

BayCHI NEWS

The San Francisco Bay Area ACM SIGCHI
(Special Interest Group on Computer-Human Interaction)

<http://www.baychi.org/>

November 1998

ON DECK

The Social Aspects of Technology

This Month

- Dinner is at Il Fornaio (p.2)
- New T-shirts are here (Sidebar, below)
- Kids' BOF still needs a meeting place (p.5)
- We're looking for two volunteers – a "bounce tracker" and a newsletter distributor (p.5)

Contents

Acknowledgments	
Dinner Information	
Directions	
New to BayCHI	2
Meeting Report	3
Birds of a Feather	
Volunteer Info	5
Library	
Lost and Found	
Message Board	6
Calendar of Events	
Consultants Directory	7
Job Bank	9
About BayCHI	10
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BayCHI announces its November meeting:

Tuesday, November 10, 1998
7:30 – 9:30 p.m.

The Future Feel of Tools

Ted Selker, IBM Almaden Research Center

*socializing/networking from 7 to 7:30
in the entryway; beverages provided*

*Xerox PARC Auditorium
3333 Coyote Hill Road
Palo Alto, CA 94304*

BayCHI meeting attendance is free
and open to the public.

BayCHI programs are not audio- or videotaped.
Taping by attendees is not permitted.

The use of technology to increase social interchange is inevitable. Computers are wearable, pervasive and are increasingly becoming imbedded into the fabric of our physical world. Computers are even gaining the ability to understand context-dependent, noisy channels like voice image and pen inputs. In the future, computers will give people access to *in situ* libraries where all of the world's knowledge will be available in the moment at their fingertips.

Driving this technology adoption is the social need for identity and a balanced diet of information. People want the "Next Big Thing" but the adoption of new digital technology is neither automatic nor linear. Even today, while new technologies such as the web are becoming mainstream, people are moving away from digital watches and are using fountain pens. This talk will explore how

technology is supporting people in social situations and blending into their lives.

Ted Selker is an IBM Fellow and Stanford University Consulting Professor.

He runs the User Systems Ergonomics Research Laboratory at IBM. Ted works on cognitive, graphical, and physical interfaces. Ted is known for the design of the TrackPoint in-keyboard pointing device with performance advantages derived from a special behavioral/motor-match algorithm, for creating the "COACH" adaptive agent that improves user performance, and for the design of a notebook computer that doubles as an LCD projector.

IBM is shipping new user technology this year in Thinkpads, mice, keyboards, and agent intermediaries that improve navigation.

Some of the research labs he worked in before joining IBM in 1985 include Xerox PARC, Atari Research Labs, and Stanford University.

BayCHI Fashion Statement

The new T-shirt design is ready!

BayCHI enthusiasts will have 3 shirt colors to choose from: natural, blue-gray, and black at \$13. Black canvas tote bags are also a new item being offered this year for \$16. Both the shirts and the totes will be available at the November meeting. Come and get 'em!

This new, exciting four-color design is a departure from the previous design. The artwork features a realistic collage of HCI images in violet, teal, ivory, and gold. The artwork was donated by information designer and illustrator Jennifer Snow Wolff, a recent

continued...

...continued: T-Shirts

transplant to the Bay Area who has been serving on the steering committee in an outreach capacity.

By donating her design and illustration services to BayCHI, Jennifer hopes to encourage other designers to do the same in future years. She also hopes that the T-shirt will help promote the important role of visual designers in the HCI community, and that this shirt will be just the beginning of a series of original, signature designs done by the many excellent visual designers in the HCI community.

Acknowledgments and Thanks

BayCHI would like to thank Jock Mackinlay and Stu Card of Xerox PARC for sponsoring our use of the Xerox PARC auditorium and its terrific A-V staff for BayCHI monthly meetings.

New to BayCHI

BayCHI welcomes these members who joined in the past two months:

Eugene Chen	
Angel Puerta	Stanford University
Monica Granfield	Microsoft
Jeffrey Chan	Pharsight Corporation
Rebecca Grayson	Kaiser Permanente
David Bine	Bank of America
Cliff Stoll	
Reg Charney	
Janet Blake	CircumStance Design
Ralph Sinick	
Anke de Jong	Ruby Slippers
Grace Pariente	Grace Pariente
Gene Golovchinsky	FX Palo Alto Lab Inc
Don Hopkins	Maxis Software
Kathleen Watson	Lotus Development Corp
Connie Shaw	Autodesk Inc
Jill Borofka	Digi International Inc
Larry Cornett	Mindspan Design
Pav Pavley	Flashpoint Technology Inc
Anja Hubener	Ninth House
Annalisa Aguilar	
David Minnigerode	
Chris Maliwat	Splash Technology Inc
Lisa Gonzales	
Jon Howell	
Douglas Wirnowski	Palm Computing Inc
Christina Goebel	
Donald Lindsay	Apple Computer Inc
Eric Jensen	WebTV Networks Inc
Jim Stewart	
Michele Snyder	Citibank
Gail Garvey	Federal Reserve Bank
Jan Benway	

Welcome to BayCHI. We're glad you're here.

