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Global Thoughts, Local Designs

INTERACT 2017 IFIP TC 13 Workshops Mumbai, India, September 25–27, 2017 Revised Selected Papers



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Foreword

This volume presents a series of revised papers selected from workshops organized by the IFIP TC 13 Working Groups during the 16th IFIP TC13 International Conference on Human–Computer Interaction, INTERACT 2017, which was held in September 2017 in Mumbai, India. INTERACT 2017 was hosted by the Industrial Design Centre (IDC) on the beautiful campus of the Indian Institute of Technology, Bombay (IIT Bombay). The conference was co-sponsored by the HCI Professionals Association of India and the Computer Society of India. It was held in cooperation with ACM and ACM SIGCHI.

The contents of this volume follows the main theme of INTERACT 2017: "Global Thoughts, Local Designs." In this new age of global connectivity, designers are often required to design products for users who are beyond their borders and belonging to distinctly different cultures. The process of designing products is becoming more multi disciplinary by the day. Solutions are now designed with a global perspective in mind, however local the solution might be. For those in the field of human–computer interaction (HCI), the phenomenon of global thoughts, local designs would have a direct impact. It encompasses the areas of HCI in the industries of emerging economies, HCI contributions in socio-economic development, HCI for products and services in emerging markets, including mobile systems, HCI and designs for low-literacy users, HCI and designs for bottom-of-the-pyramid users, and HCI for remote contexts, including issues related to international outsourcing/global software development. The IFIP TC 13 working groups reflect and develop on the spirit and theme of the IFIP INTERACT conferences and more generally of the TC 13 itself.

This volume presents the outcome of a thorough and competitive selection process, which started with the selection of workshops for INTERACT 2017. The IFIP TC13 working groups were challenged to propose workshops that match the main topics of the INTERACT conference. We welcomed workshops in diverse formats, including: (a) paper presentations followed by forum discussions with participants, (b) interactive events where participants work together on experimenting with or evaluating an artifact, (c) a design workshop focused on the construction of artifacts, and having as outcome a gallery/showroom exhibition during the conference, and, (d) any other innovative format that could have a scientific focus. The selection process of workshops was juried by workshop co-chairs and members of the international Program Committee of INTERACT 2017.

Workshops preceded the main conference, running from September 25–27, 2017. Only participants who submitted contributions were allowed to attend workshops. However, a dedicated session called "Workshops Summary" was held during the last day of INTERACT so that workshop organizers and contributors could report the outcomes of each workshop, receive comments, and interact with participants of the main conference.

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Accepted workshops were allowed to establish their own reviewing process. However, to ensure the scientific quality of these proceedings, we asked that papers selected for this volume be peer reviewed by an international committee. After the workshop, authors were asked to revise their contributions including the comments and remarks they received during the event. Extended versions were then scrutinized again by the editors of the present volume.

The selected papers show advances in the field of HCI and they demonstrate the maturity of the work performed by the IFIP TC13 working groups. We selected 15 papers that are organized in four sections corresponding to IFIP TC13 workshops at INTERACT 2017. This is the very first time that workshops organized by IFIP TC13 working groups are compiled in a single proceedings volume. While contributions are connected to a particular workshop, they contribute globally to the IFIP TC13 aims in the development the HCI field.

It is important to mention that IFIP TC13 working groups are open to welcoming new members. The full list of IFIP TC13 working groups is available at http://ifip-tc13.org/working-groups/ and we invite interested readers to contact the officers for further information on how to enrol in working group activities such as the workshops organized at the INTERACT conference.

April 2018

Torkil Clemmensen Venkatesh Rajamanickam Peter Dannenmann Helen Petrie Marco Winckler

IFIP TC13 - http://ifip-tc13.org/

Established in 1989, the International Federation for Information Processing Technical Committee on Human–Computer Interaction (IFIP TC 13) is an international committee of 35 member national societies and 10 Working Groups, representing specialists of the various disciplines contributing to the field of human–computer interaction (HCI). This includes (among others) human factors, ergonomics, cognitive science, computer science, and design. INTERACT is the flagship conference of IFIP TC 13, staged biennially in different countries in the world. The first INTERACT conference was held in 1984 running triennially and became a biennial event in 1993.

