

SD5508 Syllabus, 2018/2019
Graduate Seminar II: HCI



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Suggested Process | 2-3 hours Group Project | 1-2 hours Individual Proposal

		P	R	I	C	P	S
1	M						Should Do, Can do, Can Know
	T	Predispositions			Concept Storming		Should Do -> Can Do
	W		Literature Collections				Can Know
	TH	Predispositions		Insights			Should Do -> Can Do
	F1/S1 Weather dependent		Observations Design photo-ethnography	Insights	Concept System		Can Know -> Can Do

		P	R	I	C	P	S
2	M			Insights	Concept system	Exploratory	Should Do, Can Do
	T					Appearance	Strategies
	W	Production					
	TH	Presentations 5 Minutes Group AVI/MP4 (Emphasis PRICPS)					
	F	Presentations 2 Minutes Individual AVI/MP4 (Emphasis Should Do, Can Do, Can Know)					

Typical Schedule for Class Meetings

2:00-3:00	Examples and presentations from my archive
3:00-4:20	Group break outs
4:30-5:00	Individual break outs

Assigned & Suggested Readings (To be completed)

Eli Blevis. 2012. The PRInCiPleS Design Framework. In John M. Carroll (Ed.). *Human-Computer Interaction Series, 1, Volume 20, Creativity and Rationale*, Springer, Pages 143-169.

Huaxin Wei, Jeffrey C.F. Ho, Kenny K.N. Chow, Shunying An Blevis, Eli Blevis. 2019. In Proceedings of the 2019 Workshop on Computing Within Limits (LIMITS '19). ACM, New York, NY, USA.

Sustainability

Eli Blevis. 2007. Sustainable interaction design: invention & disposal, renewal & reuse. In *Proceedings of the SIGCHI conference on Human factors in computing systems (CHI '07)*. ACM, New York, NY, USA, 503-512.

* Alice TANG and others. 2015. Sustainable Interactive Nails.

Inclusivity/empowerment

Shaowen Bardzell. 2010. Feminist HCI: taking stock and outlining an agenda for design. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '10)*. ACM, New York, NY, USA, 1301-1310.

Sarah Fox. 2015. Feminist Hackerspaces as Sites for Feminist Design. In *Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition (C&C '15)*. ACM, New York, NY, USA, 341-342.

Sue Lee. 2012. Lookin' Good.

preserve cultural heritage

Arno. 2013. Save Shanghai Dialect.

* Yee Log LO. 2013. Collective Memories in Hong Kong.

* Shirley XU. 2016. Geometrical Hong Kong.

* Eli Blevis and Shunying An Blevis. 2018. Design Inspirations from the Wisdom of Years. In *Proceedings of the 2018 Designing Interactive Systems Conference (DIS '18)*. ACM, New York, NY, USA, 719-732.

personal development

Eli Blevis, Chris Preist, Daniel Schien, and Priscilla Ho. 2017. Further Connecting Sustainable Interaction Design with Sustainable Digital Infrastructure Design. In *Proceedings of the 2017 Workshop on Computing Within Limits (LIMITS '17)*. ACM, New York, NY, USA, 71-83.

Priscilla HO. 2016. Mindfulness Tea Set: Steeped in Flow.

maintain social order

* Eli Blevis. 2018. Seeing What Is and What Can Be: On Sustainability, Respect for Work, and Design for Respect. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*. ACM, New York, NY, USA, Paper 370, 14 pages.

improving health

Wagi Kulasumpankosol. 2018. Sleep to Go.

connecting people

Michelle MA. 2013. Pokemo.