SIGHCI was pleased to sponsor the HCI track at AMCIS 2008 in Toronto, Canada which included 9 mini-tracks. These SIGHCI-sponsored mini-tracks formed 9 paper sessions that spanned the entire conference program. There were a total of 25 papers presented within the HCI track at AMCIS 2008, with strong attendance at each session. The following paper was selected as the best paper from the HCI track. Congratulations to these authors for their outstanding work!

“Generation Y and Web Design: Usability through Eye Tracking”, by Soussan Djamasbi - Worcester Polytechnic Institute (WPI), Tom Tullis - Fidelity Investments, Marisa Siegel - WPI, Daniel Capozzo - WPI, Robert Groezinger - WPI, and Frankie Ng – WPI.

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. The special issue is expected to be published in 2009 and is co-edited by Matt Germonprez, Chuck Kacmar, and Young Hwa “Gabe” Lee.

Thank you to all authors, mini-track chairs, and reviewers for providing such a good showing of HCI research. SIGHCI looks forward to sponsoring the HCI track at AMCIS 2009 in San Francisco, California!

Track Co-Chairs:
Matt Germonprez
Traci Hess
Chuck Kacmar
Peter Tarasewich
The 7th Annual Pre-ICIS Workshop on HCI Research in MIS
Saturday, December 13, 2008 in Paris, France

Workshop Co-Chairs:
Eleanor T. Loiacono, Worcester Polytechnic Institute, eloiacon@wpi.edu
Weiyin Hong, University of Nevada, Las Vegas, whong@unlv.nevada.edu

The workshop received a total of 45 submissions this year. Twelve full papers have been accepted (27%). They will be presented in 4 sessions. Thirteen posters (29%) have been accepted for the poster session. Prof. Jane Carey will be the keynote speaker. Below is the workshop schedule. For more details, please visit http://sigs.aisnet.org/sighci/icis08_wksp/.

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
<th>Presentation</th>
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<tbody>
<tr>
<td>7:30-8:00</td>
<td>Registration Begins (outside the meeting room Concorde)</td>
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</tr>
<tr>
<td>8:00-9:30</td>
<td>Session 1: IT and Decision Support</td>
<td>1. Psychological Contract Violation in Recommendation Agent Use, S. Goyal, F. Davis, &amp; M. Limayem</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2. Designing a Personalized Health Risk Communication Website to Motivate User Attention and Systematic Processing, C. Harle, J. Downs &amp; R. Padman</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3. Personal Temporal Structure Usage in Electronic Temporal Coordination Systems: A Qualitative Study, D. Wu &amp; B. Ngugi *</td>
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<tr>
<td>9:30-9:45</td>
<td>Coffee Break</td>
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<td></td>
<td></td>
<td>5. The Role of Website Service Functionality in Explaining Price Dispersion and Price Trade-offs in Online Markets, S. Al-Natour, I. Benbasat, &amp; R. Cenfetelli</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6. The Impact of Motivation and Prevention Factors on Game Addiction, Z. Xu &amp; Y. Yuan</td>
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<tr>
<td>11:15-12:00</td>
<td>Keynote Speaker</td>
<td>Jane Carey</td>
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<tr>
<td>12:00-1:15</td>
<td>Lunch Break (Sponsored by Worcester Polytechnic Institute)</td>
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<tr>
<td></td>
<td></td>
<td>9. The Role of Authenticity in the Experience of Visitors Interacting with Museum Technologies, J. Pallud *</td>
</tr>
<tr>
<td>2:45-3:00</td>
<td>Coffee Break</td>
<td></td>
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<tr>
<td>3:00-4:30</td>
<td>Session 4: Trust and Empowerment</td>
<td>10. Website Design, Trust and Culture: An Eight Country Investigation, D. Cyr *</td>
</tr>
<tr>
<td></td>
<td></td>
<td>12. Participating in Open Source Software Projects: The Role of Empowerment, W. Ke &amp; P. Zhang</td>
</tr>
<tr>
<td>4:30-5:00</td>
<td>Workshop Conclusion, Poster Setup</td>
<td></td>
</tr>
<tr>
<td>5:00-6:00</td>
<td>Poster Presentations and Reception</td>
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</tbody>
</table>