THE BAYCHI DINNER

This Month's Dinner To Be At Il Fornaio

BayCHI organizes a dinner before each monthly meeting. This is a great opportunity to meet new people or to get together with your BayCHI friends. The evening's BayCHI speakers usually attend. The dinner is held at a different restaurant near Xerox PARC every month. Dinner ends in time to attend the talk at 7:30.

This month, the dinner will be at Il Fornaio. We'll meet at 5:30 p.m. sharp. Please RSVP directly to Cathy de Heer at cathy@dutchgirl.com (preferred) or (510) 251-2770 by 2 p.m. the afternoon of the meeting if you plan to join us.

Location: Il Fornaio is a stylish restaurant serving stylish and delicious Italian cuisine at 520 Cowper Street in Palo Alto. It has antipasti, salads, pizza, pasta and main courses, including vegetarian main course items. The phone number is (650) 853-3888. You can see the menu at http://www.ilfornaio.com/menu_rm.html

Directions: From 101 take University Avenue and head west on University for approximately 2 miles to downtown Palo Alto. Turn left on Cowper Street. The restaurant is half a block down on the right. There is free parking in the lots across the street and next door to the restaurant.

From 280 take the Sand Hill Road exit and go east. After about 1 mile, turn right onto Arboretum Road, then left onto Palm Drive. From Palm Drive continue straight onto University Avenue. Turn right onto Cowper Street. The restaurant is half a block down on the right. There is free parking in the lots across the street and next door to the restaurant.

Directions to Xerox PARC

From Highway 101, take the Oregon Expressway exit west 2 miles to El Camino Real. Oregon Expressway becomes Page Mill Road at El Camino Real. Follow Page Mill Road 1.7 miles to Coyote Hill Road (no light) and turn left. Coyote Hill Road is just past the intersection with Foothill Expressway. Go one-half mile and PARC will be on your left. Follow the signs to the auditorium.

From Interstate 280, take the Page Mill Road exit. Go east one mile to Coyote Hill Road (no light) and turn right. Go one-half mile and PARC will be on your left. Follow the signs to the auditorium.

Wheelchair access to the auditorium exists, but is circuitous. If you need wheelchair access, please plan to arrive at least 15 minutes early so that you may be escorted to the auditorium.

OCTOBER MEETING REPORT: PART I

Brighten Up Your Menus With Pies

By John D'Ignazio

"Natural Selection": The Evolution of Pie Menus

Don Hopkins, Maxis Software

The October 11 BayCHI meeting occurred in two parts. The first featured Don Hopkins, who gave a talk entitled "Natural Selection: The Evolution of Pie Menus," along with demonstrations of various pie menu interfaces he's constructed over the years. Hopkins has worked as both a migrant research programmer and as a real-world software developer. He's currently working at Maxis on a family simulation game designed by Will Wright, called "The Sims." Hopkins began his tour through user interface innovations with pie menus by showing a videotaped demo of his X10 and X11 window managers. Pie menus appealed to Hopkins because they conform to the rule that the user's attention should not be squandered. A pie menu selection offers direct feedback versus a user selection that brings up intermediate menus.

The programmed pie menu ignores users' gestures except the motions to select or cancel. Hopkins uses pie menus because they take advantage of Fitts' Law, which relates fast selection speed and low error rate to the pie menus' large target size and small distance between selections.

Hopkins' experiments with pie menus showed they are best when the selections that appear in a particular segment don't change. He demonstrated a scrolling pie menu but said that a fixed display with an even number of items was ideal, up to eight slices. Commands related to geometry or physical movement in an environment functioned well as pie menu selections, because the commands' physical nature maps well onto the pie menu format. Hopkins demonstrated how pie menus are easy for novice users, who follow the directions, and efficient for experienced users, who can quickly "mouse ahead" once they know the way.

Creative applications of pie menus that Hopkins demonstrated used the structure of the user's activity in the pie menu design. One was a color wheel with the gradations around the circle. Another was a pie menu that allowed

you to select a font and pick a size by moving the cursor either towards the pie's center for smaller size fonts or away for larger fonts. On another menu, a user selected the value of an angle by bending a line with cursor movements to increase or decrease the angle's value. To select from a large number of possible values, the user scrolled through the values of a pie menu that were presented edge on, with the multiple values appearing to stand out as if they were written across many small wedges of the pie crust.

Turning from his video demonstrations to a PC, Hopkins demonstrated an ActiveX applet that he wrote which works with programs written in a wide range of software running in Windows. The pie menu applet has simple menu syntax, uses control panels and shows the menu's properties to whatever software is accessing it. Hopkins' software is available from his Web site at <http://www.catalog.com/hopkins/piemenus>

Pie menus are easy for novice users and yet efficient for experienced users, who can quickly "mouse ahead" once they know the way.

The pie menu software also supports good pie menu design automatically. For instance, if you specify three selections, room for an even number of selections appears. Hopkins showed that the software can handle numerous possible selections by presenting overlapping pie-like shapes above and below the original menu that the user can scan through and highlight. The

motif of the pie menu is variable: there are radiating spokes, a punched-out look, and radiating balloons that are best for text selections.

