

v8.22.09		University of Colorado, Boulder CSCI 5919	Human Computer Interaction: Survey & Synthesis Course		Professor Leysia Palen
WEEK (DUE)	DATE	HCI Remixed Essays	Original Article	Special Reading Instructions	Original Article Source
1	24-Aug-09	Course Introduction			
		<b>Perspective</b>			
2	31-Aug-09	Special Jonathan Grudin reading	Grudin, J. (2008). A moving target: The evolution of HCI. In A. Sears & J. A. Jacko (Eds.), <i>The human computer interaction handbook: Fundamentals, evolving technologies, and emerging applications</i> , 2nd ed. (pp. 1-24). New York: Lawrence Erlbaum Associates. (note that the page numbers in the selection to the right are different than in the final printed copy in the reference. Read the whole article).	No Pass	On Reserve
		Chapter 1. My Vision Isn't My Vision: Making a Career Out of Getting Back to Where I Started, <i>William Buxton</i>	Pulfer, J.K. (1971). Man-Machine Interaction in Creative Applications. <i>International Journal of Man-Machine Studies</i> , 3, 1-11.	Read essay only; no write-up required	On Reserve; reading article optional
		Chapter 2. Deeply Intertwined: The Unexpected Legacy of Ted Nelson's Computer Lib/Dream Machines, <i>Daniel M. Russell</i>	Nelson, T. (1974). Dream machine/Computer lib. Chicago, IL: Theodor Nelson.	No Pass	On Reserve. Read 1974 article listed as "DreamMachines 1974." The other Nelson article is a second addition update that is optional reading.
		Chapter 3. Man-Computer Symbiosis, <i>Ronald M. Baecker</i>	Licklider, J.C.R. (1960). Man-Computer Symbiosis. <i>IRE Transactions of Human Factors in Electronics</i> HFE-1(1), 4-11. Reprinted in <i>In Memoriam: J.C.R. Licklider: 1915-1990</i> , Taylor, R.W. (Ed.), Digital Systems Research Center Reports 61, Palo Alto, CA, 1990.	No Pass	On Reserve
		<b>Early HCI Systems</b>			
3	7-Sep-09	Chapter 4. Drawing on SketchPad: Reflections on Computer Science and HCI, <i>Joseph A. Konstan</i>	Sutherland, I. (1963) ~ Sketch pad a man-machine graphical communication system. AFIPS ~	No Pass	ACM DL
		Chapter 5. The Mouse, the Demo and the Big Idea, <i>Wendy Ju</i>	Englebart, D. (1986) The oNLine System (NLS) demo. Demo background at: <a href="http://unrev.stanford.edu">http://unrev.stanford.edu</a> (demo no longer available here)	No Pass	See Video link page.
		Chapter 6. A Creative Programming Environment, <i>Henry Lieberman</i>	Smith, David Canfield, <i>Pygmalion, A Creative Programming Environment</i> , Birkhauser-Verlag, Basel, 1977. Also Stanford University AI Memo 260, CS Dept. Stan-CS-75-499, June 1975.		Instead: Smith, D. C., et al. 1994. KidSim: programming agents without a programming language. CACM 37, 7, 54-67. (ACM DL.)
		<b>The Influence of the STAR &amp; PARC; Early Ubicomp</b>			
4	14-Sep-09	Chapter 7. Fundamentals in HCI: Learning the Value of Consistency, <i>Sara Bly</i>	Xerox PARC, The Red Book	Read Essay Only; Combine Response with Chap. 8	
		Chapter 8. It is Still a Star, <i>Susanne Bødker</i>	Smith, D.C., Irby, C., Kimball, R. Verplank, B. & Harslem, E. (1982). "Designing the Star User Interface", <i>BYTE</i> 7(4).	No Pass	On Reserve
		Chapter 9. The Disappearing Computer, <i>Norbert A. Streitz</i>	Weiser, M. (1991). The Computer for the Twenty-First Century. <i>Scientific American</i> (September 1991) pp. 66 – 75.	No Pass	On Reserve
		Chapter 10. It Really Is All About Location!, <i>Anind K. Dey</i>	Want, R., Hopper, A., Falcao, V. and Gibbons, J. (1992). The Active Badge Location System. <i>ACM Transactions on Information Systems</i> , 10 (1), 91-102		ACM DL

		<b>Design Reflections-1</b>			
<b>5</b>	<b>21-Sep-09</b>	Chapter 24. A Simulated Listening Typewriter: John Gould plays Wizard of Oz, <i>Chris Schmandt</i>	Gould, J., Conti, J. and Hovanyecz, T. (1983). Composing Letters with a Simulated Listening Typewriter. <i>Communications of the ACM</i> 26(4):295-308.		ACM DL
		Chapter 25. Seeing the Hole In Space, <i>Steve Harrison</i>	Galloway, K. and Rabinowitz, S. (1980) Hole in Space. Mobile Image Videotape.	<b>No Pass</b>	See Video link page.