* Best paper nominees

Announcement: AIS SIGHCI Business Meeting at ICIS’08

SIGHCI will be holding its annual business meeting (executive committee meeting) at ICIS’08 in Paris, France on Saturday, December 13, 2008, from 6:00-7:30pm. SIGHCI members and all interested parties are welcome to attend. The meeting will be held in the meeting room Concorde at Le Palais des Congrès.
The HCI track at ICIS 2008 features nine full papers and one research-in-progress paper. These papers were selected out of a total of 38 submissions (30 full papers and 8 research-in-progress papers). The acceptance rate of full papers in our track was above the conference’s average, which is around 25%. We hope that this is indicative of the quality of the HCI research that’s being done within the IS community.

The nine papers will be presented in three sessions to be held on Monday, December 15, 2008.

We would like to thank the authors, the reviewers and the associate editors for their hard and successful work.

10:30 - 12:00
Session 1 - Searching and Learning
Session Chair: Stefan Smolnik
Discussant: Jane M. Carey
1. The Hedonic Experience of Enjoyment and Its Relationship to Informal Learning: A Study of Museum Websites
   Aleck Lin, Shirley Gregor, and Jessica Huang
2. Searching for Product Experience Attributes on the Web
   Jahna Otterbacher
3. Information Search Process for A Well-Structured IS Problem: The Role of IS and Application Domain Knowledge
   Vijay Khatri and Iris Vessey

14:00 - 15:30
Session 2 - Understanding System Usability
Session Chair: TBD
Discussant: Shuk Ying (Susanna) Ho
4. Cultural Cognition In the Thinking-Aloud Method For Usability Evaluation
   Torkil Clemmensen, Morten Hertzum, Kasper Hornbaek, Qingxin Shi, and Pradeep Yammiyavar
5. Beyond Annoyance: The Latent Benefits of Distracting Website Features
   Barney CC Tan, Cheng Yi and Hock Chan
6. I'm Losing Patience With Your Site: The Impact of Information Scent and Time Constraints on Effort, Performance, and Attitudes
   Greg Moody and Dennis Galletta

16:00 - 17:30
Session 3 - Understanding System Users
Session Chair: TBD
Discussant: Horst Treiblmaier
7. Adaptive System Use: An Investigation at The System Feature Level
   Heshan Sun and Ping Zhang
8. Where Does TAM Reside in the Brain? The Neural Mechanisms Underlying Technology Adoption
   Angelika Dimoka and Fred Davis
9. Understanding Users’ Continuance of Facebook: The Role of General and Specific Computer Self-Efficacy
   Deliang Wang, Lingling Xu, and Hock Chuan Chan

Research-In-Progress Paper (Tuesday, 16 December 12:00 - 14:00)

For more details about the HCI track, please visit the ICIS’08 website at http://www.icis2008.org/ or the HCI Track page at http://www.unice.fr/icis2008/step1/humanComputer.html.

Note: All pictures on this page and Page 2 are from the ICIS’08 website at http://www.icis2008.org/.
Current Activities Sponsored by AIS SIGHCI

Human-Computer Interaction Mini-Track
At the Hawaii International Conference on System Sciences (HICSS-42)

Big Island, Hawaii, January 5-8, 2009

Mini-track Co-chairs
Joe Valacich, Washington State University, jsv@wsu.edu
John Wells, Washington State University, wellsjd@wsu.edu
Ryan Wright, Washington State University, ryanwright@wsu.edu

The following papers will be presented in 3 sessions (56% acceptance rate) in the HCI mini-track at HICSS-42. For more details, please visit the HICSS'09 website at [http://www.hicss.hawaii.edu/hicss_42/apahome42.htm](http://www.hicss.hawaii.edu/hicss_42/apahome42.htm).

