

# Doctoral consortium at NordiCHI'2000

Saturday October 21, 2000

## Purpose

The Conference of NordiCHI'2000 will include a Doctoral Consortium Session. This will be the place where lively and useful discussions enable students to receive suggestions about their on-going research and allow more experienced participants to hear some fresh ideas and view some of the new trends in the field.

Students will benefit in several different ways by participating in the consortium; primarily by presenting work a knowledgeable audience, but also by meeting established researchers and other graduate students doing similar work.

## Suggested Topics

Any topic related to the NordiCHI focus is relevant to the doctoral consortium, that is, in particular:

- Co-operative design
- User-centred design
- Scandinavian system development philosophy
- Current research on HCI in the Nordic countries
- Usability and Accessibility
- Information technology in everyday life
- Social and psychosocial effects of IT usage
- Art and communication
- Ubiquitous computing and mobile devices
- Visualisation

## Format of the Consortium

Doctoral students are invited to apply to present their research to scholars and researchers in the field who will provide constructive comments about their work. Students are expected to document in a brief submission the thesis topic, the approach to be taken and the amount of work that has already been completed, if any. Good quality applications will be chosen by the consortium committee to present their work in a short (15 to 20 minute) presentation. This presentation may include a demonstration if appropriate. After the presentation the committee members will comment on the student's work and attempt to address the questions that the

student has identified. The consortium will be a separate session, a full day in length.

## **Submissions**

Students are asked to submit, by e-mail, a 5-page description of their doctoral research as plain ASCII text, Word or PDF. Established researchers feel that one of the most useful things for Ph.D. candidates to do is to write a thesis synopsis sentence, which states the main contributions that the thesis aims to achieve. Students are expected to include a thesis synopsis statement as the first item of their submission. Other requirements include identifying the thesis topic area, the approach to be taken and the amount of work that has already been completed, if any. Also, include a tentative plan for timing of future work. Students may also include a brief description of their background in order to enable the committee to "adapt" their assistance to each student.

Students that have been selected to present their work will be asked to submit a short list of questions to the committee to help identify areas where the student feels that the committee can be of assistance. After the presentation the committee members will comment on the student's work and attempt to address the questions that the student has identified.

## **Deadline:**

Submissions should be sent to Kristina Höök, [kia@sics.se](mailto:kia@sics.se), before the 15th of August 2000, in plain ASCII text, Word or PDF format.

## **Committee** (not yet finished):

Liam Bannon, University of Limerick, Ireland

Susanne Bødker, University of Århus

Nils Dahlbäck, Lund University

Kristina Höök, SICS

Carl-Gustaf Jansson, DSV, Stockholm University

Kari Kuutti, University of Helsinki

Jonas Löwgren, Interactive Animation Studio, Eksjö

Kari-Jouko Räihä, Tampere University

Knut Nordby, Telenor R&D

Yvonne Waern, Tema K, Linköping University

Annika Waern, SICS

Barbara Wasson, University of Bergen

## **Doctoral Consortium Papers**

*For reasons of publication time constraints the actual articles from the Doctoral consortium have not been included on this CD proceedings. The following research students have had their papers discussed during the conference.*

### **The place of being - nomadizing in IT-enhanced (work)places**

Petter Alexanderson, Department of Informatics, Lund University, Sweden

### **The Usability of Interactive Home Technologies**

Lynne Baillie, School of Computing, Napier University, Edinburgh, UK

### **Using activity theory to inform the design of a distributed collaborative virtual training environment**

Liisa Dawson, School of Computing, Napier University, Edinburgh, UK

### **Student Perceptions and Behaviours in Forum-System and “Traditional” Learning Environments**

Eva R Fåhræus, Department of Computer and Systems Sciences, Stockholm University/KTH, Sweden

### **Activity Spaces: Analysing Intentionality in Undergraduate Groupwork,**

John Halloran, School of Cognitive and Computing Sciences (COGS), University of Sussex, Brighton, UK

### **Room for Low-Effort-Demanding Interaction: Or Lots of Technology and no one is Bothered**

Martin Johansson, Space and virtuality studio , Interactive Institute, Malmö University, Malmö, Sweden

### **Developing a professional vision supporting reflective design of network news services,**

Jonas Lundberg, Department of Computer and Information Science, Linköping University, Linköping, Sweden

### **Designing For Social Navigation**

Martin Svensson, Department of Computer and Systems Sciences, Stockholm University, Stockholm, Sweden