Welcome to COMM/INFO 345

You should feel free to edit this wiki. That's what wikis are for. Make it more useful, add cool information, make your own announcements, and get comfy using it. If you're having trouble finding something, check out the Children section below or the list of pages above.

Upcoming due dates

- **May 13** (Tue, 7pm) Take home final
- **May 13** (Tue, 7pm) Project portfolio report
- **May 15** (Thurs) Final group feedback (Cancelled)

All deliverables

Notes from recent classes

It would be cool if people added their own notes, thoughts, and questions, rather than this just being a place where the slides wind up.

- **Thursday, Mar 27** – slides
- **Tuesday, Apr 1** – (slides from 3/27 continued)
- **Thursday, Apr 3** – slides
- **Tuesday, Apr 8** – slides
- **Thursday, Apr 10** – slides

All class notes | Readings (due before class)

Announcements

- **May 12** I have canceled the final group feedback – turns out we won't have time to do anything useful with it, so it doesn't make sense from a grading point of view to require you to do it.
- **April 30** The video for the biometric demons here is posted here: [http://www.youtube.com/watch?v=rsjiEitbk_c](http://www.youtube.com/watch?v=rsjiEitbk_c) I think you'll enjoy it even if you didn't read the paper.
- **May 1** Alexandra Zafiroglu, an anthropologist at Intel, will be talking in class about “Domesticating epiphytic technologies: ethnographic research and global technologies” Alex will talk about the practice of ethnographic research in the technology industry and how the insights about people it produces can drive product innovation. She's an excellent speaker and has done some very good research, so this is a rare opportunity.
- **Apr 26** Jef Raskin on intuitive, familiar interfaces, which might be worth a read for the question about affordances, idiom, metaphor.
- **Apr 22** A little scientific evidence that names and language are valuable for helping people learn.
- **Apr 21** Nielsen says usability jobs up by 5,000%. I hope he doesn't mean that now there are exactly 50 usability jobs.
- **Apr 12** Coding horror on UI-first development.
- **Apr 8-5** in the Seminar Room at 301 College Ave., David McDonald on "Consensus Large and Small: A Complementary Study of Wikipedia Social Practice." David's a good guy, should be a fun talk. More details here
- **Mar 25** And, a reminder, that participation doesn't just mean saying stuff in class. Going to and briefly writing up talks, posting to the wiki (Hall of Fame, Shame Online, Cool web resources), participating in HCI-related experiments, all ways of showing that you're engaged with class and that would count when we're thinking about participation.
- **Mar 26 3:30 - 4:30p** in the Seminar Room of 301 College Ave to hear David Karger speak on "Why Everyone Should Be Their Own Database Administrator, UI Designer, Application Developer, and Web Site Builder, and How They Can." Refreshments will be provided at 3:15.
- **Mar 25** Here is the green on yellow text readability study I mentioned in class [http://hubel.sfasu.edu/research/AHNCUR.html](http://hubel.sfasu.edu/research/AHNCUR.html)
- **Mar 6** Julie Kienz from Georgia Tech studies ways technology can help kids and families dealing with autism. She's giving a talk on Wednesday March 12th at 4:30pm called Decision Support through Embedded Capture for Everyday Health and Wellness
- **Mar 6** HCI/UbiComp Guru Paul Dourish from UC Irvine is speaking on Accountabilities of Presence: Beyond Privacy in Ubiquitous Computing on Monday March 10th at 4:30pm at 301 College Ave, Large Conference Room. Get there early, the room is going to be packed.
There's a nice tool for sketching animations called *K-Sketch* which you might find useful. Windows only.

Some folks might be interested in internships available at Apple. See *Job listing #: 102899109 at CornellTRAK*.

A lot of groups are pondering applications that involve location-aware activities and data. You might, for inspiration and warnings and ideas, check out the *GeoNotes* application that was developed at SICS in Sweden.

You might enjoy and find useful this fun and interesting paper on personas and designing for personas called *Interaction relabelling and extreme characters: methods for exploring aesthetic interactions*. Enjoy.