<table>
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<tr>
<th>Session 1</th>
<th>Session 2</th>
<th>Session 3</th>
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</thead>
<tbody>
<tr>
<td>HCI and Web 2.0 Technologies</td>
<td>Interface Design Issues</td>
<td>HCI Research Methods</td>
</tr>
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Note: Logo and pictures are from the HICSS-42 website and from [http://www.bigisland.org](http://www.bigisland.org).
Future Activities Sponsored by AIS SIGHCI

Human-Computer Interaction Papers
At the 17th European Conference on Information Systems (ECIS) 2009
Verona, Italy, June 8 - 10, 2009

There are no specialist tracks at ECIS 2009. Submissions are accepted under two categories: full research papers, and research-in-progress papers. The reviews for each paper will be handled by an Associate Editor, who will advise the research / research–in–progress chairs on the suitability of the paper following the review process.

For more details, please visit the ECIS’09 website at http://www.ecis2009.it/.

Important Dates:
Submission deadline    December 01, 2008
Panels deadline            January 26, 2009
Notification of acceptance       End of February 2009
Submission of final version     March 31, 2009

Note: Logo and pictures are from the ECIS’09 website.

Human-Computer Interaction Track
At the Pacific Asia Conference on Information Systems (PACIS) 2009
Hyderabad, India, July 10-12, 2009

Program Co-Chairs:
James Thong, Hong Kong University of Science & Technology, jthong@ust.hk
Hee-Woong Kim, National University of Singapore, kimhw@comp.nus.edu.sg

Important Dates:
March 1, 2009    Paper Submission Deadline
April 30, 2009   Notification of Paper Acceptance
May 20, 2009    Submission of final print version of the paper

For call for papers and more details, please visit the PACIS’09 website at http://www.isb.edu/citne/pacis2009/.

Note: Logo and pictures are from the PACIS’09 website.
Future Activities Sponsored by AIS SIGHCI

Human-Computer Interaction in MIS Sessions
At The 13th HCI International Conference 2009
San Diego, California, July 19 - 24, 2009

Session Co-Organizers
Xiaowen Fang, DePaul University, xfang@cdm.depaul.edu
Fiona Fui-Hoon Nah, University of Nebraska-Lincoln, fnah@unl.edu

Important Dates:
Deadline for extended abstract submission: October 15, 2008
Notification of informal review on extended abstract: October 25, 2008
Deadline for full paper (research-in-progress or completed research paper) submission: December 5, 2008
Notification of review outcome: February 1, 2009

Expansions of the papers from HCII’09 HCI in MIS sessions are welcome to be submitted to AIS Transactions on Human-Computer Interaction (THCI) for publication considerations. Depending on the quality of these expansions, they may receive expedited reviews. Conference paper expansions submitted to THCI will be reviewed with the same quality criteria and standards as regular submissions to THCI. For more information on submitting expansions of conference papers to THCI, visit http://thci.aisnet.org.


Note: Logo and pictures are from the HCII’09 website.

Track on Human-Computer Interaction Studies in MIS
At The 15th Americas Conference on Information Systems (AMCIS) 2009
San Francisco, California, August 6 - 9, 2009

Track Co-Chairs
Peter Tarasewich, Suffolk University, tarase@suffolk.edu
Hong Sheng, Missouri University of Science & Technology, hsheng@mst.edu
Dezhi Wu, Southern Utah University, wu@suu.edu

Important Dates:
February 20, 2009: Complete papers due
April 2, 2009: Notification of paper acceptance
April 20, 2009: Camera ready copy due

For more details, please visit the AMCIS’09 website at http://amcis2009.aisnet.org/.

