

WRITING A SUCCESSFUL CHI PAPER (IN “N” PARTS)

or, my perspective on it...

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Spring 2015

OUTLINE

- Part 1:
 - About CHI
 - What makes CHI different
- Part 2:
 - Anatomy of a CHI paper
- **Part 3:**
 - **CHI submission quirks**
 - **Tips & tricks**
 - **CHI Notes vs CHI Papers**
 - **Other CHI venues to consider**
- Part 4:
 - CHI Abstract Workshop

January

February

TODAY

Summer

WRITING A SUCCESSFUL CHI PAPER (PART 3)

03/10/2015

OUTLINE

- CHI submission quirks
 - Choosing a subcommittee
 - Keywords
- (Dr. A's) Tips & tricks
- CHI Notes vs CHI Papers
- Other CHI venues to consider

CHI SUBMISSION QUIRKS

CHOOSING A SUBCOMMITTEE

- Subcommittee \neq describe your paper
 - Should reflect **core contribution**
 - Also determines type of researcher most qualified to **review** your paper
 - Perfect match is not needed – won't be penalized
- CHI provides: list of subcommittee chairs, committee members, and sample 'best match' papers.
 - Use this information to help you identify a good fit.
- If multiple subcommittees may fit, you can **email the subcommittee chair** prior to submission (probably several weeks in advance!) to ask for guidance.
- More from CHI on this:
<http://chi2015.acm.org/authors/selecting-a-subcommittee>

EXAMPLE SUBCOMMITTEES

- **Specific Application Areas:**
 - special populations or domains
 - Dr. Lok's virtual reality work
 - Dr. Gardner-McCune's work on computer-science education
- **Interaction Using Specific Capabilities or Modalities:**
 - future interface tech – hardware
 - Dr. McMullen's sonification and auditory I/O work
 - Dr. Jain's eye-tracking work
- **Interaction Techniques and Devices:**
 - future interface tech – software
 - Dr. Anthony's touch + gesture interaction work

KEYWORDS

- CHI uses **Precision Conference** to manage process.
- When submitting, you must choose relevant **keywords** for your submission.
 - Directly affects **reviewers** you will receive as well!
- (Note: these do not have to be the same as your in-paper keywords.)

Example keywords (not comprehensive):

Input and Interaction Technologies
Pen and Tactile Input
Children
Empirical Methods, Quantitative
User Studies
Empirical Methods, Mixed Methods

Pen-based UIs
Gestural Interaction
Touch Surfaces and Touch Interaction
Evaluation methods
Design guidelines
Novel interaction techniques

(DR. A'S) TIPS & TRICKS

(DR. A'S) TIPS & TRICKS

- **Start early** – you can write method, draft abstract and introduction, and related work before study is done or analysis is done!
- **Start a writing circle** – have other people read your paper **besides your advisor**.
- Include a **figure on page 1**.
- Use **everyday language** – don't try to sound 'smart'.
 - CHI is a general audience.
- Use online **CHI guides**:
 - <http://chi2015.acm.org/authors/format>
 - <http://chi2015.acm.org/authors/contributions-to-hci>
 - <http://chi2015.acm.org/authors/selecting-a-subcommittee>
 - <http://chi2015.acm.org/authors/chi-anonymization-policy>