Hopkins concluded by demonstrating the use of pie menus in the new game he's working on at Maxis. In a colorful, 3-D environment, the user builds and furnishes a house for a cast of characters. Pie menus of various designs and complexity appear frequently, such as to maneuver throughout the environment, situate objects, and select actions or characteristics of the game's actors. The last example was the most complicated and required the user to point a character's 3-D head around a full circle toward various selections that appeared over a desaturated portion of the game.

OCTOBER MEETING REPORT: PART II**Pushing Pixels: Designing a "Document Appliance"**

By John D'Ignazio

A Discussion of XLibris*Gene Golovchinsky, FX Palo Alto Laboratory*

The second half of the meeting featured Gene Golovchinsky, a senior research scientist at FX Palo Alto Laboratory Inc. (FXPAL), which is the research arm of the joint venture between Fuji and Xerox. Golovchinsky's talk described FXPAL's XLibris document appliance (<http://www.fxpal.xerox.com/xlibris>), a prototype produced by the mobile computing group. XLibris contains aspects of Golovchinsky's research in novel user interface design that emphasizes information exploration and information retrieval, use of hypertext and pen-based computing.

In the creation of XLibris, Golovchinsky said he and the other researchers thought about the value of electronic books and how they would be used. Publishers have resisted the devices, since they would require a \$500 handheld device with limited added functionality. Using the desktop PC for reading electronic books doesn't work well, either, since the desktop metaphor is bad for reading. Instead, the researchers concentrated on the paper document metaphor, studying why it was effective (giving the ability to read, annotate and carry) and the improvements offered by going beyond paper to an electronic device (giving the ability to search and revise).

Golovchinsky's research indicated that a key advantage of the paper metaphor is that it allows annotation of the reading material. This activity helps the reader to understand and remember the subject matter, even if the user doesn't go back over the annotations. Due to its thousands of years of development, paper offers adjustability, mobility and ease of use. Computer displays, which have had a substantially shorter development period, are more difficult to read. Golovchinsky said the reason was not, as popularly mentioned, because there aren't enough pixels, but because the form factor is less than ideal.

By giving a document appliance some of the advantages of the paper metaphor, Golovchinsky's team has attempted to rectify the form factor deficiencies. These advantages include giving the device tangibility, which allows the user to avoid glare on the screen and ease marking the document. Also, presenting documents on the device in a fixed page layout gives the user a sense of the document to skim through or on which to make revisions. Golovchinsky described their struggle to give the user the ability, as with paper, to make free-form markups. These markups make the user's annotations readily viewable because the handwriting stands out from the printed text, while preserving the sense of the document.

Golovchinsky then began a demonstration of the XLibris prototype connected to a PC, which he described as being like any other input/output device. Once it's connected, the user downloads documents for display and annotation with the associated pen. The user holds the flat-panel display in any orientation, and the software compensates to display the document correctly. Paging through the document occurs by either tapping on a page corner or pressing buttons located in the frame of the device. The XLibris is aimed at workers who do a large quantity of reading associated with research or information analysis, such as lawyers, journalists, academics, or analysts.

The FXLab team studied information workers' habits of searching for and selecting documents, printing them out, skimming and marking up, summarizing the key documents and writing up the results. The XLibris is designed to be a helpful tool in this pattern of work in two ways: free form annotation and cause-and-effect searching.

Golovchinsky described one feature that sets XLibris beyond paper. A text summarizer is a software algorithm that searches through documents to help the reader determine the point and relevance of each. It displays highlighted paragraphs and terms, where the degree of darkened text indicates the relative importance. Golovchinsky said the computer doesn't know what the text means, instead it counts key phrases of between two to five words. All commands associated with sorting and displaying the documents are on the bottom of the screen, which keeps the page's side margins clear for annotation.

After the user has skimmed and marked up a number of documents, she can use XLibris to put together markups and sort them by chronology, topic, document and type of mark. The XLibris presents the union of the user's stroke images and a bounded box of words for each markup within the fixed layout format. Words the user has identified through annotation accumulate over time and are used by the XLibris software to find similar topics in additional documents that the user is likely to find interesting.

A meeting attendee asked what the value of this product was for him, as he never made annotations in the material he read. Golovchinsky agreed that the set of annotators was not 100 percent of the population, but that the device was geared for users who were more likely to annotate. Golovchinsky thought the targeted group, as well as general users, would evolve the way they processed information to make more annotations and thus take advantage of the new tools provided by XLibris.

continued: "Pushing Pixels," p. 5

"BIRDS OF A FEATHER" GROUPS

Kids' BOF Needs a Home! (And Other BOF News)

Birds-of-a-feather (BOF) groups are a way for members of BayCHI with common interests to network with one another. There are currently three active BayCHI BOFs. BayCHI-Kids is for producers, designers, researchers, and practitioners who work with children's media. BayCHI-Web is for Web interface designers. BayCHI-UE is for usability engineers, human factors engineers, designers developers of user interfaces, technical writers, quality assurance engineers and others who affect product usability. The BayCHI BOF home on the web can be found at <http://www.baychi.org/bof/>.