Note: Logo and pictures are from the AMCIS’09 website.
1. **IJHCI Special Issue based on HCII’07**

Volume 24, Issue 7 of the International Journal of Human-Computer Interaction (IJHCI), which is a SIGHCI-sponsored special issue on HCI Studies in MIS, has been published. It is based on the expansions of the best research papers from the three ‘HCI in MIS’ sessions at the 12th International Conference on Human Computer Interaction (HCII). The guest editors for this special issue are Fiona Fui-Hoon Nah, Xiaowen Fang, Traci Hess, and Weiyin Hong. The following are the papers published in the special issue:

1. **Special Issue Introduction: HCI Studies in MIS**  
Fiona Fui-Hoon Nah; Xiaowen Fang; Traci Hess; Weiyin Hong

2. **Two Types of Attitudes in ICT Acceptance and Use**  
Ping Zhang; Shelley N. Aikman; Heshan Sun

3. **The Relationship Between Mobile Service Quality, Perceived Technology Compatibility, and Users’ Perceived Playfulness in the Context of Mobile Information and Entertainment Services**  
Felix B. Tan; Jacky P. C. Chou

4. **An Experimental Study of Antecedents and Consequences of Online Ad Intrusiveness**  
Scott McCoy; Andrea Everard; Peter Polak; Dennis F. Galletta

5. **Designing Product Lists for E-Commerce: The Effects of Sorting on Consumer Decision Making**  
Shun Cai; Yunjie (Calvin) Xu

6. **Exploring Multidimensional Conceptualization of Social Presence in the Context of Online Communities**  
Kathy Ning Shen; Mohamed Khalifa

2. **DATA BASE Special Issue based on AMCIS’07 and PACIS’07**

The best completed research papers from the HCI tracks at AMCIS’07 and PACIS’07 were invited to participate in a special issue of the DATA BASE for Advances in Information Systems journal. The guest editors for this special issue are Matt Germonprez, Traci Hess, Chuck Kacmar, and Young Hwa "Gabe" Lee. After a rigorous review process, the following four papers were accepted for publication in Volume 39, Issue 4 of the DATABASE:

1. **An Empirical Investigation of Habitual Usage and Past Usage on Technology Acceptance Evaluations and Continuance Intention**  
Mei-Chun Wu, Feng-Yang Kuo

2. **A Wiki That Knows Where It Is Being Used: Insights from Potential Users**  
Maria Plummer, Linda Plotnick, Starr Roxanne Hiltz, Quentin Jones

3. **Personalization and Choice Behavior: The Role of Personality Traits**  
Shuk Ying Ho, Michael J. Davern, Kar Yan Tam

4. **The Effect of Multiple Monitor Display on User Performance and Multi-tasking**  
Jacob M. Truemper, Hong Sheng, Michael G. Hilgers, Richard H. Hall, Morris Kalliny

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**In Progress: SIGHCI Sponsored Journal Special Issues**

1. **JAIS Special Theme Papers based on the 6th Pre-ICIS HCI/MIS Workshop, ICIS’07, and HICSS-41**

The best completed research papers from the 6th Pre-ICIS HCI/MIS Workshop (2007), the Human-Computer Interaction (HCI) track at ICIS’07, and the HCI mini-track (offered as part of the Collaboration Systems Track) at HICSS-41 (2008) were invited for publication consideration at the Journal of the Association for Information Systems (JAIS). Two papers have been submitted and reviewed. Both will be invited to revise and resubmit. The guest editor for this special issue is Viswanath Venkatesh.

2. **IJHCS Special Issue based on AMCIS’08, ECIS’08, and PACIS’08**

The best completed research papers from the HCI tracks at AMCIS’08, ECIS’08, and PACIS’08 were invited to participate in a special issue of the International Journal of Human-Computer Studies (IJHCS). Six papers are currently under review. The guest editors for this special issue are Matt Germonprez, Chuck Kacmar, and Young Hwa "Gabe" Lee.
Teaching HCI

Teaching HCI: Facebook as a Contemporary Design Artifact for Learning

Umer Farooq
User Experience Researcher, Microsoft
One Microsoft Way, Redmond, WA 98052
ufarooq@ist.psu.edu

Abstract
This article describes a homework and project that was highly engaging for students by contextualizing contemporary technology (Facebook) to teach HCI methods and principles.

