



# AIS SIGHCI Newsletter

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

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## HCI Track in ICIS 2017

**ICIS HCI Track**  
**Seoul, South Korea, December 2017**  
10-13 December, 2017

### Program Co-chairs:

Fred Collopy, Case Western Reserve University, USA [collopy@case.edu](mailto:collopy@case.edu)

Matti Rossi, Aalto University, Finland [matti.rossi@aalto.fi](mailto:matti.rossi@aalto.fi)

Jinsoo Park, Seoul National University, South Korea [jinsoo@snu.ac.kr](mailto:jinsoo@snu.ac.kr)

Bo Sophia Xiao, The University of Hawaii at Manoa, USA, [boxiao@hawaii.edu](mailto:boxiao@hawaii.edu)

Please come and hear the latest HCI-based research at the various mini-track sessions within the HCI track.

For more information check HCI at ICIS website

<http://icis2017.aisnet.org/submissions/tracks/track18/>



Picture from ICIS website

## Pre-ICIS HCI/MIS Workshop 2017

**16<sup>th</sup> Pre-ICIS Annual Workshop on HCI Research in MIS**  
**Seoul, South Korea, December 2017**  
Sunday December 10<sup>th</sup>, 2017

### Workshop Co-Chairs:

Gabe Lee, Miami University, [gabelee@miamioh.edu](mailto:gabelee@miamioh.edu)

Zhenhui (Jack) Jiang, National University of Singapore [jiang@comp.nus.edu.sg](mailto:jiang@comp.nus.edu.sg)

This year's workshop includes 10 paper presentations, 3 papers for round table discussion, and 2 poster presentations. The program this year also includes a panel discussion on "New Directions in HCI Research" led by Izak Benbasat, Kil-Soo Suh, Joe Valacich, Weiquan Wang. Our workshop program co-chairs, Greg Moody, Monideepa Tarafdar and Jeff Jenkins have provided exemplary service in their handling of the paper and poster submissions and the workshop program.

Please see the SIGHCI website for more details.

<http://sighci.org/index.php?page=pre-icis2017&phpMyAdmin=622c4d141843t506dba2f>



## Review: HCI Mini-Track at AMCIS 2017

### Human-Computer Interaction Track At the American Conference on Information Systems (AMCIS) 2017

Boston, MA, August 10-12, 2017

#### Track Co-Chairs

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

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

Dezhi Wu, Southern Utah University, [dezhi.wu@gmail.com](mailto:dezhi.wu@gmail.com)

“The AMCIS 2017 HCI Track attracted a number of high quality submissions in the areas of IS, Food Industry and Consumer Behavior, Interface Design, Evaluation and Impact, Cognitive and Affective HCI, and Understanding and Fostering Trust in Information Systems. Altogether, the track received 18 Completed Research submissions and 14 submissions for the Emerging Research Forum (ERF). Of these, 12 and 10, respectively, were accepted (a 69% acceptance rate).”



## Review: HCI in Business, Government and Organizations

### HCI in Business, Government and Organizations Affiliated with HCII 2017 Conference

Vancouver, Canada, July 12 – July 14, 2017

#### Co-chairs

Fiona Fui-Hoon Nah, Missouri University of Science and Technology, [na hf@mst.edu](mailto:na hf@mst.edu)

Chuan-Hoo Tan, National University of Singapore, [chtan@comp.nus.edu.sg](mailto:chtan@comp.nus.edu.sg)

HCI in Business, Government and Organizations (HCIBGO) tracks affiliated with HCII 2017 Conference included 65 papers in 13 parallel sessions, and one panel session. Please see <http://2017.hci.international/index.php?module=pagesmith&id=188> for more details.



# Future Activities Sponsored by AIS SIGHCI

## Human Computer Interaction Mini-track At the Hawaii International Conference on System Sciences (HICSS-51, 2018)

Hilton Waikoloa Village, Hawaii, January 3-6, 2018

### Minitrack Co-Chairs:

Christoph Schneider, City University of Hong Kong, [christoph.schneider@cityu.edu.hk](mailto:christoph.schneider@cityu.edu.hk)

Joe Valacich, University of Arizona, [valacich@arizona.edu](mailto:valacich@arizona.edu)

Angelika Dimoka, Temple University, [angelika@temple.edu](mailto:angelika@temple.edu)

For more details, please visit the HICSS-51 website at <http://hicss.hawaii.edu/#!future-conferences/ctld>



*Picture of Hilton Waikoloa Village from Google Image*

## International Conference on HCI in Business (HCIB) Affiliated with HCII 2018, Las Vegas, NV July 15 – 20, 2018

### Conference Co-Chairs:

Fiona Fui-Hoon Nah, Missouri University of Science and Technology, [na hf@mst.edu](mailto:na hf@mst.edu)

