Human-Computer Interaction

Project Introduction

Professor Bilge Mutlu

Recap of Module 3: Project

General Outline (Recap)

We will carry out a semester-long research project where you will connect and practice the **seminar** and **methods** modules.

- » We will use the last 15-30 minutes of class on Mondays and time left on Wednesdays to discuss project goals, steps, deliverables
- » Feedback during office hours, through deliverables
- » Individual or pairs, expectations are different
- » 30% of your total grade

Project Deliverable (Recap)

We will incrementally write a four-to-six-page paper potentially submittable to an HCI conference.

» Individuals: 4 pages

» Pairs: 6 pages

2012

Chidambara m et al.

2012 De Simone et

al.

Is cheating a human function? The roles of presence, state hostility,

2015

Johnson et al.

Rakita et al.

2017

2021

Kang et al.





1 citations

200 citations

12 citations

48 citations

42 citations

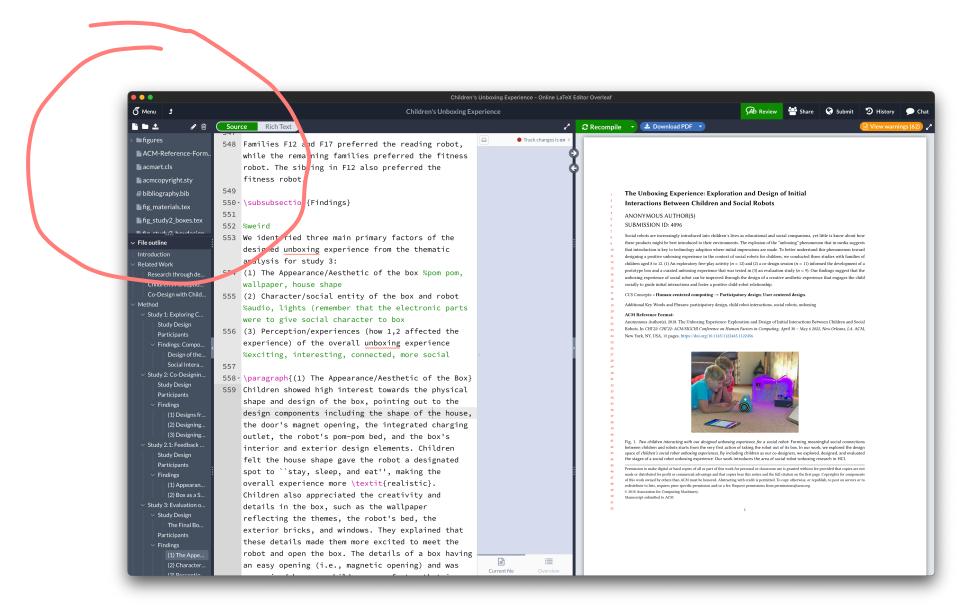
Project Topics (Recap)

We will take inspiration from last year's best-paper-award winners at CHI and choose a topic following the algorithm:

- > Skim a set of papers
- > Focus on 2-3 based on interest/research style
- Read related work to understand gap
- > Read what the paper did to understand where it fits
- > Determine what else remains unexplored from limitations
- > Zoom out, choose topic, find partner (optional)

Project Deliverables (Recap)

- » Project Topic <</p>
- » Literature survey, RQs
- » Method
- » Data
- » Analysis, results
- » Final paper



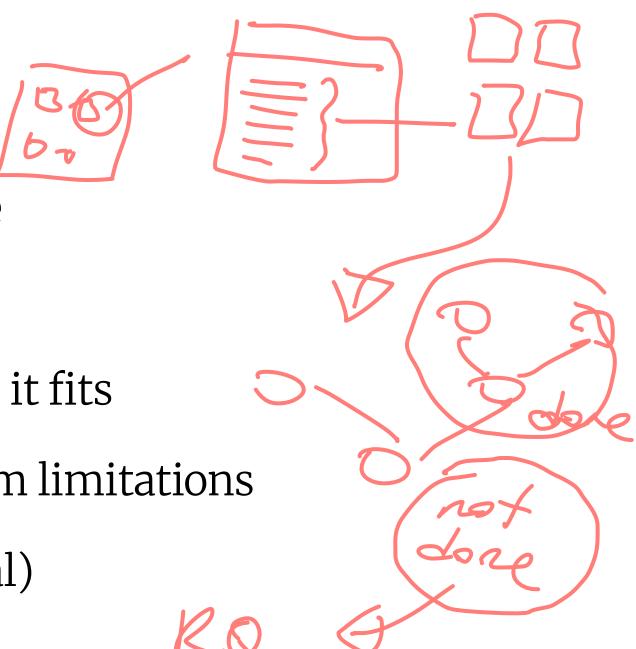
Why are we doing this? (Recap)

- » Practicing research with different levels of uncertainty
 - » **Hands-on activities**: controlled, structured, short
 - » **Assignments**: semi-controlled, semi-structured, medium
 - » **Projects**: uncontrolled, unstructured, long
- » This might feel redundant, but redundancy is often good!
- » Bridging the seminar and the methods, contextualizing the methods within the seminar topics

What's Next?

We'll execute the algorithm

- 1. Skim a set of papers
- 2. Focus on 2–3 based on interest/research style
- 3. Read related work to understand gap
- 4. Read what the paper did to understand where it fits
- 5. Determine what else remains unexplored from limitations
- 6. Zoom out, choose topic, find partner (optional)



1. Skim a set of papers

- » Paper <u>award winners</u> from CHI 2021
- » Available at the <u>ACM Digital Library</u>
- » Copied in Google Drive folder

2. Focus on 2-3 based on interest/research style

- » Skim the titles and abstracts and see what looks interesting
- » Look for what type of research: systems/studies, qualitative/quantitative, etc.

3. Read related work to understand gap

- » The anatomy of an HCI paper
 - » Introduction/problem formulation
 - » State of the art, gap
 - » Method, findings
 - » Discussion, recommendations

4. Read what the paper did to understand where it fits

» Ask the question:

What did the paper do to close the gap?

» Create a map of knowledge in this area, including the what the paper did

5. Determine what else remains unexplored from limitations

- » From the map you created, find remaining gaps
- » Problems worth studying must be:
 - »\ Not studied/understudied
 - » Significant/impactful
 - » Pervasive/frequent
 - » / Persistent

6. Zoom out, choose topic, find partner (optional)

- » Outline a portion of the remaining gap for your study
- » Make sure that it is nontrivial but feasible to do in a semester
- » You can use Piazza or in-class discussion next week to find a partner

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Questions?