IFIP TC 13 aims to develop the science, technology, and societal aspects of HCI by encouraging empirical research, promoting the use of knowledge and methods from the human sciences in design and evaluation of computer systems; promoting better understanding of the relation between formal design methods and system usability and acceptability; developing guidelines, models and methods by which designers may provide better human-oriented computer systems; and, cooperating with other groups, inside and outside IFIP, to promote user-orientation and humanization in system design. Thus, TC 13 seeks to improve interactions between people and computers, to encourage the growth of HCI research and its practice in industry, and to disseminate these benefits worldwide.

The main focus is to place the users at the center of the development process. Areas of study include: the problems people face when interacting with computers; the impact of technology deployment on people in individual and organizational contexts; the determinants of utility, usability, acceptability, and user experience; the appropriate allocation of tasks between computers and users especially in the case of automation; modelling the user, their tasks, and the interactive system to aid better system design; and harmonizing the computer to user characteristics and needs.

While the scope is thus set wide, with a tendency toward general principles rather than particular systems, it is recognized that progress will only be achieved through both general studies to advance theoretical understanding and specific studies on practical issues (e.g., interface design standards, software system resilience, documentation, training material, appropriateness of alternative interaction technologies, guidelines, the problems of integrating multimedia systems to match system needs and organizational practices, etc.).

In 2015, TC 13 approved the creation of a Steering Committee (SC) for the INTERACT conference. The SC is responsible for:

- Promoting and maintaining the INTERACT conference as the premie venue for researchers and practitioners interested in the topics of the conference (this requires a refinement of the aforementioned topics)
- Ensuring the highest quality for the contents of the event

- Setting up the bidding process to handle the future INTERACT conferences (decision is made up at TC 13 level)
- Providing advice to the current and future chairs and organizers of the INTERACT conference
- Providing data, tools, and documents about previous conferences to the future conference organizers
- Selecting the reviewing system to be used throughout the conference (as this impacts the entire set of reviewers)
- Resolving general issues involved with the INTERACT conference
- Capitalizing history (good and bad practices)

In 1999, TC 13 initiated a special IFIP Award, the Brian Shackel Award, for the most outstanding contribution in the form of a refereed paper submitted to and delivered at each INTERACT. The award draws attention to the need for a comprehensive human-centered approach in the design and use of information technology in which the human and social implications have been taken into account. In 2007, IFIP TC 13 also launched an accessibility award to recognize an outstanding contribution in HCI with international impact dedicated to the field of accessibility for disabled users. In 2013, IFIP TC 13 launched the Interaction Design for International Development (IDID) Award that recognizes the most outstanding contribution to the application of interactive systems for social and economic development of people in developing countries. Since the process to decide the award takes place after papers are sent to the publisher for publication, the awards are not identified in the proceedings.

IFIP TC 13 also recognizes pioneers in the area of HCI. An IFIP TC 13 pioneer is one who, through active participation in IFIP Technical Committees or related IFIP groups, has made outstanding contributions to the educational, theoretical, technical, commercial, or professional aspects of analysis, design, construction, evaluation, and use of interactive systems. IFIP TC 13 pioneers are appointed annually and awards are handed over at the INTERACT conference.

IFIP TC 13 stimulates working events and activities through its working groups (WGs). WGs consist of HCI experts from many countries, who seek to expand knowledge and find solutions to HCI issues and concerns within their domains. New WGs are formed as areas of significance in HCI arise.

Further information is available from the IFIP TC13 website: http://ifip-tc13.org/

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IFIP TC13 Working Groups

WG 13.1 - Education in HCI and HCI Curricula

Working Group 13.1 aims to improve HCI education at all levels of higher education, to coordinate and unite efforts to develop HCI curricula, and to promote HCI teaching.

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WG 13.2 - Methodologies for User-Centered System Design

The Working Group 13.2 provides an umbrella for academic researchers, students, and industry practitioners, who have an interest in the fundamental theory, practices, and technology related to the user-centered design philosophy.

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WG 13.3 - Human-Computer Interaction and Disability

Working Group 13.3 aims to make designers of information and communications technologies and complementary tools aware of the needs of these groups in order to encourage the development of more appropriate tools for accessibility and usability. As a result, systems will become more universally accessible, and the market for them will increase.