Bo Sophia Xiao, The University of Hawaii at Manoa, USA, [boxiao@hawaii.edu](mailto:boxiao@hawaii.edu)

**Paper submissions due:** October 27, 2017

**Acceptance notification:** November 27, 2017

**Deadline for Camera-ready Receipt:** February 9, 2018

For call for papers and more details, please visit <http://2018.hci.international/>



*Picture of Caesars Palace from Google Image*

# Call for Papers: Human-Computer Interaction Track at AMCIS 2018

## Human-Computer Interaction Track at AMCIS 2018

### Track Chairs

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

Dezhi Wu, Southern Utah University (wu@suu.edu)

Jeff Jenkins, Brigham Young University (jeffrey\_jenkins@byu.edu)

### Track Description

The AMCIS 2018 HCI Track will provide a forum for AIS members to present, discuss, and explore a wide range of issues related to Human-Computer Interaction and Information Systems. Human Computer Interaction (HCI) is an interdisciplinary area that has attracted researchers, educators, and practitioners from several disciplines. It essentially deals with the design, evaluation, adoption, and use of information technology, with a common focus on improved user performance and experience. New and exciting research opportunities are emerging, including issues and challenges concerning people's interactions with various information technologies that can be examined from an organizational, managerial, psychological, social, or cultural perspective. This track welcomes papers that aim at advancing our understanding of human-computer interaction at the individual, work group, organization, or society levels. Submissions may use any type of research methods. This year, 'best-of-track' papers will be offered the option of fast-track submission to *AIS Transactions on Human-Computer Interaction (THCI)*. THCI is a high-quality peer-reviewed international scholarly journal on Human-Computer Interaction. It is published by AIS and sponsored by SIGHCI.

### Minitrack 1: Interface Design, Evaluation and Impact

Younghwa Lee, gabelee@miamioh.edu

Andrew Chen, andrewchen@ku.edu

Anna McNab, amcnab@niagara.edu

This mini-track is an outlet for human-computer interaction (HCI) papers that research interface design, evaluation, and impact. It supports a wide-ranging set of research topics, methods, and perspectives in the HCI area. Possible topics include user interface design and evaluation for B2B, B2C, C2C e-commerce, m-commerce, and social media sites, business software including ERP, Internet of Things, big data dashboard, and healthcare, virtual worlds and games. User task analysis, usability testing, the analysis of the impacts of interfaces on the attitudes, behaviors, performance, or productivity of individuals, organizations, and society are also the topics of this mini-track. Authors are encouraged to investigate new issues related to and apply new approaches of considering HCI in light of emerging technologies and technology trends. A number of papers have been published at the premier IS journals in the past. Excellent conference submissions have been considered for fast-track options at journals publishing HCI research.

### Minitrack 2: Promises and Perils of Artificial Intelligence and Machine Learning: Disruption, Adoption, Dehumanisation, Governance, Risk and Compliance

Valeria Sadovykh, valeria.a.sadovykh@sg.pwc.com

David Sundaram, d.sundaram@auckland.ac.nz

In the last decade, Artificial Intelligence (AI) and Machine Learning (ML) have developed from peripheral technologies to dominant drivers of innovation. They are routinely used to recognize images; parse speech; respond to questions; make decisions; and replace humans. Given that AI and ML tools are becoming a part of our everyday lives, it is critical that researchers and practitioners understand their state of art, adoption and influence. Improperly deployed AI and ML tools can violate privacy, threaten safety, and take questionable decisions that can affect individuals, organizations and ultimately society. This minitrack will focus on the promises and perils of AI and ML with a particular focus on (a) adoption, (b) disruption, (c) potential dehumanisation, and (c) governance, risk and compliance mechanisms required to protect and enhance human wellbeing. We welcome wide-ranging papers with qualitative and quantitative orientations; with theoretical and practical contributions; from personal, organizational and societal perspectives.

### Minitrack 3: IS, Food Industry and Consumer Behavior

Chul Woo Yoo, yooc@fau.edu

Jahyun Goo, jgoo@fau.edu

C. Derrick Huang, dhuang@fau.edu

Ravi S. Behara, rbehara@fau.edu

# Call for Paper: Human Computer Interaction Track at AMCIS 2018 - Continued

The minitrack will provide a forum for AIS members to present, discuss and explore a wide range of issues related to all aspects of trust and distrust in information systems. Designing trustworthy technology, i.e., technology that has trustworthy characteristics, requires well-informed research. We are particularly interested in evolutions of trust research that consider the design of information systems to increase users' trust. Papers of interest range across a wide spectrum of topics related to online trust, e.g., from those that advance the conceptualization and nomological network of trust (or distrust) in information systems to those that enhance discovery and identification of the moderating role of context.

