

WRITING A SUCCESSFUL CHI PAPER (IN TWO PARTS)

or, my perspective on it...

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OUTLINE

- **Part 1:**
 - **About CHI**
 - **What makes CHI different**
 - **Anatomy of a CHI paper**
- **Part 2:**
 - CHI submission quirks
 - Tips & tricks
 - Other CHI venues to consider

TODAY

**Next time! Feb
10, 2015**

WRITING A SUCCESSFUL CHI PAPER (PART 1)

01/13/2015

OUTLINE

- About CHI
 - CHI reviewing process
- What makes CHI different
 - Note vs Paper
- Anatomy of a CHI paper
 - Start with your Abstract
 - Make sure to generalize!

ABOUT CHI

CHI CONFERENCE HISTORY

- CHI = “ACM SIGCHI Conference on Human Factors in Computing Systems”
 - Cite it in full this way, or “CHI’XXXX”
- Primary **human-computer interaction** conference
 - Arguable about **human-centered computing** since that is broader, but CHI has become broader than HCI
 - I’d say it’s biggest, most important, general HC* conference out there: best place for high-impact work, networking, jobs
- Trivia:
 - First conference was in 1981 in MD
 - Rotates between US/Canada locations and Europe/Asia
 - 900 attendees in 1982; **3,400 in 2013**

Check out Twitter account
[@CHIalreadydidit](#) – should be
tweeting for 2015 soon!

TYPES OF PAPERS

- Submission lengths:
 - **Full Papers**: 10 pages (20 min talk at conference)
 - **Notes**: 4 pages (10 min talk at conference)
- Both in ACM SIGCHI double-column format
- If accepted, submit also:
 - statement of contributions + benefits (30 words)
 - 30-second video preview
 - thumbnail image for ACM DL
- (will talk about other submission types in part 2...)

SUBCOMMITTEES REFLECT TOPICS

- User Experience and Usability (e.g., general contributions)
- Specific Application Areas (e.g., special populations or domains)
- Interaction Beyond the Individual (CSCW-ish)
- Design (e.g., methods, research)
- Interaction Using Specific Capabilities or Modalities (e.g., future interface tech -- hardware)
- Understanding People: Theory, Concepts, Methods (e.g., cognitive psych, psych)
- Interaction Techniques and Devices (e.g., future interface tech - - software)
- Technology, Systems and Engineering (e.g., systems, software engineering)
- (more on selecting the right one of these in part 2...)

CHI REVIEWING PROCESS

- Papers due ~September 20th
- Double-blind reviews by 1-2 external reviewers, +1 meta reviewer
 - What does **double-blind review** mean?
- Rebuttal process ~1 week long in mid-November
 - What is a **rebuttal**?
- Final reviews include 2nd meta reviewer and possible discussion at PC
- Final decisions mid-December
- Camera ready papers due mid-January
 - What is a **camera-ready** paper? What kinds of changes can you make?
- Conference in mid-to-late April

WHAT MAKES CHI DIFFERENT?

GENERAL VS NICHE CONFERENCE

- What are some other conferences you all submit to?
- CHI is a **general** conference rather than a **niche** conference, e.g., compare to:
 - Interaction Design and Children
 - Intelligent Virtual Agents
 - Mobile HCI
 - Conference on Computers & Accessibility
- So: contributions are judged more strictly at CHI
 - Must be a **general contribution** that tells the entire field of HCI something
 - Must be work that has **no major flaws** and **clearly identifies limitations and scope** of the contributions

IS MY PAPER RIGHT FOR CHI?

- Ask yourself: what is my expected contribution?
 - Can the field of HCI learn something in general about **usability or designing systems for people** from my paper?
 - You will have more success the more **generalizable** you can be.
- A CHI paper should be the “**last word**” on a topic, e.g.:
 - You haven't left open too many remaining questions
 - You have considered all the main variables or design questions
 - You have advanced the potential usability of future systems
- Some limitations in scope are ok – but make sure you are open and clear about them in your paper!
 - Reviewers **love** to point out limitations as grounds for rejection.
 - If you mention them first, you establish the realistic bounds of the contribution and reviewers judge **that** instead.

ACCEPTANCE RATES AT CHI

- CHI is a **highly selective** conference, ~20%
 - 2014: 23%
 - 2013: 20%
 - 2012: 23%
 - 2011: 26%
 - 2010: 22%
 - 2009: 25%
 - 2008: 22%
 - 2007: 25%
- Typically, CHI receives almost 2,000 submissions (about 400 Papers & Notes appear).

NOTES VS PAPERS AT CHI

- Many conferences delineate short vs long papers differently.
 - CHI has Papers and Notes.
- 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.

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