

# **Current Topics in Media Computing and HCI**

### **Prof. Dr. Jan Borchers**

Media Computing Group **RWTH Aachen University** 

Summer Term 2019

https://hci.rwth-aachen.de/cthci







# Team

### Lecturer



Prof. Dr. Jan Borchers borchers@cs.rwth-aachen.de

### **Assistants**



Marcel Lahaye lahaye@cs.rwth-aachen.de

### **Guest Assistants**



Sebastian Hueber



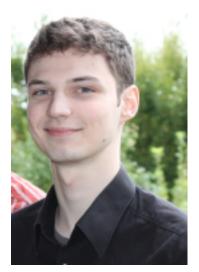
Adrian Wagner



Krishna Subramanian



Nur Hamdan



Oliver Nowak nowak@cs.rwth-aachen.de



Christian Corsten



Philipp Wacker



Anke Brocker



### Goals

- Understand types of research and methods in HCI
- Practice how to retrieve and evaluate information from the literature  $\Rightarrow$  Preparation for thesis and future (research) work
- Learn about up-to-date developments in Human–Computer Interaction and interactive multimedia from new books and recent conference/journal articles
- Meet PhD students at the lab and learn about their research areas to find a favorite topic and advisor for your thesis





# Who Are You?

- Audience
  - M.Sc. Computer Science
  - M.Sc. Media Informatics
  - M.Sc. Software Systems Engineering
  - B.Sc. Computer Science (extra credit / carry-over)
  - B.Sc. / M.Sc. Technical Communication (with focus on CS/HCI research)
- Prerequisite: DIS 1



#### In our studios, assignments, and exams we assume that you know DIS I

# Administrative

- Format: 6 ECTS
- Studio: Tuesdays, 10:30–12:00
- Lab: Wednesdays, 12:30–14:00

 Expect to spend around 9h/week in total on this class



### Adrian Wagner: **Input Devices for** Games



Villar et al., Project Zanzibar, CHI18

4 0

4 - 0

### Christian Corsten: **Force Input on** Handheld Devices

Cancel

# Statsplarer N N N

#### Krishna Subramanian: **Supporting Exploratory Programming Workflows**











### Sebastian Hueber: **Experience** with VR

Rietzler et al., VaiR, CHI17

### Philipp Wacker: AR and Immersive Sketching

### Nur Hamdan: **Smart Fabrics**







### Marcel Lahaye: **Personal Fabrication**

### Anke Brocker: **Soft Robotics &** Jewellery

Weichel et al., ReForm, UIST15

Alexandra Ju, Functionality in Wearable Tech, TEI16

### Oliver Nowak: **Tangible on Tabletops**







# **Course Structure**

### **Flipped Classroom**

#### **Videos: How does research in HCI work?**

- Research Contributions
- Research Approaches
- Scientific Publishing
- Statistics in HCI

#### **Studios (Tuesday):**

- Discussion of lecture and assignment content
- Time and space for your assignments  $\bullet$

#### Workshop (Wednesday):

• Work in groups at a given topic

#### Apr 3rd – May 14th

May **21st** 

# EXa Fina

#### **Frontal Lecture**

#### **Studios: Current Topics in HCI (Tuesday)**

- Presentations by i10 assistants
- Guest lecture by Oliver Stickel: CSCW

#### Mini HCI Project: (Wednesday)

• Write your own research paper!





24th





# Literature Sources

- Recent conference papers
  - CHI, UIST, ISS, DIS, Ubicomp,...
- Recent journal articles
  - TOCHI,...





DIS



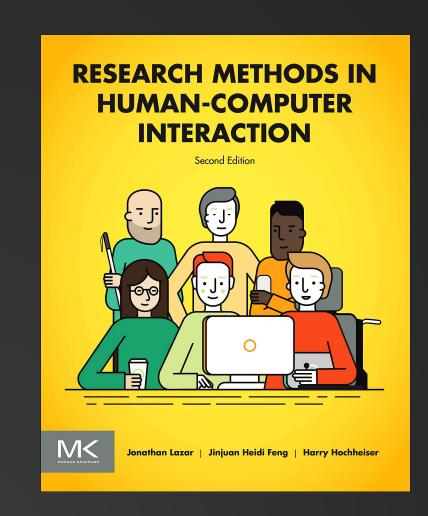
23<sup>rd</sup> International Seaweed Symposium April 28<sup>th</sup> – May 3<sup>rd</sup>, 2019, Jeju, Korea