		Chapter 26. Edward Tufte's 1+1=3, <i>Scott Jensen</i>	Tufte, E.R. (1990) Envisioning Information. Graphics Press, Cheshire, Conn	<b>No Pass</b>	On Reserve
		Chapter 27. Typographic Space: A Fusion of Design and Technology, <i>Jodi Forlizzi</i>	Small, D., Ishizaki, S., and Cooper, M. (1994). Typographic Space. CHI94 Conference Companion. New York: ACM Press, 437-438.		ACM DL
		<b>Design Reflections-2</b>			
<b>6</b>	<b>28-Sep-09</b>	Chapter 30. Decomposing a Design Space, <i>Paul Resnick</i>	Furnas, G. W. 1986. Generalized fisheye views. <i>In Proceedings of CHI '86</i> , 16-23.		ACM DL
		Chapter 31. Discovering America, <i>Terry Winograd</i>	Dreyfuss, Henry. 1955. <i>Designing for People</i> , New York: Simon and Schuster.		On Reserve
		Chapter 32. Interaction Design Considered as a Craft, <i>Jonas Löwgren</i>	Wroblewski, D. 1991. The construction of human-computer interfaces considered as a craft. In <i>Taking software design seriously: Practical techniques for human-computer interaction design</i> , edited by J. Karat, 1-19. Boston: Academic Press.		On Reserve
		Chapter 39. You Can Go Home Again: Revisiting a Study of Domestic Computing, <i>Allison Woodruff</i>	Mateas, M., Salvador, T., Scholtz, J., and D. Soresen. 1996. Engineering ethnography in the home. In <i>Proceedings of the 1996 SIGCHI conference on human factors in computing systems</i> , 283-284, New York: ACM Press.		ACM DL
		<b>From Cognitive Psychology ...</b>			
<b>7</b>	<b>5-Oct-09</b>	Chapter 46. The Essential Role of Mental Models in HCI: Card, Moran and Newell, <i>Kate Ehrlich</i>	Card, S.K., Moran, T. and Newell, A. 1983. <i>The Psychology of Human-Computer Interaction</i> . Hillsdale, NJ: Lawrence Erlbaum Associates Inc.		Selection TBD
		Chapter 47. A Most Fitting Law, <i>Gary M. Olson</i>	Fitts, P.M. 1954. The information capacity of the human motor system in controlling the amplitude of movement. <i>Journal of Experimental Psychology</i> , 47: 381-391. [Reprinted in <i>Journal of Experimental Psychology: General</i> , 1992, 121: 262-269.]	<b>Read Essay Only; Combine Response with Chap 48</b>	On Reserve
		Chapter 48. Reflections on Card, English, and Burr, I. <i>Scott MacKenzie</i>	Card, S. K., English, W. K., and Burr, B. J.(1978) Evaluation of mouse, rate-controlled isometric joystick, step keys, and text keys for text selection on a CRT, <i>Ergonomics</i> 21, 601-613.	<b>No pass</b>	On Reserve
		Chapter 49. The Contribution of the Language-Action Perspective to a New Foundation for Design, <i>Giorgio De Michelis</i>	Winograd, T. Understanding Computers and Cognition. Ablex, Norwood, 1986.	<b>No pass</b>	Chapter selection TBD
		<b>...to External Cognition</b>			
<b>8</b>	<b>12-Oct-09</b>	Chapter 38. A Site for SOAR Eyes: (Re)placing Cognition, <i>Elizabeth F. Churchill</i>	Beach, K. 1993. Becoming a bartender: The role of external memory cues in a work-directed educational activity. <i>Journal of Applied Cognitive Psychology</i> , 1993.		On Reserve
		Chapter 44. A Source of Stimulation: Gibson's Account of the Environment, <i>William Gaver</i>	Gibson, J. J. (1966). <i>The Senses Considered As Perceptual Systems</i> . London, UK: George Allen and Unwin Ltd.		On Reserve
		Chapter 45. When the External Entered HCI: Designing Effective Representations, <i>Yvonne Rogers</i>	Larkin, J. and Simon, H. (1987) Why a Diagram is (Sometimes) Worth Ten Thousand Words. <i>Cognitive Science</i> , 11, 65-99.		On Reserve
		<b>Early Groupware System &amp; Design Ideas</b>			