We have a great program arranged for our next Kids BOF meeting, but no place to meet! Allen Cypher of Stagecast and Ken Kahn of ToonTalk will present their software products that allow kids to create computer programs with a graphical and animated interface. They will invite one or two children to try it for the first time while we watch and later discuss their processes of discovery. Please let Debra Lieberman (lieberma@leland.stanford.edu) know if you can provide a meeting room that will hold 30 people on a weeknight during the second or third week of November from 7 to 9 p.m.

The youngest BOF in BayCHI, Usability Engineering, is having its second meeting on Tuesday, November 17th at Sun Microsystems in Menlo Park for a guided tour of their Usability Lab and a brief presentation. Janice Rohn has offered to sponsor the BayCHI BOF meetings in Menlo Park whenever our BOF needs a place to meet, so we'll be meeting there frequently in 1999 as well. Stay tuned to the announcements in the monthly newsletter and on the UE BOF page on BayCHI's Web site: <http://www.baychi.org/bof/ue/index.html>

Do you want to start a new BOF? Whatever your specific human-computer interaction interests are, the BOF Coordinator can assist you in getting the word out and setting up an initial meeting. If you need help in starting a new BOF or have any other questions, please contact Michael Van Riper, the BayCHI BOF Coordinator, at mvanriper@baychi.org.

VOLUNTEERING

Uncle Clark Needs You!

The BayCHI News needs a **Print Distributor** to handle mailing out the printed version of the newsletter. The Print Distributor receives the formatted newsletter and the subscribers' addresses via email and then does all the printing, copying, envelope-stuffing, and mailing to get the printed newsletter out, in time for its 70-80 subscribers to receive it before the monthly BayCHI meeting. Although quick turnaround time is important, all these tasks together take only about two or three hours each month. Postage and other costs are, of course, reimbursed.

We're still seeking a volunteer to be the BayCHI **Email Bounce Tracker**. When BayCHI members move jobs or change their email provider, they sometimes forget to advise us of their change of address. The Bounce Tracker's mission is to ferret out these members' current electronic whereabouts so BayCHI can continue to send them newsletters and other announcements. This is an interesting and not too time-consuming monthly task, and the "lost" members are usually quite happy to be found!

If you'd like to volunteer, or if you've already volunteered to help and are looking for a task, please contact the Volunteer Coordinator, Clark Streeter, at cstreeter@baychi.org.

Pushing Pixels...

Continued from page 4

The XLibris can read documents in multiple formats and stores the documents in a proprietary format for images and text. The user formats documents for XLibris by accessing the printer driver when selecting XLibris as the target device.

Golovchinsky ran the XLibris through its paces, showing how you can use the accompanying battery-powered pen on the resistive display to write over the documents, highlight passages in different colors, and erase both marks and highlights. Pressing the "clippings" button on the unit's frame assembles all the marks on the display. The user can continue to annotate the marked up passages in this display mode. By pressing a button the user engages the cause-and-effect searching, which presents a thumbnail image of a related document in the margins next to a highlighted or marked-up passage. According to Golovchinsky, XLibris can therefore spur the user's research process by enhancing the likelihood of "fortuitous discovery." The software uses keyword searches, where each term is weighted by the frequency and type of the user's annotation. The cross-indexing algorithm works more accurately as the number of documents to search increases.

BayCHI Library

Library web site:

<http://www.baychi.org/library/library.html>

CHI '96 and CHI '97 tutorial notes, older notes, videos, and User Interface Engineering tutorial notes are available from the library. Please visit the web site for a complete list. **DON'T FORGET – if you've borrowed anything from the library some time ago and haven't returned it yet, bring it on back! Thanks.**

1. Reserve your choice of CHI97 or CHI96 tutorial notes by emailing Saul Jimenez at sjimenez@baychi.org. Your message should include your choice by number/year and your name, member number, and email address or phone number.

You must be able to prove you are a BayCHI member in order to borrow!

CHI97 tutorial notes will be brought to the meeting, so if you don't make a reservation you can still take "pot luck" when you arrive.

2. Saul will bring you the notes of your choice if they are available. Then just pick up your notes at the BayCHI desk at 7:25 p.m. Bring your BayCHI membership card! If you won't be attending the meeting, arrange with Saul to have the notes mailed to you.

3. Return notes to Saul at the next meeting. If you cannot attend, return notes by mail to Saul c/o BayCHI (see the About BayCHI section on the last page of this newsletter).

BayCHI Message Board

The BayCHI message board is available from the BayCHI web pages. You can use it to read and respond to messages left by others, and to post messages of your own.

There currently are three message boards hosted by BayCHI:

- Programs board: for discussion of the technical programs presented at the monthly BayCHI meetings
- BOFs board: for discussion of BayCHI's birds-of-a-feather groups
- General board: for BayCHI-related discussions that don't fall into one of the other two categories

There also is a test board where you may learn how to use the HyperNews message board system before entering one of the other forums.