## **Minitrack 4: Cognitive, Affective, and Conversational HCI**

Ryan Schuetzler, [rschuetzler@unomaha.edu](mailto:rschuetzler@unomaha.edu)

Mark Grimes, [gmgrimes@bauer.uh.edu](mailto:gmgrimes@bauer.uh.edu)

Nathan Twyman, [nathantwyman@mst.edu](mailto:nathantwyman@mst.edu)

Jeffrey Proudfoot, [jproudfoot@bentley.edu](mailto:jproudfoot@bentley.edu)

Understanding and adapting to the cognitive and affective states of users can enable systems to interact more effectively. Recent research has explored ways to understand cognitive and emotional states through a variety of sensors and technologies, including fMRI, eye tracking, keystroke dynamics, vocalics, kinesics, and mouse tracking. Emerging systems can incorporate information about users from these sensors to create more humanlike responses, to improve decision processes, to assess the veracity of user responses, and to better understand how the user is thinking or feeling. These systems may interact in novel ways, like the conversational systems in many digital assistants. This mini-track provides an outlet for human-computer interaction (HCI) research on systems and human behaviors with systems that respond to the cognitive and affective states of users. Appropriate topics for submissions to this mini-track include conversational technology (e.g., chatbots), affective or cognitive state detection, HCI for credibility assessment, and affective computing.

## **Minitrack 5: Trust in Information Systems**

Fiona Nah, [nahf@mst.edu](mailto:nahf@mst.edu)

Gaurav Bansal, [bansalg@uwgb.edu](mailto:bansalg@uwgb.edu)

Sherri Komiak, [skomiak@mun.ca](mailto:skomiak@mun.ca)

The minitrack will provide a forum for AIS members to present, discuss and explore a wide range of issues related to all aspects of trust and distrust in information systems. Designing trustworthy technology, i.e., technology that has trustworthy characteristics requires well-informed research. We are particularly interested in evolutions of trust research that consider the design of information systems to increase users' trust. Papers of interest range across a wide spectrum of topics related to online trust, e.g., from those that advance the conceptualization and nomological network of trust (or distrust) in information systems to those that enhance discovery and identification of the moderating role of context.

## Special Issue on Mobile Human–Computer Interaction Volume 33, Number 6 June, 2017

### Special Issue Co-editors

Fiona Fui-Hoon Nah, Missouri University of Science and Technology  
Dongsong Zhang, University of Maryland, Baltimore County  
John Krogstie, Norwegian University of Science and Technology  
Shengdong Zhao, National University of Singapore, Singapore

### Introduction

This special issue focuses on examining issues and techniques related to human–computer interaction (HCI) in mobile computing, hereafter referred to as mobile HCI. More than 30 submissions to the special issue were received. After two rounds of rigorous review process, seven articles were accepted for publication in this special issue. These articles present significant, cutting-edge research findings and best practices in the field, and build a bridge from current and emerging research to the future.

### Papers in the Special Issue

#### Article 1: The Effects of Visualization and Synchronization on Clustered-based Mobile Web Search

Authors: Ashwag Alasmari and Lina Zhou

The paper examines the effect of the presentation of search engine results on the limited screen size of mobile devices on search efficiency, search effectiveness, and navigation efficiency in the context of close-ended (search target is one item) and open-ended (search target is multiple items) tasks. Drawing on cognitive load theory and information foraging theory, the authors hypothesize that the effect of synchronous versus asynchronous presentation of search engine results and list-based versus radial-based presentation of clusters of search engine results is moderated by the type of search tasks (i.e., close-ended versus open-ended). The findings of the experimental study suggest that radial visualization enhances search and navigation efficiency, particularly for open-ended tasks, whereas synchronous presentation improves navigation efficiency.

#### Article 2: Tripartite Effects: Exploring Users' Mental Model of Mobile Gestures under the Influence of Operation, Handheld Posture, and Interaction Space

Authors: Kening Zhu, Xiaojuan Ma, Haoyuan Chen, and Miaoyin Liang

The paper examines the effect of three types of text-related operations (caret positioning, input configuration, and text editing), three types of handheld postures (one-hand holding with one-thumb operating, one-hand holding with one-index-finger operating, and two-hand holding with two-thumbs operating), and three interaction spaces (on-screen, mid-air, and combined) on users' mental models through user-defined mobile gestures. The results of their experimental study indicate that each of the three factors has an effect on users' mental models. The findings suggest that users assign different meanings to on-screen versus mid-air gestures, and the types of user-defined gestures in mid-air are more functionality oriented than those that are on-screen. Different gestures are also likely to be assigned to different fingers such that both thumbs can access the “hard-to-reach” area of the device screen or specify an area on the device screen. It is easier to evoke mental images using text editing operations than caret movements or input configurations, and caret movements have higher conceptual complexity than text editing and input configurations.

