# WRITING A SUCCESSFUL CHI PAPER (WORKSHOP IN THREE PARTS)

or, my perspective on it...

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#### OUTLINE

- Part 1: Workshop: Topic + Contribution
  - About CHI
  - What makes CHI different
- Part 2: Workshop: Paper Abstract
  - Anatomy of a CHI paper
- Part 3: Workshop: Paper Outline
  - Lisa's Tips & Tricks
  - CHI Notes vs CHI Papers
  - Additional Resources (slides available)
    - CHI submission quirks
    - Other CHI venues to consider

# WRITING A SUCCESSFUL CHI PAPER (PART 1)

06/20/2017

## OUTLINE

- About CHI
  - CHI reviewing process
- What makes CHI different
  - Note vs Paper
- Workshop Time: What are my CHI paper's contributions?

## **ABOUT CHI**

## CHI CONFERENCE HISTORY

- CHI = "ACM SIGCHI Conference on Human Factors in Computing Systems"
  - Cite it in full this way, or "CHI'XXXX"
- Primary human-computer interaction conference
  - Arguable about human-centered computing since that is broader, but CHI has become broader than HCI
  - I'd say it's biggest, most important, general HC\* conference out there: best place for high-impact work, networking, jobs
- Trivia:

Check out Twitter account @CHlalreadydidit

- First conference was in 1981 in MD
- Rotates between US/Canada locations and Europe/Asia
- 900 attendees in 1982; 3,400 in 2013

## TYPES OF PAPERS

- Submission lengths:
  - Full Papers: 10 pages (20 min talk at conference)
  - Notes: 4 pages (10 min talk at conference)
- Both in ACM SIGCHI double-column format
- If accepted, submit also:
  - statement of contributions + benefits (30 words)
  - 30-second video preview
  - thumbnail image for ACM DL
- (will talk about other submission types in part 2...)

### SUBCOMMITTEES REFLECT TOPICS

- User Experience and Usability (e.g., general contributions regardless of domain)
- Specific Application Areas (e.g., special populations or domains)
- Health, Accessibility, and Aging (e.g., older adults/accessibility)
- Privacy, Security, and Visualization (e.g., specific topics here)
- Interaction Beyond the Individual (CSCW-ish)
- Games and Play (e.g., CHIPLAY-ish)
- Design (e.g., methods, research)
- Interaction Techniques, Devices, or Modalities (e.g., future interface hardware or software)
- Understanding People: Theory, Concepts, Methods (e.g., cognitive psych, psych)
- Engineering Interactive Systems & Technologies (e.g., systems, software engineering)
- (sub-committees do change so check every year...)

## CHI REVIEWING PROCESS

- Papers due ~September 20<sup>th</sup>
- Double-blind reviews by 2-3 external reviewers, +1 meta reviewer
  - What does double-blind review mean?
- Rebuttal process ~1 week long in mid-November
  - What is a rebuttal?
- Final reviews include 2<sup>nd</sup> meta reviewer and possible discussion at PC
- Final decisions mid-December
- Camera ready papers due mid-January
  - What is a camera-ready paper? What kinds of changes can you make?
- Conference in mid-to-late April

## WHAT MAKES CHI DIFFERENT?

## GENERAL VS NICHE CONFERENCE

- What are some other conferences you all submit to?
- CHI is a general conference rather than a niche conference, e.g., compare to:
  - Interaction Design and Children
  - Intelligent Virtual Agents
  - Computer-Supported Collaborative Learning
  - Symposium on Applied Perception
- So: contributions are judged more strictly at CHI
  - Must be a general contribution that tells the entire field of HCI something
  - Must be work that has no fatal flaws and clearly identifies limitations and scope of the contributions

## TYPES OF HCI CONTRIBUTIONS

- from Wobbrock & Kientz, interactions 2016
- EMPIRICAL RESEARCH CONTRIBUTIONS
  - Interview, diary, lab study, crowdsourced, or field study (Qual or Quant)
- ARTIFACT CONTRIBUTIONS
  - Input Device, System, Hardware toolkit, Input technique, Envisionment
- METHODOLOGICAL CONTRIBUTIONS
  - Method application, innovation, or adaptation, New measures, New instrument
- THEORETICAL CONTRIBUTIONS
  - Thought framework, Design space, Conceptual model, Design criteria, Quantitative model
- DATASET CONTRIBUTIONS
  - Test corpus, Benchmark tasks, Corpus creation, Repository, Global dataset
- SURVEY CONTRIBUTIONS
  - Techniques, Emerging topic, Tools, Domain, Technology
- OPINION CONTRIBUTIONS
  - Evaluation, Prioritization, Application, Vision, Definition

## IS MY PAPER RIGHT FOR CHI?

- Ask yourself: what is my expected contribution?
  - Can the field of HCl learn something in general about usability or designing systems for people from my paper?
  - You will have more success the more generalizable you can be.
- A CHI paper should be the "last word" on a topic, e.g.:
  - You haven't left open too many remaining questions
  - You have considered all the main variables or design questions
  - You have advanced the potential usability of future systems
- Some limitations in scope are ok but make sure you are open and clear about them in your paper!
  - Reviewers love to point out limitations as grounds for rejection.
  - If you mention them first, you establish the realistic bounds of the contribution and reviewers judge that instead.

## ACCEPTANCE RATES AT CHI

- CHI is a highly selective conference, ~20%
  - 2014: 23%
  - 2013: 20%
  - 2012: 23%
  - 2011: 26%
  - 2010: 22%
  - 2009: 25%
  - 2008: 22%
  - 2007: 25%
- Typically, CHI receives almost 2,000 submissions (about 400 Papers & Notes appear).

## NOTES VS PAPERS AT CHI

- Many conferences have both short & long papers.
  - CHI has Papers and Notes.
- It's critical to understand that a Note is not:
  - A report on work in progress or not yet complete.
  - A high-level report with little detail on completed work.
  - A shorter version of a longer journal or conference paper.
- The standard of judgment is the same, but a Note is recognized as a "focused and succinct contribution."
  - But the contribution must still be significant and stand on its own to advance the field of HCI.

## WORKSHOP: WHAT ARE MY CHIPAPER'S CONTRIBUTIONS?

## **WORKSHOP TIME:**

- In small groups:
  - What is your potential CHI paper topic?
    - What are your contribution(s) and contribution type(s)?
    - Contribution Types:
      - Empirical Research, Artifact, Methodological, Artifact, Theoretical, Dataset, Survey, Opinion
- Group share-backs...

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