You can get to the message boards from the BayCHI home page, or go directly to the message boards page at:

<http://www.baychi.org/HyperNews/>

Please drop by and leave us suggestions on how you'd like to use this system.

Lost and Found

This section of the BayCHI newsletter is open to anyone who is looking for, or wanting to be found by, others with similar interests.

If you wish to submit an entry, contact the newsletter editor: GEngel@baychi.org.

Please include "BayCHI lost and found" in the subject of your mail.

Local SIGCHI chapters around the world are looking for speakers for their technical programs, and many welcome out-of-town visitors to participate in their activities. Should you be traveling to Los Angeles, Portland, Seattle, Northern Utah, Central Ohio, Ottawa, Toronto, Kansas City, St. Louis, Atlanta, Austin, Boston, Mexico, Italy, the Netherlands, Toulouse, Chicago, Bulgaria, etc., contact the Local SIG in that area to offer your services or to find out whether they have any activities planned that you can attend during your visit. Contact information for all Local SIGs is available on the SIGCHI Local SIGs webpage: <http://www.acm.org/sigchi/local-sigs/>

Bob Weissman is looking for speakers to come and address his company's software engineers at their monthly speaker series in San Jose. Any software-related topic is fair game. Reasonable honoraria and travel costs will be paid. Contact Bob at bweissman@baychi.org if you are interested in this speaking opportunity.

Consultants Directory

Prospective employers may browse the directory or run a keyword-matching query on services offered at the BayCHI Consultants Directory Web page:

<http://www.rahul.net/jfm/baychi/consultants.html>

Report any Consultants Directory Web page problems or questions to John McGowan, jmcgowan@baychi.org.

How to get listed

The BayCHI Consultants Directory provides a password-protected online entry and update form for consultants. This form provides fields to enter all of the information listed in the Directory. In this way, consultants can enter and update their own information.

To obtain a password for the online entry form, send e-mail to John McGowan, the BayCHI Consultants Directory Coordinator, at jmcgowan@baychi.org. Please provide your BayCHI membership number. John will create a blank entry, provide a password, and send the URL for the Consultants Directory entry and update form.

If you have questions about the directory, contact John McGowan at one of the addresses below:

e-mail: jmcgowan@baychi.org (strongly preferred)

USMail: BayCHI Consultants Directory
P.O. Box 25
Menlo Park, CA 94026

voice: (650) 961-1429

Calendar of Events

The BayCHI Calendar lists courses, conferences, and other events of interest to BayCHI members. No endorsement is implied. Check the online calendar on the BayCHI web site, <http://www.baychi.org/>, for a more extensive list and late-breaking announcements.

Send calendar listings by the 20th of each month to Laurie McCarthy (lmccarthy@baychi.org, 509 Cringle Drive, Redwood Shores, CA 94065). Please include the following:

Event type (conference, course, ...)

Event name

Major sponsoring organization, if not clear from event name

Location date(s) and time(s)

Contact information: e-mail if possible plus at least 1 other method

Meetings

1999

Mar. 23 Making User-Centred Design Work in Software Development, London. Contact: Dr J F Saunders, Datawyse Ltd, 43 Paradise Street, Warwick CV34 5BT, Tel: +44 (0)1926 499066, email: JanetSaunders@compuserve.com

Mar. 24-28 SIGCSE'99 — 1999 Symposium of ACM SIGCSE (Computer Science Education), New Orleans, LA. Contact: Jane Prey, Univ. of Virginia, Dept. of Computer Science, Tel: (804) 982-2215, email: prey@virginia.edu
<http://www.cs.virginia.edu/SIGCSE/>

Courses

Nov. 7-8 BayCHI Tutorial Series - Two complementary tutorials with a theme - Design for the Mind. Nov. 7: Designing with the Mind in Mind (or Cognitive Factors in Design: Basic Phenomena in Human Memory and Problem Solving), Tom Hewett, Drexel University. Nov. 8: Visual Perception and Data Visualization, Colin Ware, Univ. of New Brunswick. (Individual or combined registration available.) Held at the Marriott Hotel, Santa Clara. Contact: Diane Cerra, BayCHI Tutorials Chair, email: dcerra@baychi.org
<http://www.baychi.org/tutorials/tutorial98.html>

Nov. 11-13 User-Centered Prototyping: Process and Product, UCLA. Instructors: Kate Gomoll, MA, Human Interface Design Consultant; and Laurie Vertelney, User Interface Designer, Interval Research. Contact: Marcus Hennessy, UCLA Extension, Tel: (310) 825-1047, email: mhenness@unex.ucla.edu

Nov. 14 Designing Visual Interfaces, UCLA. Instructor: Kevin Mullet, User Interface Architect, Icarian. Contact: Marcus Hennessy, UCLA Extension, Tel: (310) 825-1047, email: mhenness@unex.ucla.edu

Nov. 30-Dec. 1 Product Usability for Documentation Professionals, Cambridge, MA. Contact: User Interface Engineering, Tel: (978) 975-4343, Fax: (78) 975-5353, e-mail: doccourse@uie.com with words SEND INFO in subject field

Dec. 14-15 Web Sites that Work: Designing with Your Eyes Open, Cambridge, MA. Contact User Interface Engineering, Tel: (978) 975-4343, Fax: (78) 975-5353, e-mail: webcourse@uie.com with words SEND INFO in subject field

Workshops

Nov. 14 PDC'98 Workshops, Seattle, WA.