#### Article 3: Adapting the Navigation Interface of Smart Watches to User Movement

Authors: Fan Mo, Jia Zhou, and Shuping Yi

A within-subjects experimental study was used to assess the effect of user movement (sitting, walking, and running) and navigation aids (no aids, static aids, and animated aids) on task effectiveness, task efficiency, perceived ease of use and usefulness, perceived cognitive workload, and flow experience. The results suggest that the use of smart watches while running has a negative effect on task effectiveness (i.e., success rate of operations), perceived ease of use and usefulness, perceived cognitive overload, and flow experience. There is a moderating effect of user movement and type of navigation aids on perceived cognitive overload and perceived ease of use and usefulness, such that static navigation aids are more suitable for sitting and walking, whereas animated navigation aids are more appropriate for running.

# Review: International Journal of Human-Computer Interaction- Continued

## **Article 4: ContextZoom: A Single-Handed Partial Zooming Technique for Touch-Screen Mobile Devices**

**Authors: Jianwei Lai, Dongsong Zhang, and Sen Wang**

The paper presents ContextZoom, a single-handed interaction technique that supports zooming with a thumb on touch-screen mobile devices. Different from existing zooming methods, ContextZoom allows users to specify any location on a mobile device screen as a zooming center, which will remain at the original location after zooming to avoid the common problem of losing a target on the screen. In addition, ContextZoom enables partial zooming, namely zooming in/out of a portion of a viewport, so that users can maintain a sense of context and a mental model of the navigation space. An empirical evaluation of ContextZoom shows that, when equipped with ContextZoom, users' performances with the Google Maps' single-handed zooming technique and the button-based zooming technique in partial viewport zooming were improved in terms of task completion time and number of discrete actions. Higher levels of perceived effectiveness and overall satisfaction were observed with ContextZoom than without it.

## **Article 5: Visual Impairments and Mobile Touch-Screen Interactions: A State-of-the-Art Survey and Catalogue of Causes of Visual Impairment**

**Author: Radu-Daniel Vatavu**

This paper presents factors that cause visual impairments for touch and gesture input on smart mobile devices by grouping these factors into the following categories: users, devices, and environments. It also provides design guidelines to improve the accessibility of the devices for people with visual impairments. Mobile accessibility has been drawing increasing attention from researchers due to the rising number of smartphone users with cognitive and physical disabilities. In the past decade, there has been an increasing amount of research focusing on developing new inter-action techniques and tools to make mobile devices and applications more accessible and easier to use for users with visual impairments (e.g., color blindness and legal blindness).

## **Article 6: Human Robot Engagement and Acceptability in Residential Aged Care**

**Authors: Khanh Nguyen, Rajiv Khosla, and Mei-Tai Chu**

The paper presents a case study on the use of assistive social robots to enhance emotional, visual, behavioral, and verbal engagement of people with dementia. The results indicate that social robots can enhance emotional, visual, and behavioral engagement of people with dementia. Overall, these robots were well received by people with dementia.

## **Article 7: Inviting Strangers to Participate in Collaborative Consumption through Mobile App**

**Authors: Hong Chen, Chee Wei Phang, and Chenghong Zhang**

A field experiment was carried out to examine the effect of four (i.e.,  $2 \times 2$ ) conditions (i.e., morning versus afternoon, and active versus passive message framing) on extending invitations to strangers to participate in a collaborative consumption opportunity through a mobile app. Drawing on ego depletion theory, the authors hypothesize that there are a greater number and proportion of stranger invitations in the morning than in the afternoon, and that an actively framed promotional message is more effective in extending stranger invitations in the morning whereas a passively framed message is more effective in the afternoon. It is found that people invite a greater number and proportion of strangers in the morning than in the afternoon. Additionally, an interaction effect is observed where the main effect of message framing on the number of stranger invitations is significant in the morning but not in the afternoon. The main effect of message framing on the proportion of stranger invitations is significant in both the morning and afternoon. In general, the use of actively framed messages is highly encouraged in the morning for extending invitations to strangers.

### **Conclusion and Acknowledgements**

Each of the above seven articles addresses a unique challenge in mobile HCI. We would like to thank the co-editors-in-chief of IJHCI, Drs. Gavriel Salvendy and Constantine Stephanidis, for giving us the opportunity to edit this special issue and all of the reviewers for their contributions to make this special issue possible.