Introduction
For the spring semester of 2008, I was recruited to teach the undergraduate introductory HCI course in Penn State’s College of Information Sciences and Technology (IST). IST undergraduates are trained as interdisciplinary practitioners with a broad spectrum of knowledge to address complex problems around information, technology, and people.

I adopted a design-centric approach in teaching HCI by anchoring the course in a contemporary artifact that successfully illustrated the design of information, the design of technology, and design for the people. In this article, I describe one individual homework assignment and one group project activity around Facebook to elucidate HCI methods and principles.

Sparking Individual Interest from the Get-Go
During the first week (two classes of 1.5 hours each), students were encouraged to brainstorm about “good” and “bad” designs based on usability goals (e.g., learnability) and user experience goals (e.g., fun) outlined in Preece et al.’s [2002] book. For instance, focus groups were formed in class to discuss why Facebook is a successful social networking site. Students often cited Facebook as having great utility (a usability goal) and providing tremendous enjoyment (a user experience goal). The overall class response and participation was positively overwhelming as every student used Facebook but did not necessarily think about pros and cons of the design choices that were embedded in the social networking site.

At the end of the week, I assigned the first homework that was adapted from Preece et al.’s [2002] Chapter 1 exercise to reflect on usability goals and user experience goals regarding the design of Facebook’s “feed” features. I chose the feed features because of the mixed user reaction they generated over time. In the fall of 2006, when the features were introduced, Facebook experienced a backlash from its users. This initial negative user reaction was due to perceived privacy concerns; however, the features are now a central function of the social networking site, embraced by majority of the users [Farooq et al. 2007]. Following is an abridged description of the individual homework assignment starting with its learning objective.

The objective of this homework is to enable you to define usability and user experience goals, and to transform these evaluate interactive user interfaces. Your assignment is the following:

1. From your experience in using the News Feed and Mini-Feed features in Facebook, write down what first comes to mind as to what is good and bad about the way both these features work. Mention at least two good and two bad points.

2. Give a description of the user experience resulting from interacting with these features (refer to the user experience goals that we discussed from Chapter 1).

3. Based on your reading of Chapter 1 and what we discussed in class, compile a list of two usability goals and two user experience goals that you think will be most relevant in evaluating the News Feed and Mini-Feed features. You can pick these goals from the book and/or come up with your own. Explain why you picked each of these specific points with respect to the two Facebook features.

4. Translate one usability goal and one user experience goal from part (3) above into a specific question respectively. Use these questions to assess how good the two Facebook features are.

5. Discuss possible improvements to the features based on answers obtained for part (4) above, explicitly mentioning how your improvements will meet the usability and user experience goals you identified.

The homework assignment was designed to be situated within the students’ everyday, real-world activities in the context of HCI. The homework provoked creative insights by shifting the end user perspective of students toward a more scholarly and design-oriented approach in critically analyzing HCI artifacts.

Engaging Students Socially and Developmentally
While the homework motivated the students early on and piqued their interest in the course, it was important to develop the students’ skills developmentally over a significant period of time within the course. Given the enthusiasm of students with the Facebook homework, I designed a six-week group project activity that challenged students to enhance the Facebook functionality in novel and useful ways. Following is an abridged description of the project.

The objectives of this project are the following:

- Analyze user needs and preferences within a particular problem domain;
- Derive user needs and requirements by interacting with potential stakeholders;
- Apply specific ideas about emerging user interface techniques;
- Develop skills in design, prototyping, and conducting user evaluations.
You will develop new enhancements (prototypes) that would make Facebook more effective, efficient, and useful, thereby providing a better overall user experience.

1. Investigate current functionality in Facebook
   Investigate existing functionality in Facebook for socializing with your peers. Search for related articles, blogs, and other resources that identify and raise issues and opportunities for new directions. Identify an aspect of Facebook that you wish to enhance (e.g., better collaboration with classmates).