CHI NOTES VS CHI PAPERS

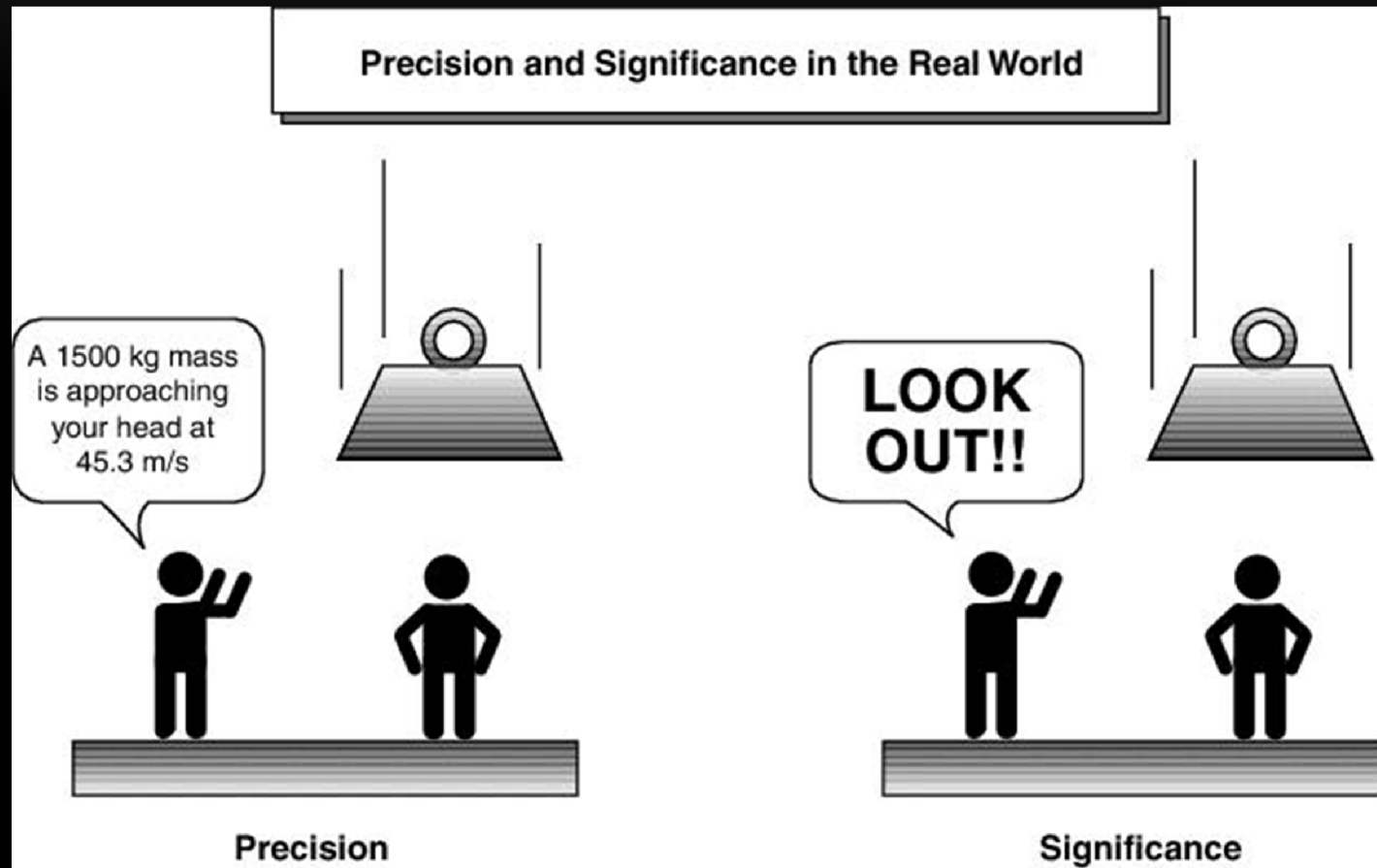
NOTES VS PAPERS AT CHI

- Many conferences delineate short vs long papers differently.
 - CHI has Papers (10 pgs) and Notes (4 pgs).
- It's critical to understand that a Note is **not**:
 - A report on work in progress or not yet complete.
 - A high-level report with little detail on completed work.
 - A shorter version of a longer journal or conference paper.
- The standard of judgment is the same for both, but a Note is recognized as a “focused and succinct contribution.”
 - But the contribution must still be **significant** and stand on its own to advance the field of HCI.

NOTES VS PAPERS

- “A CHI Paper, which is 10 pages in length (maximum), must **break new ground** and provide **complete and substantial support for its results and conclusions**. Successful submissions typically represent a **major advance for the field of HCI**.”
- “A CHI Note, which is 4 pages in length (maximum), is a much more **focused and succinct contribution** to the research program and is likely to have a **smaller - yet still significant - scope of contribution** than CHI papers.”
- <http://chi2015.acm.org/authors/papers-versus-notes/>

PRECISION VS SIGNIFICANCE



EXAMPLES OF NOTES FROM CHI

- A **new implementation approach** that has demonstrably addressed a significant technical issue (without extensive detail of the design process or evaluation of the implementation).
- A **new interaction technique** and evidence of its utility compared to known techniques (without exhaustive implementation detail and evaluation).
- An **incremental improvement or variation** of an existing interaction technique with convincing evaluation.
- A **new methodology for designing or studying interactive systems** that has demonstrable benefits for the HCI community (without extensive evaluation of the methodology).
- A **case study** of the use of a system in a domain not typically studied by HCI researchers.
- An **analysis of a specific situation** that could benefit from HCI research, especially situations not typically considered by HCI researchers.
- A **focused study of a specific situation or technique** that adds insight into how that situation or technique is considered within HCI.

NOTE OR PAPER?

- Clutching is usually assumed to be triggered by a lack of physical space and detrimental to pointing performance. We conduct a controlled experiment using a laptop trackpad where the effect of clutching on pointing performance is dissociated from the effects of control-to-display transfer functions. Participants performed a series of target acquisition tasks using typical cursor acceleration functions with and without clutching. All pointing tasks were feasible without clutching, but clutch-less movements were harder to perform, caused more errors, required more preparation time, and were not faster than clutch-enabled movements.

**Note: “Clutching Is Not (Necessarily) the Enemy”
by Nancel et al, CHI 2015**

NOTE OR PAPER?