- Workshop on User-Centered Design in Practice Problems and Possibilities. Contact: Jan Gulliksen, Uppsala University, Sweden, Tel: +46 18 471 28 49, Fax: +46 18 471 78 11, email: Jan.Gulliksen@cmd.uu.se

<http://www.nada.kth.se/cid/pdc98/workshop/>

- Changing Work Practices in Technology-Mediated Learning Environments. Contact: Toni Robertson, Univ. of New South Wales, email: t.robertson@unsw.edu.au; Penny Collings, Univ. of Canberra, email: PennyC@ise.canberra.edu.au; Sue Fowell, Univ. of New South Wales, email: s.fowell@unsw.edu.au
<http://www.fce.unsw.edu.au/inf/5953/pdc/workshop.html>

Nov. 14 CSCW'98 Workshops, Seattle, WA.

- IGROU: Internet-based GROUware for User Participation Contact: Monica Divitini or Babak Farshcian, IDI, Norwegian University of Science and Technology; Tuomo Tuikka, University of Oulu, email: igroup@idi.ntnu.no
<http://www.idi.ntnu.no/~igroup>

- Understanding Professional Work and Technology in Domestic Environments. Contact: Konrad Tollmar, CID, The Royal Institute of Technology, email: konrad@nada.kth.se
<http://www.nada.kth.se/cid/cscw98>

- Methodologies for Evaluation of Collaborative Systems. Contact: Jean Scholtz, NIST, Tel: (301) 975-2520, Fax: (301) 975-5287, email: jean.scholtz@nist.gov
<http://zing.ncsl.nist.gov/~cscw>

Dec. 17 First International Workshop on Usability Evaluation for Virtual Environments: Methods, Results, and Future Directions, Leicester, UK. Contact: email: eworkshop@cs.nott.ac.uk
http://www.crg.cs.nott.ac.uk/research/technologies/evaluation/workshop/workshop.html

1999

Jan. 25-26 Ethnographic Studies in Real and Virtual Environments: Inhabited Information Spaces and Connected Communities, Edinburgh, UK. Contact: Katie Bates, Tel: +44 (0)131 317.3510, email: k.bates@mail.qmced.ac.uk

Mar. 12 Communities Constructing Technologies, Univ. of York, UK. Submissions Due: December 18. Contact: Bob Fields, email: Bob.Fields@cs.york.ac.uk
http://www.cs.york.ac.uk/~bob/km.html

Mar. 17-19 GW'99: Gesture Workshop, Gif-sur-Yvette, France. Contact: Gesture Workshop '99, LIMSI - CNRS, BP133, F-91403 ORSAY cedex, FRANCE, email: gw99@limsi.fr
http://www.limsi.fr/GW99/index.html

Conferences

Nov. 12-14 PDC'98: The Fifth Biennial Participatory Design Conference, Seattle, WA. Contact: pdc98@cpr.org
http://www.cpr.org/conferences/pdc98/index.html

Nov. 12-14 CSCW '98: The 1998 ACM Conference on Computer Supported Cooperative Work, Seattle, WA. Sponsored by ACM SIGCHI/SIGGROUP. Contact: cscw-committee@acm.org
http://www.acm.org/sigchi/cscw98/

Nov. 16-19 ER'98: 17th International Conference on Conceptual Modeling, Singapore. Contact: Ms Sew Kiok TOH, School of Computing, National University of Singapore, Lower Kent Ridge Road, Singapore 0511, Tel: +65 874-2807, Fax: +65 779-4580, e-mail: tanky@iscs.nus.edu.sg or er98@iscs.nus.edu.sg
http://www.comp.nus.edu.sg/~er98/

Nov. 18-20 VSM '98: FutureFusion "Application Realities for the Virtual Age", the 4th International Conference on Virtual Systems and MultiMedia, Gifu, Japan. Contact: conference secretary, email: vsmm-sec@vsl.gifu-u.ac.jp
http://www.vsmm.vsl.gifu-u.ac.jp/vsmm98/

Nov. 29-Dec. 3 OzCHI'98, Adelaide, Australia. Annual Conference for Computer Human Interaction SIG of Ergonomics Society of Australia. Contact: OzCHI'98 Program Committee, email: ozchi98-pc@cis.unisa.edu.au
http://www.cis.unisa.edu.au/events/ozchi98/

1999

Jan. 5-8 HICSS32: Hawaii International Conference on System Sciences, Wailea Maui, Hawaii. Contact: Sandra Laney, Univ. of Hawaii, Tel: (808)956-3251, Fax: (808)956-9685, email: hicss@hawaii.edu
http://www.cba.hawaii.edu/hicss/hicss_32/apahome.htm

Jan. 5-8 IUI'99: 1998 International Conference on Intelligent User Interfaces, Redondo Beach, CA. Contact: IUI99 Conference Office, email: iui99-info@smi.stanford.edu
http://sigart.acm.org/iui99/

