup> European Conference on Information Systems (ECIS 2006)**

Göteborg, Sweden, June 12-14, 2006

#### **Track Co-chairs**

Scott McCoy, College of William and Mary, [scott.mccoy@business.wm.edu](mailto:scott.mccoy@business.wm.edu)

Hans Van Der Heijden, University of Surrey, [h.vanderheijden@surrey.ac.uk](mailto:h.vanderheijden@surrey.ac.uk)

#### **Important dates:**

November 25, 2005	Deadline for submission of papers
February 25, 2006	Notification of acceptance
March 25, 2006	Deadline for submission of final papers

For more information about the track, please refer to [http://www.ecis2006.se/02\\_conferencetracks/hci.html](http://www.ecis2006.se/02_conferencetracks/hci.html). To view the conference timeline, please refer to [http://www.ecis2006.se/03\\_importantdates/timeline.html](http://www.ecis2006.se/03_importantdates/timeline.html).

### **Human-Computer Interaction Track The 10<sup>th</sup> Pacific Asia Conference on Information Systems (PACIS 2006)**

Kuala Lumpur, Malaysia, July 6-9, 2006

#### **Track Co-Chairs**

Jinwoo Kim, Yonsei University, South Korea, [jinwoo@base.yonsei.ac.kr](mailto:jinwoo@base.yonsei.ac.kr)

Mun Yi, University of South Carolina, United States, [myi@moore.sc.edu](mailto:myi@moore.sc.edu)

#### **Important Dates:**

Paper submission deadline	March 31, 2006
Review result notification	May 10, 2006
Camera-ready copy deadline	May 31, 2006

For more information, please visit <http://www.pacis2006.com.my/>.

## Future Activities (Cont'd)

### Track on Human-Computer Interaction Studies in MIS The 12<sup>th</sup> Americas Conference on Information Systems (AMCIS) 2006

Acapulco, México, August 4-6, 2006

#### Track Co-Chairs

Matt Germonprez, University of Wisconsin - Eau Claire, [germonr@uwec.edu](mailto:germonr@uwec.edu)  
Traci Hess, Washington State University, [thess@cbe.wsu.edu](mailto:thess@cbe.wsu.edu)  
Scott McCoy, College of William and Mary, [scott.mccoy@business.wm.edu](mailto:scott.mccoy@business.wm.edu)  
Fiona Fui-Hoon Nah, University of Nebraska-Lincoln, [fnah@unl.edu](mailto:fnah@unl.edu)

#### Minitracks and Chairs:

1. HCI Education for IS Professionals  
Mary Jo Davidson, DePaul University
2. HCI Models and Issues in Information Seeking Engines  
Ricard (Rick) E. Downing, Rockhurst University
3. Human Cognition in Computing  
Tom Stafford, University of Memphis
4. IT/Systems Accessibility  
Eleanor T. Loiacono, Worcester Polytechnic Institute,  
Scott McCoy, College of William and Mary  
Deborah Fels, Ryerson University
5. Personalization Systems  
Il Im, Yonsei University
6. Emergency Response Information Systems  
Tung Bui, University of Hawaii  
Murray Turoff, New Jersey Institute of Technology  
Bartel Van de Walle, Tilburg University, Belgium  
\*Co-sponsored by SIGHCI and SIGDSS
7. HCI Issues in Healthcare IT  
Vance Wilson, University of Wisconsin-Milwaukee  
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8. HCI with Mobile Devices  
Fiona Fui-Hoon Nah, University of Nebraska-Lincoln  
Peter Tarasewich, Northeastern University  
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9. Information Visualization and Decision Support  
Ozgur Turetken and David Schuff, Temple University  
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10. Interface Design, Evaluation, and Impact  
Matt Germonprez, University of Wisconsin – Eau Claire  
Traci Hess, Washington State University  
Scott McCoy, College of William and Mary

For more information about the HCI track at AMCIS'06, please refer to <http://sigs.aisnet.org/sighci/amcis06/> or <http://amcis2006.aisnet.org/>.

### HCI Research in MIS The International Conference on Information Systems (ICIS) 2006

Milwaukee, Wisconsin, USA, December 2006

#### Track Co-Chairs

Kar Yan Tam, Hong Kong University of Science and Technology, China, [kyltam@ust.hk](mailto:kyltam@ust.hk)  
Ping Zhang, Syracuse University, [pzhang@syr.edu](mailto:pzhang@syr.edu)

Please consider submitting your best work to ICIS 2006 in Milwaukee. ICIS 2006 is using a slightly different format where there is no pre-defined research track. If enough HCI papers are submitted and accepted, an HCI track will be formed. Please check the ICIS'06 website for important dates.