- Using a smartphone for touch input to control apps and games mirrored to a distant screen is difficult, as the user cannot see where she is touching while looking at the distant display. We present HaptiCase, an interaction technique that provides back-of-device tactile landmarks that the user senses with her fingers to estimate the location of her finger in relation to the touchscreen. By pinching the thumb resting above the touchscreen to a finger at the back, the finger position is transferred to the front as the thumb touches the screen. In a study, we compared touch performance of different landmark layouts with a regular landmark-free mobile device. Using a landmark design of dots on a 3x5 grid significantly improves eyes-free

tapping accuracy and allows targets to be as small as 17.5 mm.
-- Paper: "HaptiCase: Back-of-Device Tactile Landmarks for Eyes-Free Absolute Indirect Touch"
by Corsten et al, CHI 2015

NOTE OR PAPER?

- Contemporary digital game developers offer a variety of games for the diverse tastes of their customers. Although the gaming experience often depends on one's preferences, the same may not apply to the level of their immersion. It has been argued whether the player perspective can influence the level of player's involvement with the game. The aim of this study was to research whether interacting with a game in first person perspective is more immersive than playing in the third person point of view (POV). The set up to test the theory involved participants playing a role-playing game in either mode, naming their preferred perspective, and subjectively evaluating their

Note: "First Person vs. Third Person Perspective in Digital Games: Do Player Preferences Affect Immersion?" by Denisova and Cairns, CHI 2015

NOTE OR PAPER?

- Recent research suggests that motion-based video games have the potential to provide both mental and physical stimulation for older adults in residential care. However, little research has explored the practical challenges and opportunities that arise from integrating these games within existing schedules of activities in these contexts. In our work, we report on a qualitative enquiry that was conducted over a three month period at two long-term care facilities. Findings suggest that older adults enjoyed playing video games, and that games can be a valuable means of re-introducing challenge in late life, but that the impact of age-related changes

Paper: “Long-Term Use of Motion-Based Video Games in Care Home Settings”
by Gerling et al, CHI 2015

NOTE OR PAPER?

- Across history and cultures, robots have been envisioned as assistants working alongside people. Following this vision, an emerging family of products—collaborative manufacturing robots—is enabling human and robot workers to work side by side as collaborators in manufacturing tasks. Their introduction presents an opportunity to better understand people's interactions with and perceptions of a robot "co-worker" in a real-world setting to guide the design of these products. In this paper, we present findings from an ethnographic field study at three manufacturing sites and a Grounded Theory analysis of observations and interviews. Our results show that, even in this safety-critical manufacturing setting, workers relate to the robot

as a social entity and rely on cues to understand the robot's safe when near the robot. These findings contribute to our understanding of how workers interact with collaborative manufacturing products in real-world settings and offer important design implications.

Paper: "The Social Impact of a Robot Co-Worker in Industrial Settings"
by Sauppé and Mutlu, CHI 2015

NOTE OR PAPER?

- We present the results of an MTurk survey (n=383) on the reasons for using and not using biometric authentication systems on smartphones. We focused on Apple's Touch ID as well as Android's Face Unlock as they are the most prevalent systems on the market. For both systems, we categorized the participants as a) current users, b) former users that deactivated it at some point and c) nonusers. The results show that usability is one of the main factors that influences the decision on whether or not to use biometric verification on the smartphone. To our surprise and as opposed to previous

**Note: “I Feel Like I'm Taking Selfies All Day!
Towards Understanding Biometric
Authentication on Smartphones”
by De Luca et al, CHI 2015**

OTHER CHI VENUES

OTHER CHI VENUES TO CONSIDER (1)

- **Work-in-progress:**
 - Presented as poster at conference
 - 6-page Extended Abstracts format (short!)
 - Goes into ACM DL
 - Must be incomplete work – not ok to be ‘iffy’ work
- **Workshops:**
 - 1- or 2-day prior to conference, “mini-conference”
 - Very good networking opportunities, specific community who work on your area, important to see / be seen there
 - Not archival publication typically

OTHER CHI VENUES TO CONSIDER (2)

- **Alt.chi:**

- Only for very edgy material, not useful for most CHI rejects
- Not archival publication (but may appear in ACM DL)
- May be selected to present at CHI – only worth it for this
- Changes often!

CHI and the Future Robot Enslavement of
Humankind; A Retrospective

Humans Are The New Users: An
Examination Of Word Use In CHI
Literature

Texting from the Toilet: Mobile
Computing Use and Acceptance in
Public and Private Restrooms

Ethical Issues and Guidelines when
Conducting HCI Studies with Animals

“Un-Googling” Publications: The Ethics
and Problems of Anonymization

(alt.chi accepted submissions from CHI 2013)

OTHER CHI VENUES TO CONSIDER (3)

- **Demos / interactivity:**
 - Great way to showcase novel tech, especially new to CHI
 - Can accompany a Paper / Note but not required
 - 4-page Extended Abstracts paper, goes into ACM DL
- **Student Design / Research / Game Competitions:**
 - GREAT way to get visibility for UF at CHI!
 - Write a paper responding to challenge, then compete at CHI
 - 6-page Extended Abstracts paper, goes into ACM DL

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