# Call for Submissions of Position Papers to Bridge AIS SIGHCI and ACM SIGCHI

**One Day Workshop at CHI 2018, Montreal, Quebec, Canada**  
**Workshop Date: April 21 or 22, 2018 (TBD)**

The main goal of the workshop is to build a bridge between two communities, AIS SIGHCI and ACM SIGCHI to create a better understanding of common goals and interests, as well as to share potentially different perspectives and priorities, within and across both communities. By bridging the AIS SIGHCI and ACM SIGCHI communities, this workshop intends to increase the impact of the field of HCI and the sustainability of HCI research as a whole.

There is a three-horned problem that all researchers must tackle, which is to optimize the trade-offs between: 1) precision of how well the phenomena of interest are measured and the scientific rigor, 2) realism of the context being studied, and 3) generalizability of findings to a broader context and/or population. The workshop will also strive to address this classic three-horned dilemma faced by all researchers, and more specifically, within the context of HCI research. Through this workshop, we hope to create synergies by fostering new collaborations across the greater community of HCI researchers and practitioners at large.

Hence, we invite submissions of position papers that examine and address issues that can help to bridge both communities. A position paper is a well-rationalized stance on a topic related to the workshop themes justified through theory, literature, or empirical work. Examples of position papers include those that identify similarities and commonalities as well as bridge potential differences in priorities and perspectives of both communities. Position papers may also address the three-horned dilemma from a wide variety of perspectives with the goal of building synergies and potential collaborations across the greater community of HCI researchers and practitioners at large.

Other examples of topics of interest include, but are not limited to:

- Comparisons between AIS SIGHCI and ACM SIGCHI core values based on the experience of people who have already bridged the two fields.
- Conceptual papers about different types of HCI contributions (e.g., theory building, social impact) made by either or both fields, as well as potential weaknesses that could be mitigated by bridging.
- Methodological papers from either HCI discipline (e.g., qualitative and quantitative approaches) that speak to the three-horned problem.
- Forward-thinking proposals for how to build synergies and sustainable collaborations among researchers from both HCI communities.

Interested participants should:

- Check up the call for position papers at [BridgingHCI.org](http://BridgingHCI.org)
- Submit a 2-4 page position paper formatted in the SIGCHI extended abstracts format shown at <https://chi2018.acm.org/chi-proceedings-format/>. It should include the names, contact information and affiliations of authors. All submissions must be in English.
- Email the submission to [bridgingHCI@gmail.com](mailto:bridgingHCI@gmail.com) by 11:59 p.m. Pacific Standard Time on Monday, January 29, 2018.

Position papers will be peer-reviewed by the workshop program committee from both communities, and submissions will be accepted based on the relevance of the topic, as well as the potential to contribute to the workshop discussions and goals. Position papers are not considered archival publications and authors retain all rights to their work. However, with authors' permission, position papers will be shared publicly via the workshop's website

## **Timeline:**

- January 29, 2018: Position paper CFP deadline
- January 30, 2018 – February 16, 2018: Submissions reviewed by program committee
- February 21, 2018: Notifications sent to authors
- March 5, 2018: Camera-ready versions of position papers due and linked on website

**Important:** At least one author of each accepted position paper must attend the workshop and all participants must register for both the workshop and for at least one day of the conference.

# Call for Submissions of Position Papers to Bridge AIS SIGHCI and ACM SIGCHI - Continued

## Workshop Organizers (in alphabetical order of last names):

Soussan Djasasbi, Worcester Polytechnic Institute, [djasasbi@wpi.edu](mailto:djasasbi@wpi.edu)  
Dennis F. Galletta, University of Pittsburgh, [galletta@pitt.edu](mailto:galletta@pitt.edu)  
Fiona Nah, Missouri University of Science and Technology, [nahf@mst.edu](mailto:nahf@mst.edu)  
Xinru Page, Bentley University, [xpage@bentley.edu](mailto:xpage@bentley.edu)  
Lionel P. Robert Jr., University of Michigan, [lprobert@umich.edu](mailto:lprobert@umich.edu)  
Pamela Wisniewski, University of Central Florida, [pamwis@ucf.edu](mailto:pamwis@ucf.edu)

## Program Committee (from both communities in alphabetical order of last names):

Constantinos Coursaris, Michigan State University  
Ann Fruhling, University of Nebraska at Omaha  
Camille Grange, HEC Montreal  
Jens Grossklags, Technical University of Munich  
Shion Guha, Marquette University  
David Gurzick, Hood College  
Traci Hess, University of Massachusetts Amherst  
Najmul Islam, University of Turki, Finland  
Mohammad Hossein Jarrahi, University of North Carolina Chapel Hill  
Haiyan Jia, Lehigh University  
Zhenhui "Jack" Jiang, National University of Singapore  
Richard Johnson, University of Albany  
Bart Knijnenburg, Clemson University  
Alfred Kobsa, University of California, Irvine  
Nima Kordzadeh, Worcester Polytechnic Institute  
Cliff Lampe, University of Michigan  
Young "Anna" Lee, Michigan State University  
Younghwa "Gabe" Lee, Miami University  
Eleanor Loiacono, Worcester Polytechnic Institute  
Bonnie Nardi, University of California, Irvine  
Aaron Quigley, University of St. Andrews  
Patrick Shih, Indiana University  
Heshan Sun, Clemson University  
Nathan Twyman, Missouri University of Science and Technology  
Wietske Van Osch, Michigan State University  
Yvette Wohn, New Jersey Institute of Technology  
Dezhi Wu, Southern Utah University  
Heng Xu, Pennsylvania State University

