Monthly online seminar series on HCI and UX

The Interaction Group of the British Computer Society and the journal Interacting with Computers are pleased to announce a monthly online seminar series on research on human-computer interaction and user experience.

Seminars will be via Zoom on the last Monday of each month (apart from August), usually at 13:00 – 14:00 UK time (currently UTC + 1), but modulated to the time zone of the speaker.

Presentations will be a mixture of those from authors of papers coming out in the journal and other HCI/UX researchers and practitioners presenting their recent work.

All those interested in HCI/UX are welcome to attend (and to present). For more information, please contact Helen Petrie (helen.petrie@york.ac.uk).

Inaugural Seminar
Monday 23rd May, 13:00 – 14:00 BST (UTC +1)
Zoom link: https://york-ac-uk.zoom.us/j/96975743704?pwd=a3p1U0dYMFNOWEhHWW9iU2pheEVZUT09
Professor Alan Dix, Computational Foundry, Swansea University
What Next for UX Tools: from screens to smells, from sketch to code, supporting design for rich interactions
Every interaction with a digital device is set in some form of physical and human context, and yet the most commonly used tools for UX design are focused purely on the screen. Rather than being a scaffold to build better interfaces, wireframes can feel like the barriers in a cattle ranch, herding us towards a small range of design options, looking inwards towards the device rather than outwards towards our users. The situation is even more difficult when we want to design interactions that involve other senses, such as sound, smells, and touch; or new forms of interaction, such as flexible displays, autonomous cars, smart buildings, and digital fabrication. In this talk I'll describe both some of my own personal journey and the InContext project that is thinking about more wholistic tools for design that incorporate rich context, multiple modalities, and end-to-end connections between design and development. The talk will outline both our own thinking and outcomes from a series of InContext workshops, most recently at CHI 2022. We do not have answers to all the open questions, but I will also demonstrate several early prototypes addressing different facets of design that are underrepresented in current generation design tools. Most important, I hope that this will open up a roadmap of ideas that others may also follow to create better tools for the next generation of UX designers and developers.

June seminar
Monday 27th June 10:00 BST (UTC +1) NOTE THE DIFFERENT TIME, a morning coffee seminar
Zoom link: https://york-ac-uk.zoom.us/j/99129384591?pwd=TmR3N2NmQ1E4ak5JU3lQYW96ZkdGZz09
Professor Patrick Rau, Tsinghua University, China
Talking with an Internet of Things conversational agent

Internet of things conversational agents (IoT-CAs) are making human– computer interactions ubiquitous. In this study, we experimentally examined the effects of IoT-CA use on face-to-face

conversations between close partners. One hundred and thirty-six participants (68 close relationship dyads) participated in the experiment. We prepared an IoT chat environment and provided chat topics for each dyad. The dyads were randomly assigned into one of two IoT-CA use pattern groups (joint use: two persons using an IoT-CA together; individual use: one person using an IoT-CA alone) and three interaction conditions (no IoT-CA use; conversation content-relevant IoT-CA use; conversation content-irrelevant IoT-CA use). The results showed that compared with no IoT-CA use, IoT-CA use did not have negative effects on conversation experiences but produced feelings of greater closeness to the IoT-CA in the partners. Furthermore, joint IoT-CA use in the content-relevant condition (IoT-CA made comments relevant to interpersonal interactions) helped increase interpersonal self-disclosure.