### Human-Computer Interaction Sessions The 12<sup>th</sup> International Conference on Human-Computer Interaction (HCI 2007)

Beijing, China, July 22-27, 2007

AIS SIGHCI will be sponsoring sessions at HCI 2007. Best papers will be invited for fast-tracking in the International Journal of Human-Computer Interaction (IJHCI). The HCI'07 website is available at <http://www.hcii2007.org/>.

## Past Activities Sponsored by AIS SIGHCI

### HCI Track at the 9<sup>th</sup> Pacific Asia Conference on Information Systems (PACIS 2005)

Bangkok, Thailand, July 7-10, 2005

At PACIS'05, SIGHCI sponsored the Human-Computer Interaction (HCI) Track. The HCI track received twenty submissions. After a rigorous double-blind review process, six full papers were accepted. They were presented in two HCI paper sessions. Among them, two best papers were invited for expansion and submission to the International Journal of Human-Computer Studies (IJHCS) special issue, to be published in 2006. In addition, two HCI posters were exhibited at PACIS'05. For more details about the HCI track at PACIS'05, please visit <http://www.pacis2005.ku.ac.th/>.

### HCI in MIS Sessions at the 11<sup>th</sup> International Conference on Human-Computer Interaction (HCII 2005)

Las Vegas, NV, USA, July 22-27, 2005

To view details about this conference, please visit <http://www.hci-international.org/>.

### HCI track at the 11<sup>th</sup> Americas Conference on Information Systems (AMCIS 2005)

Omaha, Nebraska, USA, Aug. 11-14, 2005

For a detailed summary of AMCIS'05, please refer to pages 1-2 of this issue. To view photos from the HCI track at AMCIS'05, please visit <http://sigs.aisnet.org/SIGHCI/pictures/amcis05/>.

### 1. JAIS Special Theme Papers based on the 3<sup>rd</sup> pre-ICIS HCI/MIS Workshop (2004)

From the 17 papers accepted for presentation at the pre-ICIS 2004 HCI/MIS workshop, 6 were invited for a fast-tracking opportunity with the Journal of the Association for Information Systems (JAIS). Expanded versions of these papers were considered for publication in JAIS. The senior editors for this JAIS fast-tracking opportunity are Sirkka Jarvanpaa and Izak Benbasat.

### 2. IJHCS Special Issue based on AMCIS 2005 and PACIS 2005 HCI Tracks

Expanded versions of the best completed research papers from the HCI track at AMCIS'05 and the HCI track at PACIS'05 were considered for publication in a special issue of the International Journal of Human Computer Studies (IJHCS). The special issue is expected to be published in 2006. It is co-edited by Fiona Fui-Hoon Nah, Ping Zhang, Scott McCoy, and Mun Yi.

### 3. JAIS Special Theme Papers based on the 4<sup>th</sup> pre-ICIS HCI/MIS Workshop (2005)

With the strong support from the new JAIS Editor-in-Chief, Kalle Lyytinen, we will continue to have a special theme with JAIS to fast-track expansions of the best papers from the 2005 HCI/MIS workshop. The guest Senior Editors are Ping Zhang, Dennis Galletta, and Izak Benbasat.

## Summary of SIGHCI Logo Contest

SIGHCI sponsored a logo contest this fall. In an effort to establish a unique logo for SIGHCI, members were encouraged to create and submit their own logo designs. The contest received 36 logo submissions. The 3 finalists listed below were selected through a blind review process by the SIGHCI executive committee.

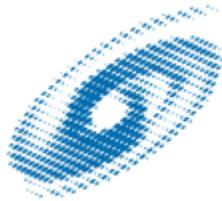
- Anna McNab, Washington State University
- Keng Siau, University of Nebraska-Lincoln
- Ryan Wright, Washington State University

The finalists receive free registration to the 2005 SIGHCI Pre-ICIS Workshop on HCI Research in MIS to be held on December 10<sup>th</sup> in Las Vegas, NV. The 3 finalists' logos will be presented at the workshop, where the winner will be announced. Congratulations to the 3 finalists!

## SIGHCI Sponsors

SIGHCI would like to express its sincere appreciation to the following sponsors. The many past and future SIGHCI activities would not be possible without their generous support.

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## Helpful URLs

### **AIS website:**

<http://aisnet.org>

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