<b>9</b>	<b>19-Oct-09</b>	Chapter 18. Observing Collaboration: Group-Centered Design, <i>Saul Greenberg</i>	Tang, J. (1989) Listing, drawing, and gesturing in design: A study of the use of shared workspaces by design teams. PhD Thesis, Dept Mechanical Engineering, Stanford University, USA.		Article Version on On Reserve
		Chapter 19. Infrastructure and its Effect on the Interface, <i>W. Keith Edwards</i>	Greenberg, S., Marwood, D. 1994. Real-time Groupware as a Distributed System: Concurrency Control and its Effect on the Interface. Proceedings of the Conference on Computer Supported Cooperative Work, Chapel Hill, NC. pp. 207-217.	<b>No Pass</b>	ACM DL
		Chapter 21. Let's Shack Up: Getting Serious about GIM, <i>David W. McDonald</i>	Berlin, L. M., Jeffries, R., O'Day, V., Paepcke, A. and Wharton, C. 1993. Where Did You Put It? Issues in the Design and Use of a Group Memory. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. ACM Press, New York, NY, 23-30		ACM DL

		The Second "C" in CSCW (Computer Supported Cooperative Work)			
10	26-Oct-09	Chapter 50. Following Procedures: A Detective Story, <i>Austin Henderson</i>	Suchman, L. 1983. <i>Office Procedures as Practical Action: Models of Work and System Design</i> , <i>ACM Transactions on Office Information Systems</i> , 1 (4): 320-328.	No pass	ACM DL
		Chapter 11. Network Nation: Human Communication via Computer, <i>Sara Kiesler</i>	Hiltz, S. R., and M. Turoff. 1978. <i>The Network Nation: Human Communication via Computer</i> . New York: Addison-Wesley. [Revised Edition. Cambridge, MA: MIT Press, 1993.]		Selection TBD
		Chapter 13. From Smart to Ordinary, <i>Barry Brown</i>	Zuboff, S. (1989) <i>In the Age of the Smart Machine: The Future of Work and Power</i> . Basic Books.	No Pass	Selection TBD
		Chapter 28. Making Sense of Sense Making, <i>Steve Whittaker</i>	Kidd, A. (1994). <i>The Marks are on the Knowledge Worker</i> . In <i>Proceedings of CHI 1994</i> , ACM Press: New York, 186-191.		ACM DL
		<b>CSCW: Articulation &amp; Co Adaptation</b>			
11	2-Nov-09	Chapter 20. Taking Articulation Work in CSCW Seriously, <i>Geraldine Fitzpatrick</i>	Schmidt, K. and L. Bannon. 1992. Taking CSCW Seriously: Supporting articulation work. <i>Computer Supported Cooperative Work</i> 1 (1): 7-40.	No Pass	On Reserve
		Chapter 37. Learning from Learning from Notes, <i>Judith S. Olson</i>	Orlikowski, W. (1992) Learning from Notes: Organizational Issues in Groupware Implementation. <i>Proceedings of the Conference on Computer Supported Cooperative Work</i> (November, Toronto, Canada), ACM/SIGCHI & SIGOIS, NY: 362-369.	No Pass	ACM DL
		Chapter 40. From Gaia to HCI: On Multi-disciplinary Design and Co-adaptation, <i>Wendy E. Mackay</i>	Lovelock, J. (1979) <i>Gaia: A New look at Life on Earth</i> . Oxford University Press.		On Reserve
		<b>CSCW: More on Adoption</b>			
12	9-Nov-09	Chapter 22. A CSCW Sampler, <i>Leysia Palen</i>	Francik, E., Rudman, S. E., Cooper, D., and Levine, S. 1991. Putting innovation to work: adoption strategies for multimedia communication systems. <i>Communications of the Association of Computing Machinery (CACM)</i> 34 (12): 52-63.		ACM DL
		Chapter 17. McGrath and the Behaviors of Groups (BOGs), <i>Jonathan Grudin</i>	McGrath, J. E. (1991). Time, interaction, and performance (TIP): A theory of groups. <i>Small group research</i> , 22, 2, 147-174.		On Reserve
		Chapter 12. On the Diffusion of Innovations in HCI, <i>Danyel Fisher</i>	Rogers, E. 1995. <i>Diffusion of Innovations</i> , Fourth Edition. Detroit: Free Press.		On Reserve