# Call for Papers: British Human Computer Interaction Conference (HCI 2018)

## British Human Computer Interaction Conference (HCI 2018)

2-6 July, 2018, Belfast, Northern Ireland

<http://hci2018.bcs.org/> twitter: @HCI\_2018

\*\*\* Due date for all paper submissions: **31 March, 2018** \*\*\*

This is the 32nd Annual Conference of the British Human Computer Interaction Conference in association with the British Computer Society (ACM Proceedings). In 2018, it will be held in the atmospheric city center of Belfast in Northern Ireland. *“Belfast, one of the top ten World Class conference locations”* – Financial Times

See the Belfast video - <https://www.youtube.com/watch?v=QNDto-iGgXI>

This leading HCI conference is well established and has been running for over 30 years attracting international researchers. This is a call for papers related to any topic in the HCI discipline. HCI is an exciting field, especially with the growth of user experience (UX) design, usable security, natural and intelligent user interfaces, interactive Internet of Things, chatbots, virtual and augmented realities and affective computing to name but a few of the emerging themes. Moreover, given the growth of human-data interaction, we also welcome papers related to data visualization/visual analytics/interactive machine learning in the ambition for a thematic session on human-data interaction. This conference will be a good opportunity to network with international researchers, industry practitioners as well as both the British HCI community and the Irish HCI community.

**The conference will feature excellent keynote speakers** – see those already confirmed:

Professor Min Chen, University of Oxford, “The Value of Interaction in Data Intelligence”

Professor Ann Blandford, University College London, “Designing for SPECIAL People: The Role of HCI in Delivering Digital Health Technologies that are Usable, Useful and Used” Professor Mike McTear, University of Granada/Ulster University, “Chatbots as A New Interface to Smart Devices: Issues and Challenges”

Professor Lynne Hall, University of Sunderland, “Rethinking User Experience Evaluation: From the Dull to the Sublime”

Professor Paul Mc Kevitt, Ulster University “Waiting for Human-Computer Empathy (HCE)...”

### SUBMISSION TOPICS

The conference accepts papers related to, but not necessarily limited to the following topics:

- User experience research, usability testing and interaction design
- Mobile, ubiquitous and pervasive computing
- Technology adoption, trust, user engagement and retention
- Cognitive science in human-computer interaction
- Humanization of interactive technology
- eHealth, digital healthcare studies and usability of medical devices
- Affective computing, digital empathy, empathic design, positive computing and emotional aspects in human computer interaction
- Human-data interaction and interactive machine learning
- Ethnographic studies in human computer interaction
- Human-robot interaction studies
- Child-computer interaction studies
- Cybersecurity and usable security
- Ethical issues in computing and interactive technologies
- Natural user interfaces such as gesture controlled interfaces
- Intelligent, adaptive and personalised user interfaces
- Conversational user interfaces and chatbots
- Interactive Internet of Things and wearable technologies
- Virtual and augmented reality
- Eye tracking and psychophysiological studies
- Creative interaction
- Collaborative creativity and collaboration in interaction design teams
- Visual analytics/information presentation and visualization
- Human/use error and reliability of interactive systems
- Computer-supported cooperative work
- Social Interaction and Online Social Media
- Cyberpsychology and web science
- Accessibility of digital technology and the web

# Call for Papers: British Human Computer Interaction Conference (HCI 2018) - Continued

We invite paper submissions to a number of categories:

**Full Papers (up to 10 pages excluding references):** Will involve an oral presentation at main conference. These are papers that will feature as a presentation in the main conference, allowing presenters to expose their work to delegates.

**Position Papers (2 to 4 pages excluding references):** Will involve a poster or oral presentation at main conference. These are papers that make a statement, a reflection or a new paradigm or concept in human computer interaction. They may also include prospective or much needed studies, or indeed the ambition of a discipline or newly funded project.

**Work-in-Progress Papers (2 to 4 pages excluding references):** Will involve a poster at main conference. These are papers that present projects that are work-in-progress, for example, early results.

**Doctoral Consortium Papers (up to 6 pages excluding references):** Will involve an oral presentation at the doctoral consortium. These papers will be presented at the doctoral consortium on Monday 2 July 2018.