Jan. 20 The Active Web, A British HCI Group Day Conference, Staffordshire Univ., UK. Contact: David Clark, Tel: +44 410.481863, email: D.Clark@visualize.demon.co.uk, or Alan Dix Tel: +44 (0)1785.353428, email: A.J.Dix@soc.staffs.ac.uk
http://www.hiraeth.com/conf/ActiveWeb/

Jan. 23-29 Visual Data Exploration and Analysis, San Jose. Contact: Robert Erbacher, Institute for Visualization and Percep-

tion Research, Univ. of Mass at Lowell, Tel: (978) 934-3384, Fax: (978) 934-3551, email: rerbach@cs.uml.edu
http://www.cs.uml.edu/~rerbach/SPIE/CFP_long.html

Feb. 8-12 WSCG 1999: The Seventh International Conference in Central Europe on Computer Graphics and Visualization 1999, University of West Bohemia, Plzen-Bory, Czech Republic. In cooperation with Eurographics and IFIP. Contact: Prof. Ing. Vaclav Skala, CSc., WSCG'99 secretariat, Tel/Fax/Rec: +420-19-7491-188, email: skala@kiv.zcu.cz
http://wscg.zcu.cz/wscg99/wscg99.htm

Feb. 17-19 CIMCA'99: International Conference on Computational Intelligence for Modelling Control and Automation, Vienna, Austria. Contact: Conference email: cimca99@fcit.monash.edu.au
http://www.gscit.fcit.monash.edu.au/conferences/cimca99

Feb. 21-25 Hypertext'99: Returning to our Diverse Roots, Darmstadt, Germany. Contact: Joerg M. Haake, GMD-IPSI, Darmstadt, email: haake@dmstadt.gmd.de
http://www.kom.e-technik.tu-darmstadt.de/~ht99/

Feb. 22-25 WACC'99: International Joint Conference on Work Activities Coordination and Collaboration, San Francisco. Contact: Alexander Wolf, Univ. of Colorado, Tel: (303) 492-5263, email: alw@cs.colorado.edu
http://www.cs.colorado.edu/wacc99/

Feb. 23-26 VRML'99: Fourth International Conference on the Virtual Reality Modeling Language and Web 3D Technologies, Paderborn, Germany. Contact: Stephan Diehl, University of Saarland, email: diehl@cs.uni-sb.de
http://www.c-lab.de/vrml99/

Journal Solicitations

Dec. 1 Interface Issues and Designs for Safety-Critical Interactive Systems, Special Issue of ACM Transactions on Computer-Human Interaction. Guest Editors: Wayne Gray, Philippe Palanque, and Fabio Paterno. Contact the editors at: gray@gmu.edu, palanque@univ-tlse1.fr, or F.Paterno@cnuce.cnr.it
http://www.acm.org/tochi/safecrit.html

Dec. 4 Understanding work and designing artefacts, Special Issue of the International Journal of Human-Computer Studies. Guest Editors: Bob Fields and Peter Wright, University of York. Contact: Bob Fields, email: bob@cs.york.ac.uk
http://www.cs.york.ac.uk/~bob/specialissue.html

Dec. 15 Special Issue of The Journal on Computer-Supported Cooperative Work (CSCW) on Adaptive Workflow Systems. Guest Editor: Mark Klein, email: m_klein@mit.edu
http://ccs.mit.edu/klein/jcscw/

1999

Jan. 15 Beyond the Workstation: Human Interaction with Mobile Systems, Special Issue of ACM Transactions on Computer-Human Interaction. Guest Editors: Philip Gray, Department of Computing Science, Glasgow Univ. and Allan MacLean, Xerox Research Centre Europe. Contact editors: pdg@dcs.gla.ac.uk or maclean@xrce.xerox.com
http://www.acm.org/tochi/mobile.html

Feb. 1 Human-Computer Interaction in the New Millennium, Special Issue of ACM Transactions on Computer-Human Interaction. Guest Editor, John M. Carroll, Center for Human-Computer Interaction, Virginia Tech, email: tochi@ics.uci.edu
http://www.acm.org/tochi/hci2000.html

Job Bank

How the Job Bank works:

The BayCHI Job Bank accepts job listings by e-mail or postal mail. The job listings are distributed to the paid members of BayCHI who ask for the listings and provide their e-mail address or stamped, self-addressed envelopes.

The contact for the BayCHI Job Bank is Mark Fernandes, who may be reached, in order of preference, via:

e-mail: mfernandes@baychi.org (strongly preferred)
 U.S. Mail: Apple
 3 Infinite Loop, MS 303-2T
 Cupertino, CA 95014
 telephone: 408/974-6487

Please contact him for all Job Bank inquiries. If you are a paid BayCHI member, you may subscribe to the Job Bank via e-mail or postal mail. You will then receive the full company and contact information which is omitted from the following sample listings. You must join BayCHI before asking for company and contact information from these listings.