2. Requirements gathering with potential users
   Further explore the aspect you have identified above. Conduct individual interviews (structured or semi-structured) or one focus group discussion with 5-6 users to establish functional requirements for enhancing Facebook. Develop a script for your data collection and use it to explore habits, preferences, and preferred features of different users. Try to find people who vary in interesting ways with respect to online socializing (e.g., someone who has very little interest in it, someone who spends extensive time online, people with rather large or small groups of friends). Using qualitative data analysis techniques, summarize the main insights that you obtained from your data collection as a set of functional requirements that you can incorporate into Facebook.

3. Prototyping
   You will design prototypes based on your requirements gathering user study. The prototypes can be either low-fidelity (e.g., paper prototypes) or high-fidelity (e.g., HTML). The prototypes are just a proof of concept but should convey the planned user experience as accurately as possible. As you develop your prototype, document your design choices and the decisions you make.

4. Evaluating the prototypes
   The next step is to evaluate the prototypes you developed. You will recruit 5-6 potential users. The purpose of the evaluation is to understand how the prototypes that you have developed reflect the needs of the users. Ask the users to interact with your prototypes using a script (e.g., acting out a scenario of using the prototype). The evaluation should be conducted using direct observation (e.g., think-aloud). You have to document the rationale for choosing your evaluation method and the insights you gained from your evaluation.

5. Prepare a presentation and write-up of your project
   Each team will give a poster presentation on what they did to the rest of the class for peer evaluation. This will be a short presentation. Each team will present the main insights they learned from the requirements gathering, the design of the prototypes, and the results from the evaluation of the prototypes. Write up a final report that documents your entire project.

The project outcomes were surprisingly impressive based on expectations from previous semesters. Students displayed an innate and meaningful disposition toward the entire project lifecycle. The designs and evaluations were rigorous and poised to be promising solutions for next generation social networking sites. For example, one group incorporated the idea of Skype into Facebook for leaving short video messages on friends’ walls.

The group project activity fostered developmental understanding of the students as they increasingly experienced more challenging tasks through the course of a software lifecycle. The milestones established incremental goals that students were able to meet at various points in the project lifecycle rather than leaving the bulk of the work toward the end. The open-endedness of the project allowed teams to conjure up different and unique design manifestations of enhancing a social networking site with application of similar underlying HCI methods and principles.

Concluding Remarks
Using a contemporary and successful design artifact such as Facebook was an effective pedagogical strategy. Informal and formal feedback from the class conveyed that the students were able to readily appreciate and mentally align with the tasks assigned to them and could concretely understand the implications of their classroom-based learning in the industry as professionals.

My experience with this class illustrates a few lessons that I wish to briefly enumerate here. My overall teaching philosophy of problem-based learning – addressing real-world problems through collaboration with peers in a relevant and applied context – was necessary for an optimal pedagogical experience, and emerged to be a huge success, but it was not sufficient by itself. In addition to socially immersing students in everyday contextual problems, it was essential to evoke design-based learning. Design – be it of information, of technology, or for the people – was a core element for teaching HCI methods and principles. I identified Facebook. But there are pervasive other design artifacts (e.g., Digg) that could have been used for teaching HCI. The question is not which design artifact to use, but how can the design artifact be streamlined with the students’ knowledge base and everyday experiences in order to identify, evince, and reflect on HCI fundamentals.

Acknowledgements
I would like to thank my co-instructor, Thomas Kannampallil, for helping develop the instructional material for this class, and Lisa Lenze for coaching me to become a more effective teacher. Opinions expressed here are not those of Microsoft or Penn State where the above-mentioned class was taught.

About the Author
Umer Farooq completed his Ph.D. in IST from Penn State in August of 2008. His dissertation research focused on supporting creativity in computer-supported cooperative work contexts. He is now a User Experience Researcher at Microsoft. More information can be found at http://umerfarooq.info.