**Workshop Papers (up to 4 pages excluding references):** Will involve an oral presentation at a relevant workshop. These papers will be presented at a workshop on Tuesday 3 July 2018. Currently, there are 2 workshops - one workshop entitled Affective Computing and one workshop entitled Human Centered Design for Intelligent Environments. If you would like to organise a workshop then please email Dr Raymond Bond ([rb.bond@ulster.ac.uk](mailto:rb.bond@ulster.ac.uk)) along with your workshop title and a short 200-300 word outline.

**Interactions Gallery Papers (2 to 4 pages excluding references):** Will involve a demonstration of the prototype at the main conference. These papers involve a brief description of a prototype, an interactive technology or user interface that the author wishes to demonstrate during the break times at the main conference (4-6 July 2018). This allows for networking and feedback. If there are any specific requirements for your demonstration (e.g. power etc.) please inform the programme chairs and we can accommodate.

**Industry track (paper should be up to 2 pages excluding references):** Will involve an oral presentation at the main conference. Authors will present their paper at the industry track which will take place on Thursday 5 July 2018. These papers are a maximum of 2 pages. These papers are primarily for practitioners working in industry.

## SUBMISSION GUIDELINES

All submissions need to use the Microsoft word eWiC template (the eWiC template can be downloaded online at the following URL: <http://ewic.bcs.org/category/15364>). Your paper should then be submitted using EasyChair by clicking on the following URL: <https://easychair.org/conferences/?conf=bhci2018>. You should submit a PDF and the source file of your paper (in .doc or .docx format [Microsoft word]). You are also required to upload a 'License to Publish' PDF which you can download here - <http://www.bcs.org/upload/pdf/ewic-licence.pdf>

All submissions should be written in English. Submissions will be peer-reviewed. Accepted papers will be published in the proceedings in the ACM digital library and by the British Computer Society. As with previous years, we are looking for selected papers to be invited as extended papers for journals such as the Interacting with Computers Journal (5-year IF = 2.032, IF=1.4).

## IMPORTANT DATES

Due date for all paper submissions: 31 March 2018, 5pm (UK time)

Notification and feedback: 30 April 2018

Camera-ready versions submitted: 15 May 2018, 5pm (UK time)

Early bird conference registration deadline: 31 May 2018

## CONFERENCE OUTLINE AT A GLANCE

Monday 2 July 2018: Doctoral consortium

Tuesday 3 July 2018: Workshops

Wednesday 4-6 July 2018: Main conference

**LOCATION AND VENUE:** The conference will take place at Church House, an awe inspiring building at the heart of Belfast city centre, and will be hosted by Ulster University. The venue is in close proximity to the historic Crown Bar, the Belfast City Hall and the Europa Hotel. Have you heard of C.S. Lewis (author), George Best (Footballer), Seamus Heaney (Poet), Rory McIlroy (Golfer), Liam Neeson (Actor), Geraldine Hughes (Actor), or maybe Lord Kelvin (physicist)? These are just a few of the well known figures born in Northern Ireland. And did you know, the 'Game of Thrones' is filmed in Northern Ireland – why not take the tour? If you're interested in ship building, you can visit the world's largest Titanic attraction (<http://titanicbelfast.com/>). Belfast is well Connected with 2 airports, and given the conference venue is located in the city centre, the attractions and facilities are within walking distance. See [www.visitbelfast.com](http://www.visitbelfast.com) for more information.

**CONFERENCE GENERAL CHAIRS:** Dr Raymond Bond ([rb.bond@ulster.ac.uk](mailto:rb.bond@ulster.ac.uk)), Prof Maurice Mulvenna, Prof Jonathan Wallace, Dr Michaela Black

**POSTER:** Please print and pin the following 'Save the Date' poster onto your you notice boards :- ) [www.tinyurl.com/HCI SaveTheDate](http://www.tinyurl.com/HCI SaveTheDate)

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# Book Review: From Tool to Partner: The Evolution of Human-Computer Interaction

**From Tool to Partner: The Evolution of Human-Computer Interaction**

**Jonathan Grudin**

Synthesis Lectures on Human-Centred Interaction #35

Morgan and Claypool publishers

December 2016

In *From Tool to Partner*, Grudin presents "the first comprehensive history of human-computer interaction (HCI)." The book presents a decade-by-decade history of developments fields and disciplines related to human-computer interaction. It is well-organized the use of a decade as the chapter constraint, while somewhat artificial, helps the reader makes sense of what has been, in turns, a chaotic periodically forgotten segment of the evolution of human technology.