Samples from current listings:

Received October 19

San Jose

User Interface Designer

Want to work on a dynamic and fast-paced Web development project? _____ in San Jose is looking for an experienced, talented, and creative web site designer with strong user interface skills. You will be working on an exciting, independent, and groundbreaking e-commerce site for Web developers, designing and developing a new Web site. You need to live, breathe, think, and operate in the Web world! Strong verbal and written communications skills and team skills require you to work closely with User Interface designers and cross-functional team members at various locations. You need to be proficient with digital graphics design tools, and have the capability to quickly learn new multimedia editing tools.

Experience: 3-5 years experience, with portfolio of design work specifically related to online, web, or user interface platform. Proven skills in a dynamic, schedule-driven, team development environment.

Tools: Bit-map editors (ex: Photoshop), vector-based editors (ex: CorelDraw), 3-D graphics tools (ex: 3D StudioMax), and Web-based UIs (HTML, Java, XML, etc.).

Education: Bachelor's Degree in Graphics Design, Art, or equivalent experience, Comp Sci helpful

Received October 19

Palo Alto

Directory Enabled Enterprise Management

_____, Inc. is an exciting new startup that is putting together a core team of developers for the new class of cross-platform applications for the intranet and internet management of user information and resources. The product will utilize state-of-the-art technology including LDAP, COM, DHTML, Distributed Workflow and Business Rules modeling.

We are looking for Engineers to define and implement various aspects of these subsystems, including UI and backend components. All components will be written in C++. The product will run on multiple platforms.

Experience: We are looking for Mid-level (3-5yr) and Senior-level (5-7yr) Engineers with a strong development background. The successful candidate will have strength in some of the following areas:

- * Strong programming experience in a commercial product environment.
- * Solid object-oriented design and development experience in C++.
- * UI development (ActiveX/COM)
- * DHTML/ISAP/NSAPI
- * Experience with interpreted languages (Perl, TCL/TK, VB, JS).
- * Workflow implementation and/or Business Process modeling.

Located in the heart of Palo Alto, _____ offers excellent early stage start up compensation packages, as well as health, dental and other unique benefits.

Received October 19

Santa Clara

Job Title: Usability Specialist

Job description: Excellent opportunity for a top-notch Usability Specialist to get in on the ground floor of an Internet start up! Your mission is to ensure that our customers' on-line experience is intuitive, friendly, and fun.

You'll be responsible for testing _____'s soon-to-be released Internet-based products, including our:

- a.. Hosted content management applications
- b.. Corporate website
- c.. On-line commerce system.

You're an enthusiastic, hands-on usability advocate who can jump right into product testing. You'll be responsible for:

- a.. Finding and documenting usability problems
- b.. Working with the entire _____ team* to come up with creative, practical solutions
- c.. Testing and implementing solutions

*Team includes engineering, marketing, our beta customers, and our outside design firm.

Requirements:

- a.. An obsession with improving the quality of the user experience.
- b.. Strong understanding of HTML and browser technology (both Navigator and Explorer), coupled with the ability to put yourself in the shoes of a novice user
- c.. Strong portfolio, including before and after examples of interfaces you've worked on. Bonus points for consumer-product interfaces!
- d.. 3+ years experience developing or testing user interfaces
- e.. 1+ years of Web design
- f.. Strong communication and organizational skills
- g.. Thrive in a high-energy, small company environment!

Job location: Santa Clara / San Jose, California

Job duration: Full-time position

About BayCHI

BayCHI, the San Francisco Bay Area chapter of ACM's Special Interest Group on Computer-Human Interaction, brings together systems designers, human factors engineers, computer scientists, psychologists, social scientists, and users from throughout the Bay Area to hear and to exchange ideas about computer-human interaction and about the design and evaluation of user interfaces.

BayCHI annual dues are \$15 for new members and \$10 for renewals. You can renew for multiple years at a time: \$20 for two years, \$50 for five years, etc. To join, come to a BayCHI meeting, contact Don Patterson (see Steering Committee), request a membership form by e-mail or from the BayCHI Infoline, or print the one you'll find at the BayCHI web site.

Contacts

World Wide Web <http://www.baychi.org/>

Infoline (408) 235-9244

E-Mail

Information: info@baychi.org
 Change of address: coa@baychi.org
 Volunteers, comments: committee@baychi.org

USPS BayCHI c/o Don Patterson
 849 E. Stanley Blvd. #204
 Livermore, CA 94550

Services

Monthly Program Meeting

BayCHI holds a monthly meeting, usually at 7:30 p.m. on the second Tuesday of the month in the auditorium at Xerox Palo Alto Research Center. See the announcement of this month's meeting and the directions to Xerox PARC elsewhere in this newsletter.

Job Bank

See the sample listings in this newsletter for information about how to submit or receive information about job openings.

Consultants Directory

The BayCHI Consultants Directory has professional background information for listed members. For information, see the Consultants Directory section elsewhere in this newsletter.

Newsletter

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Steering Committee

The BayCHI steering committee generally meets the first Tuesday of the month at 7:15 p.m. Meetings are open to anyone who is interested in attending. Please contact any member of the committee for directions to the meeting.

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