

INFO361 Spring 2014: Literature

Teacher: Victor Kaptelinin (vka062@uib.no)

Seminar 1 (January 22, 2014) – Course introduction & HCI as a field of research

Mandatory reading

- Carroll, J. M. (2011). Human Computer Interaction (HCI). In: Soegaard, M. and Dam, R. F. (eds.). "Encyclopedia of Human-Computer Interaction". Available at <http://www.interaction-design.org>
- Grudin, J. (2005). Three faces of Human-Computer Interaction. IEEE Annals of the History of Computing. <http://research.microsoft.com/en-us/UM/People/jgrudin/publications/history/Annals.pdf>
- Blandford, A., Cox, A. L. & Cairns, P. A. (2008) Controlled Experiments. Preprint. Available at: <http://www.ucl.ac.uk/annb/docs/ABexpts08preprint.pdf>

Recommended reading

- Kaptelinin, V. (1993). Item recognition in menu selection: the effect of practice. InterCHI 1993. <http://dl.acm.org/citation.cfm?id=259964.260196&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>
- Kieras, D. E. (2006). A guide to GOMS model usability evaluation using GOMSL and GLEAN4. Available at http://web.eecs.umich.edu/~kieras/docs/GOMS/GOMSL_Guide.pdf

Seminar 2 (January 23, 2014) – Interaction technologies

Mandatory reading

- Ishii, H. and Ullmer, B. (1997). Tangible bits: Towards seamless interfaces between people, bits and atoms. Proc. CHI'97, 234-241. <http://dl.acm.org/citation.cfm?id=258549.258715&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>
- Ballendat, T., Marquardt, N., and Greenberg, S. (2010). Proxemic interaction: designing for a proximity and orientation-aware environment. ITS '10 ACM International Conference on Interactive Tabletops and Surfaces, 121-130. <http://dl.acm.org/citation.cfm?id=1936652.1936676&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>
- Tan, D. and Nijholt, A. (2010). Chapter 1. In: Brain-Computer Interaction: Applying our Minds to Human-Computer Interaction. Springer-Verlag: London. <http://research.microsoft.com/en-us/um/people/desney/publications/BCIHCI-Chapter1.pdf>
- Consolvo, S. et al. (2008). Activity sensing in the wild: A field trial of UbiFit Garden. Proc. CHI 2008. <http://dl.acm.org/citation.cfm?id=1357054.1357335&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Moran, T. and Zhai, S. (2007). Beyond the desktop metaphor in seven dimensions. In V. Kaptelinin and M. Czerwinski (eds.) Beyond the Desktop Metaphor: Designing Integrated Digital Work Environments. Cambridge, Mass: The MIT Press.
(will be available in "File Storage" when the course begins)

Seminar 3 (February 19, 2014) – Methods

Mandatory reading

Gaver, B., Danne, T., and Pacenti, E. (1999). Cultural probes. interactions 6 (1), Jan./Feb., 21 – 29

<http://dl.acm.org/citation.cfm?id=291235&CFID=264705744&CFTOKEN=78764636>

Iacucci, G. et al. (2000). On the move with a magic thing: Role playing in concept design of mobile services and devices. Proc. DIS 2000, 193-202.

<http://dl.acm.org/citation.cfm?id=347642.347715&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Buchenau, M. and Suri, J. F. (2000). Experience Prototyping. Proc. DIS'2000, 424-433.

<http://dl.acm.org/citation.cfm?id=347642.347802&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Greenberg, S. and Buxton, B. (2008). Usability evaluation considered harmful (some of the time). Proc. CHI 2008.

<http://dl.acm.org/citation.cfm?id=1357054.1357074&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Spaulding, E. and Faste, H. (2013). Design-driven narrative: using stories to prototype and build immersive design worlds. Proc. CHI 2013.

<http://dl.acm.org/citation.cfm?id=2470654.2481394&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Odom, W. et al (2012). A fieldwork of the future with user enactments. DIS 2012, 338-347.

