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

Deadline

- 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.
12-2 A couple of things from the paper drafts I've read.
   1. Use actual citations to papers in the text when you refer to them.
   2. Your paper should be in the format of the venue you chose to submit to.
   3. Write clearly. Use words appropriately; prefer simpler words and constructions; get rid of phrases, sentences, paragraphs that don't advance the story; make your arguments clear. Effective writing will be at least 1/4 of the grading of the final paper, and we will not be generous.

11-28 Just to be clear, the regularly scheduled meetings Hronn and I are having with groups are over for the semester. If your group needs a meeting, we should schedule one.

11-27 A place for discussing Tuesday's presentations is available. It's partly so people can increase their participation goodness, but also partly, hopefully, to help groups think about their work and how people are responding to it as they dive into the final paper.

11-27 (for 11-28) Kori Inkpen, a senior researcher at Dalhousie in Canada with the EdgeLab group, will talk about her group's work around co-located collaboration at 301 College from 4-5 (refreshments provided). Should be, fun, please consider coming.

11-17 Reminder: we're going to assign presentation slots on Tuesday. If your group can't go one day because people will be gone, you need to tell us before the end of Sunday.

11-17 No readings for Tuesday, 11-20. Attendance is required, though, as we're going to do a some class wrapup and knock out the course evals. Please come ready to talk and/or write about what worked and didn't work for you in class this semester.

11-15 (for 11-16) Benjamin Mako Hill will be giving a talk about free software (particularly with respect to the One Laptop per Child project) at 5pm on 11-16 in 115 Rockefeller Hall. Details and Hill's Homepage

11-13 The practicum for Thursday, November 15 is up!

11-11 Readings for Thursday, 11-15, motivating community participation, are posted.

11-9 Readings for Tuesday, 11-13, visualization, are posted. Note: there are only 1.5 readings, but you're also asked to locate and comment on an interesting visualization online.

11-8 (for 11-14) Jon Froehlich, a PhD Student at U Washington, is giving a talk on "The Mobile Phone as a (Massive) Data Collection Platform at 4:30 Wed Nov 14 in 301 College.

11-6 The slides from Sahara Byrne's talk live here. Click on the attachments, the talk is called Children and Technology.

Older announcements are available here.

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.

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