References
I will step down from the Editor position of the SIGHCI Newsletter in July 2009. I have enjoyed working on this position since July 2003.

I would like to thank all the past and current SIGHCI advisors, officers, members, and many others for their support of and interests in the newsletter. I look forward to seeing more achievements of the SIG in future issues of the SIGHCI Newsletter. I will remain active in the SIG.

I’d also like to thank the following colleagues for their contributions to the current issue:
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.

**Pre-ICIS HCI/MIS Workshop’09 Lunch/Reception Sponsor:**
- Department of Management, Worcester Polytechnic Institute

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University of British Columbia, benbasat@commerce.ubc.ca

Jane Carey  
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Dennis Galletta  
University of Pittsburgh, galletta@katz.pitt.edu

Fiona Fui-Hoon Nah  
University of Nebraska-Lincoln, fnah@unl.edu

Joe Valacich  
Washington State University, jsv@wsu.edu

Jane Webster  
Queen's University, jwebster@business.queensu.ca

Ping Zhang  
Syracuse University, pzhang@syr.edu

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Newsletter Editor  
Na (Lina) Li, Baker College, na.li@baker.edu

Conference Planning Chair for Pre-ICIS HCI Workshop 2008  
Eleanor Loiacono  
Worcester Polytechnic University, eloiacon@wpi.edu

Conference Planning Chair for PACIS 2009  
Hock-Chuan Chan  
National University of Singapore, chanhc@comp.nus.edu.sg

Conference Planning Chair for AMCIS 2009  
Peter Tarasевич, Suffolk University, tarase@suffolk.edu

Conference Planning Chair for ECIS 2009  
Scott McCoy  
College of William and Mary, Scott.McCoy@business.wm.edu

Conference Planning Chairs for HICSS 2009  
Joe Valacich, Washington State University, jsv@wsu.edu

Conference Planning Chairs for HCII 2009  
Fiona Fui-Hoon Nah  
University of Nebraska-Lincoln, fnah@unl.edu

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Fiona Fui-Hoon Nah  
University of Nebraska-Lincoln, fnah@unl.edu

Conference Planning Chairs for HCII 2009  
Fiona Fui-Hoon Nah  
University of Nebraska-Lincoln, fnah@unl.edu

Conference Planning Chairs for HCII 2009  
Fiona Fui-Hoon Nah  
University of Nebraska-Lincoln, fnah@unl.edu

Webmaster  
Veena Parboteeah  
Eastern New Mexico University, parbotev@enmu.edu

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SIGHCI Sponsored Activities & Events

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<td>12/1/08</td>
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<tr>
<td>Full paper submission due – HCII’09, San Diego, CA</td>
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<td>SIGHCI Pre-ICIS Workshop, Paris, France</td>
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<td>SIGHCI Annual Meeting at ICIS’08 (6-7:30pm)</td>
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<td>ICIS’08 – HCI Track, Paris, France</td>
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<tr>
<td>Paper submission due – PACIS’09, Hyderabad, India</td>
<td>3/1/09</td>
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<tr>
<td>ECIS’09, Verona, Italy</td>
<td>6/8/09 – 6/10/09</td>
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<tr>
<td>PACIS’09 – HCI Track, Hyderabad, India</td>
<td>7/10/09 - 7/12/09</td>
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<tr>
<td>HCII’09 – HCI in MIS Sessions, San Diego, CA</td>
<td>7/19/09 - 7/24/09</td>
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<td>AMCIS’09 – HCI Track, San Francisco, CA</td>
<td>8/6/09-8/9/09</td>
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<tr>
<td>SIGHCI Pre-ICIS Workshop, Phoenix, AZ</td>
<td>12/09</td>
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<tr>
<td>ICIS’09, Phoenix, AZ</td>
<td>12/15/09-12/18/09</td>
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SIGHCI website: http://sigs.aisnet.org/sighci