<http://dl.acm.org/citation.cfm?id=2317956.2318008&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 4 (February 20, 2014) – Design

Mandatory reading

Heyer, C. and Brereton, M. (2010). Design from the everyday: continuously evolving, embedded exploratory prototypes. Proc. DIS 2010.

<http://dl.acm.org/citation.cfm?id=1858222&CFID=264705744&CFTOKEN=78764636>

de Sa, M. and Churchill, E. (2012). Mobile augmented reality: Exploring design and prototyping techniques. Proc. MobileHCI 12.

<http://dl.acm.org/citation.cfm?id=2371574.2371608&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

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Fällman, D. (2003). Design-oriented human-computer interaction. Proc. CHI 2003, 225-232.

<http://dl.acm.org/citation.cfm?id=642611.642652&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Zimmerman, J., Forlizzi, J., and Evanson, S. (2007). Research through design as a method for interaction design research in HCI. Proc. CHI 07

<http://dl.acm.org/citation.cfm?id=1240624.1240704&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Bardzell, J. and Bardzell, S. (2013). What is "critical" about critical design? Proc. CHI 2013.
<http://dl.acm.org/citation.cfm?doid=2470654.2466451>

Forlizzi, J. (2010). All look same?: a comparison of experience design and service design.
Interactions

<http://dl.acm.org/citation.cfm?id=1836216.1836232&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 5 (March 19, 2014) – Technology-enhanced ecologies and habitats

Mandatory reading

Blevis, E. (2007). Sustainable interaction design: Invention and disposal, renewal and reuse.
Proc. CHI 2007, 503-512.

<http://dl.acm.org/citation.cfm?id=1240624.1240705&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Forlizzi, J. (2008). The product ecology: Understanding social product use and supporting design culture. International Journal of Design, 2 (1). Available at:

<http://www.ijdesign.org/ojs/index.php/IJDesign/article/view/220/143>

Jung, H. (2008). Toward a framework for ecologies of artifacts: how are digital artifacts interconnected within a personal life?

<http://dl.acm.org/citation.cfm?id=1463160.1463182&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Kaptelinin, V. and Bannon, L. (2012). Interaction design beyond the product: Creating technology-enhanced activity spaces. Human-Computer Interaction, 27 (3).

<http://www.tandfonline.com/doi/pdf/10.1080/07370024.2011.646930>

Recommended reading

de Ruyter, B., Pelgrim, E. (2007). Ambient assisted-living research in carelab. Interactions, 14 (4).

<http://dl.acm.org/citation.cfm?id=1273961.1273981&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Schroeter, R et al. People, Content, Location: Sweet spotting urban screens for situational engagement. Proc. DIS 2012

<http://dl.acm.org/citation.cfm?id=2317956.2317980&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 6 (March 20, 2014) – Human-Robot Interaction

Mandatory reading

Yamazaki, K. et al. (2009). Revealing Gauguin: Engaging visitors in robot guide's explanation in an art museum. Proc. CHI 2009.

<http://dl.acm.org/citation.cfm?id=1518919&CFID=264705744&CFTOKEN=78764636>

Lee, M. K. and Takayama, L. (2011). "Now, I have a body": uses and social norms for mobile remote presence in the workplace. Proc. CHI 2011.

<http://dl.acm.org/citation.cfm?id=1978942.1978950&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Guo, G. and Sharlin E. (2008). Exploring the use of tangible user interfaces for human-robot interaction: A comparative study. Proc. CHI 2008.

<http://dl.acm.org/citation.cfm?id=1357054.1357076&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Kahn et al (2008). Design Patterns for Sociality in Human-Robot Interaction. Proc. HRI 08

<http://dl.acm.org/citation.cfm?id=1349822.1349836&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 7 (April 23, 2014) – Technology appropriation, personal computing

Mandatory reading

Dix, A. (2007). Designing for Appropriation. Proc. BCS HCI 2007, 27-30.

http://www1.bcs.org.uk/upload/pdf/ewic_hc07_sppaper7.pdf

Fröhlich, P. et al. (2011). On the move, wirelessly connected to the world. CACM, 54 (1).