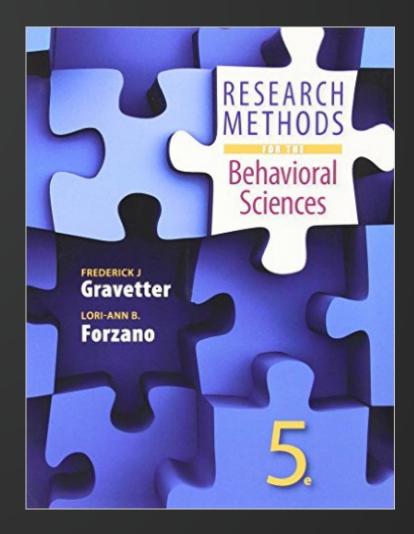
### DESCORP 2019



# Literature Sources

- Recent books
  - Research Methods in HCI (Lazar et al., 2017)
    - Highly **recommended** reading for more details about evaluation methods — especially if you are considering to do your thesis at our chair!
  - Research Methods for the Behavioral Sciences (Gravetter and Forzano, 2015)
    - Further recommended reading for more details about experimental research methods







# Final Grade

#### Final exam 45%

#### Midterm exam 30%

### Assignments & project 25%





# Plagiarism

Usability testing—whether inside a lab facility, using portable equipment, or outside of a lab facility—was rated highest as an effective usability methodology to create greater strategic impact. One reason for this high rating

"Usability testing-whether inside a lab facility, using portable equipment, or outside of a lab facility-was rated highest as an effective usability methodology to create greater strategic impact." [1]

Usability testing has the largest impact on strategic improvement [1].

[1] Rosenbaum, Stephanie, Janice Anne Rohn, and Judee Humburg. "A toolkit for strategic usability: results from workshops, panels, and surveys." Proceedings of the SIGCHI conference on Human Factors in Computing Systems. ACM, 2000.

### **Cite and quote instead of plagiarizing!**

Prof. Dr. Jan Borchers: Current Topics in Media Computing and HCI 13







# **Consequences of Plagiarism in this Class**

- Plagiarism will result in an immediate 5.0 for this class.
- Repeated plagiarism will also lead to banning from all other i10 classes.
- Sign the declaration of compliance and hand it in during the lab.





# Limited Seats

- 30 seats available
- Register in RWTHonline today
- Seats will be assigned on April 9th



#### ••• • •



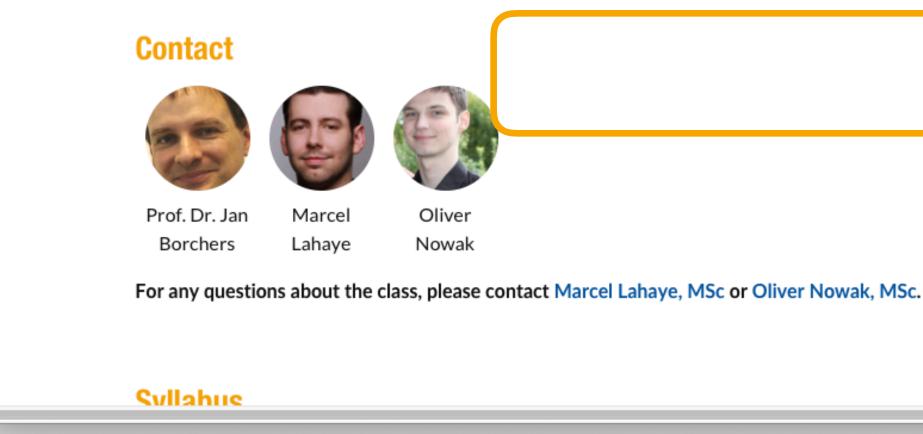
#### **Current Topics in HCI (Summer '19)**

=

This class covers basic research methods and current research trends in Human-Computer Interaction. We use a mix of recent book chapters and papers from conferences and journals of the last few years to give you an idea of how HCI research is conducted, and of the hot topics that are being worked on in the international research community. Examples from past years include interactive surfaces, tangible user interfaces, human computation, gestural input, interactive textiles, augmented reality, and personal fabrication.

The class explains the differences between empirical, ethnographic and systems research in HCI, and how to quickly retrieve and evaluate information from existing literature, a skill you will need for your Master's thesis and future research work in HCI. The class consists of weekly labs, studios, group assignments, reading assignments, a group project, and graded written midterm and final examinations.

The first part of this class is taught in a **flipped classroom** style in which you will be able to watch online videos of individual topics at your own pace. The studios will be for reviewing the learned concepts, hands-on exercises, Q&A, and for introducing new assignments. The labs will be for assignment discussions and one-on-one feedback. In the second part of this class, the **studios** are dedicated for presenting new topics in HCI, and the **labs** are for project work and face-to-face discussions.



C

#### ð Ø

#### 📰 Class Times

Lecture	Tue, 10:30 - 12:00
	2222, i10 Seminar room
Lab	Wed, 12:30 - 14:00
	2222, i10 Seminar room
Language	English
Credits	6

#### Exams

Midterm	Tue, May 21st, TBA
Final PT1	Wed, Jul 24th, 11:30
Final PT2	Wed, Aug 14th, 11:30

#### Quick Links

RWTHonline

- Moodle
- iTunes U
- Flipped Classroom Videos



# What to do now?

# Download and watch the videos from the website! Sign and hand in the declaration of compliance!

17 Prof. Dr. Jan Borchers: Current Topics in Media Computing and HCI