There's an excellent (but optional) reading on the use of storyboarding here: *Storyboarding: an empirical determination of best practices and effective guidelines* (only accessible from within Cornell) or here (from outside Cornell with your NetID).

For people who want to see an HCI talk that's more toward the technical and human physical capabilities side of the discipline, check out Tovi Grossman. Tovi is a faculty candidate in infosci in the HCI area, has been at Toronto, and will be talking about The Bubble Cursor for interacting with 3D interfaces at 301 College on Wed Feb 27 from 3:15-4:30. As always with HCI-relevant events, attending and submitting a small writeup can get you participation cred.

Graphic design job posted below in comments.

Don't forget to check out Jakob Neilson's *Alertbox on top 10 application UI errors* that people make. Useful to think about in the context of the kinds of things we've been talking about in this class.

See the comment below about some Microsoft recruiting happening on campus over the next day or two that could be fun and potentially job-tastic.

Wondering what to do next as you start in on the PSR report and beyond? Try *CHARM - Choosing Appropriate HCI Research Methods* and *usability.gov, especially the section on analysis*. They both will put some ideas in your heads.

We've done some adjustments for due dates the first half of the semester - see above.

Some folks at Yahoo are looking for people to play with the *FriendSense facebook app* for research purposes.

For the individual project reports, rank only the project ideas that your group seriously considered. This will probably be the two ideas that each individual member thought might be interesting, plus any others that have come up along the way that your group seriously toyed with. Thank Dan Sherman for pointing out that this wasn't clear.

Please check your project ideas page for comments on your project ideas. We put a lot of time into reading them and commenting. If you have no comments yet, keep looking, because you will soon.

Not directly related to class, but someone I know is *looking for people to take a survey* and offering Fabulous Cash Prizes to some participants.

A lot of the project ideas I've seen so far are related to learning things about remote resources (open elliptical, is your prof in the office, what study areas are least crowded). Very cool general idea. *One similar project, devoted to the quest for fresh coffee, helped inspire the idea of webcams. At least, according to Wikipedia.*

If you're going to drop the class, please do it now - it's really awkward once the groups have formed. And, please let us know so we can adjust the group you've already been assigned to.

Looking at the assignments you handed in, several of you clearly did not do the readings. That's simply not acceptable, and your grades will reflect this fact. The readings are not extensive, and we expect you to do them before you come to class. Two other small points: please also make sure you write your netid on every paper assignment you hand in, and assignments must be printed, not handwritten, unless they involve extensive sketching.

Groups are announced - talk among yourselves and pick a group name. If you weren't here on Thursday, you're not in a group. Talk to us Tuesday so we can give you a self-eval form to fill out, and one way or another you're going to be attached to a group.

We've got a list of folks who attended Laura's talk. Nice, but not enough to get credit. Send a little mail to ahci@cornell.edu saying what went on and what you learned.

"Students are invited to take part in an exciting and interesting research study entitled "What's the Story? Responding to Fictional Characters". In this study, participants will be asked to read two stories and fill out some questionnaires regarding their selves and characters in the stories. The entire study will take about 20 to 30 minutes. If interested, please sign up as soon as possible on the bulletin boards on the third floor of Kennedy Hall. The study will take place over the course of the next 3 weeks. The researcher for this study are Kimberly Wong (kjw37@cornell.edu) and her advisor is Poppy McLeod (plm29@cornell.edu). Thank you very much and we hope that you will participate in the study."

In general, if you go to an HCI-related talk and turn in a brief description of what you learned, we will so note that in the gradesheet and use that information when assigning grades. "HCI-related" can be pretty loosely defined.

Likewise, if you participate as a subject in an experiment, we will note that in the gradesheet as well.

Laura Granka, an HCI specialist from Google, is giving a talk at Olin 255 at 4:30 today called "Getting into the mind of the user". Check it out - totally relevant to class, and, as she says, "resumes will be accepted".

The practicum for Thursday is up.