<http://dl.acm.org/citation.cfm?id=1866766>

Sellen. A. and Whittaker, S. (2010). Beyond total capture: A constructive critique of lifelogging. CACM, 53 (5).

<http://dl.acm.org/citation.cfm?id=1735223.1735243&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Caprani N., et al. (2013). Experiencing SenseCam: a case study interview exploring seven years living with a wearable camera. Proc. SenseCam '13.

<http://dl.acm.org/citation.cfm?id=2526667.2526676&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 8 (April 24, 2014) – Understanding experience

Mandatory reading

Forlizzi, J. and Battarbee, K. (2004). Understanding Experience in Interactive Systems. Proc. DIS 2004, 261-268.

<http://dl.acm.org/citation.cfm?id=1013115.1013152&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Wright, P. et al. (2008). Aesthetics and experience-centered design. TOCHI 15 (4).

<http://dl.acm.org/citation.cfm?id=1460355.1460360&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Hassenzahl, Marc (2011): User Experience and Experience Design. In: Soegaard, M. and Dam, R. F. (eds.). "Encyclopedia of Human-Computer Interaction". Available online at

<http://www.interaction-design.org>

Hassenzahl, M. et al. (2012). All You Need is Love: Current Strategies of Mediating Intimate Relationships through Technology. TOCHI, 19 (4).

<http://dl.acm.org/citation.cfm?id=2395137>

Recommended reading

Wright, P. and McCarthy, J. (2008). Empathy and experience in HCI. Proc. CHI 2008.
<http://dl.acm.org/citation.cfm?id=1357054.1357156&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Seminar 9 (May 21, 2014) HCI theory

Mandatory reading

Hollan, J. et al. (2000). Distributed Cognition: Toward a New Foundation for Human-Computer Interaction Research. TOCHI, 7 (2), 174-196.
<http://dl.acm.org/citation.cfm?id=353485.353487&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Kaptelinin, V. (2012). Activity theory. In: Soegaard, M. and Dam, R. F. (eds.). Encyclopedia of Human-Computer Interaction. www.interaction-design.org.

Kaptelinin, V. et al. (1999). The Activity Checklist: A tool for representing the “space” of context. interactions, 6 (4).
<http://dl.acm.org/citation.cfm?id=306412.306431&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Rogers, Y. (2004). New theoretical approaches for HCI. *ARIST*, 38, 87-143.
<http://www.cogs.susx.ac.uk/interact/papers/pdfs/Theory%20and%20Conceptual%20Frameworks/ARIST-Rogers.pdf>

Recommended reading

Svanaes, D. (2000). *Steps to a Phenomenology of Human-Computer Interaction*. (2.1, 2.5, 3.1-3.; ch. 3, ch. 11)
<http://www.idi.ntnu.no/~dags/interactivity.pdf>

Seminar 10 (May 22, 2014) – Term paper presentations// Concluding discussion

Mandatory reading

Bødker, S. (2006). When Second Wave HCI meets Third Wave Challenges. Proc. NordiCHI 2006, 1-8.
<http://dl.acm.org/citation.cfm?id=1182475.1182476&coll=DL&dl=ACM&CFID=264705744&CFTOKEN=78764636>

Tomlinson et al. (2013). Collapse informatics and practice: Theory, method, and design. TOCHI, 20 (4).
<http://dl.acm.org/citation.cfm?id=2493431&CFID=264705744&CFTOKEN=78764636>

Recommended reading

Zhao, X. et al. (2013). The many faces of Facebook: Experiencing social media as performance, exhibition, and personal archive. Proc. CHI 2013.
<http://dl.acm.org/citation.cfm?doid=2470654.2470656>

Taylor, A. S. (2011). Out there. Proc. CHI 2011.
<http://dl.acm.org/citation.cfm?id=1979042&CFID=264705744&CFTOKEN=78764636>