Welcome to Advanced Human-Computer Interaction ("AHCI"). Please check the announcements frequently; they're good for your soul and your class performance.

Deadlines

- **12-14** 10am, printed and electronic versions of the final report. Preferred way to get the printed is your group coming to 301 College between 9 and 10 to nosh on snacks and relax, but you can drop a copy at either 301 College or 3rd floor Kennedy and ask folks to put it in DanCo's mailbox.
- Older deadlines are available here.

Announcements

A very long announcement.

First, the final project is due by 10am on Friday morning. Electronic copy due to ahci@cornell.edu. We also want a paper copy. You can:

1) Come by the HCI lab at 301 College between 9 and 10 and drop it off, grab some breakfast snacks, and relax;
2) Drop it at the front desk at 301 College (open til 4:30) and ask them to put it in my mailbox; or
3) Drop it at 3rd floor Kennedy (open 8:30-4:30) and ask them to put it in my mailbox there.

Those are in descending order of preference. If you're interested in doing more HCI-related research going forward, this would be a fine time to chat about that too.

Second, someone asked about a rubric for the final paper. The basic plan will be to split the grading between:

1) Did you motivate the problem well, and tell us why it mattered?
2) Do you situate your work in theory and other work in the area?
3) Are your research questions and hypotheses clear?
4) Did you do a reasonable design?
5) A reasonable evaluation?
6) Are the connections between 1, 2, 3, 4, 5 clear?
7) Did you write well?
8) Wow factor (e.g., "wow, this is just good!" reaction)

I.e., do your best to write a good HCI paper and you'll be fine. Rest assured that we know that a lot of effort has gone into the projects and that this will be reflected in how we grade these.

Third, I want everyone to send a mail after the paper is turned in describing how the project went this semester. In particular, it would help me to have a description of how you believe each of your group members, including yourself, contributed to the project overall (not just the final paper). I'd also like to know how each person was, including yourself, as a group member/contributor. A short paragraph on each person seems reasonable. I will use this to make minor adjustments to individual grades and so I can figure out how to better do the group projects next time.

Hope to see most of you tomorrow.

- Dan

- **12-7** If you participated in an experiment to count toward your participation grade, make sure that whoever is running the experiment sends me your name and says you participated. I've only gotten info about one experiment in Comm, run by Amy Gonzalez.
Random fun and funny HCI-related stuff -- please add your own!

- 12-18 Don Norman on unpredictably "intelligent" interfaces.
- 11-28 "Metro Store demo" *-* some HCI Buyology on how we'll be shopping soon *-* Tasha
- 11-27 This article has some really cool HCI developments. The reactable may be of particular interest to music oriented people. --Lorenzo
- 11-26 I just discovered Songza's interface: try playing a song and enjoy. -- Jean-Baptiste
- 11-19 Laptops drawn by kids it's interesting to see how kids envision the "perfect" design of a laptop. -Jenn
- 11-13 An interesting development in the future of email that could pose an interesting design challenge? -Josh
- 11-09 I'm always struck by the Flags Of The World visualization of social issues in various countries. -- DanCo
- 11-08 Best Evaluation Questionnaire Ever -Leo
- 11-08 Usability by those who know best. -Leo
- 11-06 So...am I done downloading or not?
- 10-27 The Blessings of an External Mind, a set of thoughts on how devices change our way of thinking. Fun read, ubicomp-related. -- DanCo
- 10-26 Funny error message from antivirus software. -- DanCo