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WG 13.4/2.7 - User Interface Engineering

Working Group 2.7/13.4 encompasses activities of the Technical Committees on Human–Computer Interaction (TC13) and Software: Theory and Practice (TC2). It aims to investigate the nature, concepts, and construction of interactive systems. Another aim is to advance the state of the art in user interface engineering and science through meetings and collaborations between researchers who are experts in the system and user aspects of the engineering design of interactive systems. Engineering emphasizes the application of scientific knowledge and rigorous structured design methods to predictably and reliably improve the consistency, usability, scalability, economy, and dependability of practical problem solutions.

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WG 13.5 – Resilience, Reliability, Safety, and Human Error in System Development

Working Group 13.5 aims to support practitioners, regulators, and researchers to develop leading-edge techniques in hazard analysis and the safety engineering of computer-based systems.

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WG13.6 - Human-Work Interaction Design (HWID)

Working Group 13.6 aims to encourage empirical studies and conceptualizations of the interaction among humans, their variegated social contexts and the technology they use both within and across these contexts. It also aims to promote the use of knowledge, concepts, methods, and techniques that enables user studies to procure a better apprehension of the complex interplay between individual, social, and organizational contexts and thereby a better understanding of how and why people work in the ways they do.

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Centre for Development of Advanced Computing

India

Secretary

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WG 13.7 – Human–Computer Interaction and Visualization (HCIV)

Working Group 13.7 aims to provide a creative work environment for performing innovative research at the interface between human–computer interaction and visualization.

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Nahum Gershon The MITRE Corporation, USA

Secretary

Achim Ebert University of Kaiserslautern, Germany

WG 13.8 - Interaction Design and International Development

The aim of Working Group 13.8 is to support and develop the research, practice, and education capabilities of HCI in institutions and organizations based around the world, taking into account their diverse local needs and cultural perspectives.

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Management, Denmark

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Germany

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WG 13.9 - Interaction Design and Children

This working group aims to support practitioners, regulators, and researchers to develop the study of interaction design and children across international contexts.

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Secretary

Matthew Horton University of Central Lancashire, Computing

and Technology Building, UK

WG 13.10 - Human-Centered Technology for Sustainability

Working Group 13.10 aims to promote research, design, development, evaluation, and deployment of human-centered technology to encourage the sustainable use of resources in various domains. These technologies include interaction techniques, interfaces, and visualizations for applications, tools, games, services, and devices.

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Workshops Organized by IFIP TC13 Working Groups at INTERACT 2017

Workshop Jointly Organized by Working Group 13.2 and Working Group 13.5

Workshop on Dealing with Conflicting User Interface Properties in User-Centered Development Processes

Organizers

Marco Winckler Université Nice Sophia Antipolis (Polytech), France

Marta Larusdottir Reykjavik University, Iceland

Cristian Bogdan KTH Royal Institute of Technology, Stockholm,

Sweden

Kati Kuusinen University of Southern Denmark, Denmark

Philippe Palanque Université Paul Sabatier, France

Website: http://ifip-tc13.org/wg-13-213-5-workshop-interact17-mumbai/

Workshop Organized by Working Group 13.3

Cross-Cultural Differences in Designing for Accessibility and Universal Design

Organizers

Helen Petrie University of York, UK

Gerhard Weber Technische Universität Dresden, Germany

Jenny Darzentas University of York, UK

Charudatta Jadhav Accessibility Center of Excellence at Tata Consultancy

Services, Mumbai Area, India

Website: https://ifipwg133.wordpress.com/interact-2017-workshop-cross-cultural-differences-in-designing-for-accessibility-and-universal-design/

Workshop Organized by Working Group 13.6

Human-Work Interaction Design Meets International Development

Organizers

Pedro Campos Madeira Interactive Technologies Institute (M-iti),

Portugal

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Consultancy Services Ltd., India

Veerendra Veer Singh ICAR – Central Marine Fisheries Research Institute,

Mumbai Research Center

Website: http://hwid.m-iti.org/?p=155

Workshop Organized by Working Group 13.7

Beyond Computers: Wearables, Humans, and Things - WHAT!

Organizers

Nahum Gershon The MITRE Corporation, USA

Achim Ebert University of Kaiserslautern, Germany

Gerrit van der Veer Association for Computing Machinery (ACM)

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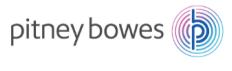


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