Getting Started

This page provides some useful starting points to find papers to present. Do not hesitate to add to the list if you find some interesting resources. Please add a short note describing the source and a link to a digital version of the document when possible.

Books

HCI Remixed. Reflections on Works That Have Influenced the HCI Community, Edited by Thomas Erickson and David W. McDonald. This book is a collection of short essays about seminal work in the field of HCI. A great start to find historical papers to present to the seminar.

The Human-Computer Interaction Handbook, Edited by Julie A. Sacko and Andrew Sears. A great overview of the field of HCI.

When Old Technologies Were New, by Carolyn Marvin. One of the seminal works exploring the social uses of new technology (including the electric light bulb and the telephone), but it has a great historical perspective. Chap 1 might be a good reading for this seminar.

Conferences Proceedings

Association of Internet Researcher (IR).
Conference on Human Factors in Computing Systems (CHI). CHI is the conference of the ACM Computer-Human Interaction Special Interest Group;
Computer Supported Cooperative Work (CSCW).
Society for Social Studies of Science (4S).
Symposium on User Interface Software and Technology (UIST).
Telecommunications Policy Research Conference (TPRC).

Suggested Papers

**CSCW**

Paul Dourish. Re-space-ing place: "place" and "space" ten years on. *Proceedings of the 2006 20th anniversary conference on Computer supported cooperative work (CSCW'06)*. Pages: 299 - 308.

Olson, G. M., & Olson, J. S.. Distance matters. Human-Computer Interaction, 15, 139-179.

**Historical perspective**

Steve Harrison, Paul Dourish, Re-place-ing space: the roles of place and space in collaborative systems, Proceedings of the 1996 ACM conference on Computer supported cooperative work (CSCW'06), p.67-76.

**Empirical Evaluation**

Saul Greenberg, Bill Buxton. Usability evaluation considered harmful (some of the time). *Proceeding of CHI'08*, Pages 111-120

**Hardware**


**Historical perspective**


**Values, Design, Politics**

Historical perspective