Written from the perspective industry-based practitioner, the narrative rarely gets bogged down in minutia however the industry perspective also results in the occasional lapse of contextualizing the events and the drivers of those events. At just over 115 pages book is an interesting and entertaining read. The addition of personal observation as an Appendix at some substance to the overall narrative and goes some way to explaining both the range and depth of the issues covered. The writing is clear that, the explanations concise (perhaps sometimes too much so) and the running thread of the shifts in focus between CHI and HCI in the history of human-computer interaction, while occasionally confusing for the reader, provides a useful framework upon which to hang the story. The book begins and, to a large extent ends, with Licklider's three stages of the human-computer relationship: human-computer interaction, human-computer symbiosis, and ultra-intelligent machines. These images provide intriguing backdrop to Grudin's text in a timely reminder - in this age of AI exuberance - that while we have seemingly mastered the intricacies of our computer hardware and software we have yet to deal with the "human factors" associated with and arising out of this relationship.

Grudin opens the book abstract in which he makes several intriguing statements:

"Computer use has changed radically, but many underlying forces are constant. Technology has changed rapidly, human nature very little. An irresistible force meets an object. The exponential rate of technological change gives us the time to react before technology moves on.

"We have reached a turning point. Tools that we build for ourselves to use are increasingly influencing how we use them, in ways that are planned and sometimes unplanned."

While I disagree to some extent with some of the statements in the quote, the statements let me to hope for a somewhat more socially-based examination of the digital technologies so integrated into everything that we do today. Unfortunately this was not realized to the extent that I would have hoped for. Grudin talks about understanding the anxieties of the time, talks about "visions of networked societies", references works such as Markoff's (2005) "*What the Dormouse Said: How the 60s Counter-Culture Shaped the Personal Computer*" but does not then proceed to incorporate these social factors into his narrative. It is, perhaps, reflective of my own bias but I would like to have seen more discussion on the social drivers of developments in human-computer interaction such as the influence of the emergence of the science fiction genre or the role of the computer hobbyist/student/'hacker' or references to such works as Castells' (1996-1998) 3-book series "The Information Age."<sup>1</sup> Even a glancing acknowledgement of the discourse around technological determinism [which is only referenced in Appendix A on page 122 praise "irresistible force of technology change"] would have provided a more informative context for understanding the evolution of HCI. Similarly, I was intrigued by the tentative nature of the inclusion of references to and discussions about the 1980s phenomenon of the BBS. Surely the fact that by the mid-90s some 60,000 BBSs with total membership in the range of 17 million users warrants a closer look to determine the extent to which "primitive" - and often kludgy - design influenced the expectations [and therefore the demands] of the rising numbers of non-professional computer users. It is not until the last part of the book discussion of the pendulum swing between design and usability takes place that social expectation is given its due.

Grudin ends the book [which truly ends on the last page of Appendix A] with an interesting and thoughtful question: "Can understanding forces from the past that shaped the present improve our odds of anticipating or reacting with agility to future events?" The implied answer is still rooted on the hardware/software side of things rather than trying to present a larger context that includes the sociotechnical perspective.

I believe the book is successful in its aim to present a reasonably balanced narrative of the emergence of human factors as a consideration in technological discourse. Indeed, the narrative approach works quite well and manages to keep the book within manageable limits as well as providing an entertaining and informative resource. I would recommend this book to students, pundits, and those new to industries where the current digital technologies are fundamental to their success. The book provides a good historical grounding as well as food for thought for those, as the author notes his dedication, "who will take our interaction to the next level."

## Call for Items: AIS SIGHCI Newsletter Volume 17, Issue 1

You are invited to offer items to the coming issue of AIS SIGHCI newsletter (Volume 17, Issue 1), to be published in July 2018. All items will be editorial reviewed. If you are interested, please send your pieces to the newsletter editors Mina Shojaei Zadeh ([minashojaei@wpi.edu](mailto:minashojaei@wpi.edu)) and Upasna Bhandari ([upasna.bhandari@u.nus.edu](mailto:upasna.bhandari@u.nus.edu)) by June 15, 2018. Possible topics include, but are not limited to, the following:

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

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

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## Save the Dates

SIGHCI-Sponsored Activities & Events	
SIGHCI Pre-ICIS Workshop, Seoul, South Korea	10 Dec, 2017
ICIS'17 – HCI Track, Seoul, South Korea	10-13 Dec, 2017
HICSS'18 – HCI Mini-Tracks, Hilton Waikoloa Village, HI	3-6 Jan, 2018
Workshop at CHI 2018, Montreal, Quebec, Canada	April 21 or 22, 2018
PACIS'18 – HCI Track, Yokohama, Japan	26-30 June, 2018
AMCIS'18 – HCI Track, New Orleans, LA	16-18 Aug, 2018
SIGHCI website: <a href="http://sighci.org/">http://sighci.org/</a>	