		<b>Culture &amp; Coordination</b>			
13	16-Nov-09	Chapter 15. Back to Samba School: Revisiting Seymour Papert's Ideas on Community, Culture, Computers and Learning, <i>Amy Bruckman</i>	Papert, S, 1980. <i>Mindstorms</i> . New York: Basic Books.		On Reserve
		Chapter 14. Knowing the Particulars, <i>Thomas Erickson</i>	Jacobs, J. <i>The Death and Life of Great American Cities</i> . 1961.		On Reserve
		Chapter 29. Does Voice Coordination Have to be 'Rocket Science'?, <i>Paul M. Aoki</i>	Watts, J.C., D.D. Woods, J.M. Corban, E.S. Patterson, R.L. Kerr and L.C. Hicks. 1996. <i>Voice Loops as Cooperative Aids in Space Shuttle Mission Control</i> . In <i>Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 1996)</i> , 48-56. New York: ACM.		ACM DL
		Chapter 16. The Work to Make Software Work, <i>Rebecca E. Grinter</i>	Parnas, D. L. (1972) On the Criteria to be Used in Decomposing Systems into Modules. <i>Communications of the ACM</i> 15(12): 1053-1058.		ACM DL
		<b>Fall Break</b>			
14	23-Nov-09	<b>Read the following essays only; No Readings or Writings required (but you may work ahead if you like!)</b>			
		Chapter 41. Fun at Work: Managing HCI with the Peopleware Perspective..., <i>John C. Thomas</i>	DeMarco, T. and Lister, T. (1987, 1999) <i>Peopleware: Productive projects and teams</i> . New York: Dorset.	Read Essay Only	On Reserve
		Chapter 42. Learning from Engineering Research, <i>William Newman</i>	Vincenti, W. G. (1990). <i>What Engineers Know and How They Know It: Analytical Studies from Aeronautical History</i> . Baltimore, Johns Hopkins Univ. Press.	Read Essay Only	On Reserve

		Reflections on Methods for Design			
15	30-Nov-09	Chapter 33. Designing "Up" in the Software Industry, <i>Lynn Cherny</i>	Forsythe, D. 1995. Ethics and Politics of Studying "Up" in Technoscience. Paper presented at the American Anthropology Association annual meeting, Washington, D.C. Published in <i>Anthropology of Work Review</i> 1999, 20(1): 6-11.	On Reserve	
		Chapter 34. Revisiting an Ethnocritical Approach to HCI: Verbal Privilege and Translation, <i>Michael J. Muller</i>	Krupat, A. 1992. <i>Ethnocriticism: Ethnography, history, literature</i> . Berkeley: University of California Press.	On Reserve	
		Chapter 35. Some Experience! Some Evolution!, <i>Gilbert Cockton</i>	Whiteside, J., Bennett, J., & Holtzblatt, K., "Usability engineering: Our experience and evolution," in <i>Handbook of Human-Computer Interaction</i> , 1st Edition, ed. M. Helander, North-Holland, 791-817, 1988.	No Pass	On Reserve
		Chapter 36. Mumford Re-Visited, <i>Susan M. Dray</i>	Mumford, E. 1983. Designing Human Systems for New Technology - The ETHICS Method.		<a href="http://www.enid.u-net.com/C1book1.htm">http://www.enid.u-net.com/C1book1.htm</a>
		Closing Thoughts			
16	7-Dec-09	Chapter 43. Is Interaction the Future of Computing?, <i>Michel Beaudouin-Lafon</i>	Wegner, P. (1997). Why interaction is more powerful than algorithms. <i>Communications of the ACM</i> 40, 5 (May. 1997), 80-91.	ACM DL	
		Chapter 51. Play, Flex, and Slop: Sociality and Intentionality, <i>Paul Dourish</i>	Smith, B.C. 1996. <i>On the Origin of Objects</i> . Cambridge, MA: MIT Press.	On Reserve	
		Chapter 23. Video, Toys, and Beyond Being There, <i>Brian K Smith</i>	Hollan, J, and S Stornetta. 1992. Beyond being there. In <i>Proceedings of ACM CHI '92 Conference on Human Factors in Computing Systems</i> . New York: ACM Press.	No Pass	ACM DL