Welcome to the 1st ACM SIGCHI Chapter Newsletter. My name is Eunice Sari, the ACM SIGCHI Executive Committee, VP of Chapters. It is my privilege to serve you, especially during this Covid-19 Global Pandemic situation.

This newsletter is a compilation of SIGCHI Chapter stories during the period of April-June 2020 on different chapter activities that they have conducted. I am proud to see how the chapters have survived and stayed excellent in this difficult situation. I hope this SIGCHI Chapter newsletter continues to inspire all of you to make a different in your local community.

If you have any stories for the upcoming newsletter, please send it to me at sigchi-vp-chapters@acm.org
CairoCHI to Build a Bridge Between Technology Startups and Entrepreneurs  
By Cairo ACM SIGCHI Chapter

IrisX 2020 is the first annual gathering for UX and UI designers, developers, academics, and students in Egypt. It aims at strengthening the existing community by providing an opportunity for the attendees to network and share their experiences and work. It additionally aims at building bridges with computing technology startups and entrepreneurs to raise their awareness about the potential benefits for leveraging UX knowledge in their technology products. The event was organized by Cairo ACM SIGCHI Professional Chapter “CairoCHI” and powered by Babel Media Production and Design House and SIGCHI.

After the great success of IrisX2019, IrisX2020 comes in the 2nd year in a row. It was a 1-Day event (from 9 am to 7 pm) with 400 attendees, 11 different talks, 6 workshops, panel discussion, and a keynote speech by David Ayman Shamma (ACM distinguished speaker). The aim of the event was to build a community for participants who work in UX and UI. This year we held 2 parallel tracks one for the talks and one for the workshops. Attendees were encouraged to choose their preferred workshop in advance as every workshop was limited to 25 attendees.

The feedback for the event was constructive with comments for improvements. However, the parallel track was not as successful as the attendees did not like the idea of missing other talks. So we believe in the future it should be a two-day event, one for the talks and another one for the
workshops or having all workshops parallel to each other. Overall, the aim of the event to build a community where academia and market meet each other was fulfilled with a lot of possible improvements.

**Memorial: Tom Tullis**

*Contributed by Todd Chapin, Boston ACM SIGCHI Chapter*

Thomas (Tom) Stuart Tullis, Ph.D was a dear member of BostonCHI Chapter. He passed away last April. Todd Chapin, the BostonCHI Chair suggested to post this obituary to share to the wider members of the SIGCHI Chapter community.

Thomas (Tom) Stuart Tullis, Ph.D. (April 16, 1952 - April 29, 2020) was renowned around the world for his intellect, humility, and terrible jokes. Tom was born in Memphis, TN, to Isaac Frank Tullis, Jr., M.D., and Selma Virginia (Samuels) Tullis. While earning his bachelor's degree from Rice University in the early 1970s, he met his wife, Susan Cheryl (Richardson) Tullis, with whom he spent 47 joyful years of marriage. Tom delighted in his children, Cheryl Marie (Tullis) Sirois (along with her husband, Craig Ernest Sirois, Jr.) and Virginia Susanne Tullis.

In 2017, Tom retired from his position as Vice President of User Experience Design at Fidelity Investments. During his 24 years with Fidelity, he was instrumental in the development of the company's User Experience department and founded its usability labs. An icon in his field, he was recognized in 2011 by the User Experience Professionals Association (UXPA) with a Lifetime Achievement Award. In 2013, he was also granted the honor of becoming a member of the CHI (Computer-Human Interaction) Academy. As an Adjunct Professor at Bentley University and a guest lecturer at many other schools, he was beloved by his students for his willingness to hold lengthy discussions about user experience, and his ability to consistently provide geeky trivia questions and answers. Over the years, his accomplishments included assisting on the design of the original NASA Space Station, publishing over 70 papers and articles in numerous scholarly journals, holding eight patents, writing two books, and speaking at a multitude of national and international professional conferences.

Tom was a collector of many things. He repaired vintage cameras and miscellaneous pieces of old technology in order to sell them online (he considered the money made from these sales his "lunch money"), actively
researched facts regarding his genealogical ancestry, and owned over 150 baseball caps. He was an avid photographer, and would often cause his family to wait patiently while he took a seemingly longer than necessary amount of time in ensuring that he got "just the right shot."

**News: Asian CHI Symposium 2020**

*By Brian Sampson, General Co-Chair of Asian CHI Symposium 2020*

Last April 25, the 4th edition of the Asian CHI Symposium was held online in lieu of the cancelled in-person meetings at CHI 2020 in Hawai‘i. Despite the shortened program, the symposium successfully showcased the latest HCI work from Asian researchers and those focusing on incorporating Asian sociocultural factors in their design and implementation.

Before the event, the symposium attracted 163 registrations composed of 77 (47%) students, 54 (33%) other academia, and 32 (20%) practitioners. Similar to past editions, we saw a steady number of participants from East Asia (e.g. Japan, China, South Korea) with 30% of registrations. This year, the proportion of participants from Southeast (36%) and South Asia (20%) has significantly increased, thanks to the increase in the number of organizers and submissions. We also saw participants from Australia, Europe and North America.
Held over Zoom, the event was kicked off with an opening remark from Briane Paul V. Samson, one of the General Chairs. It was followed by an inspiring keynote by Shengdong Zhao from the National University of Singapore. He shared about the ongoing “shift from device-centric to human-and-environment-centric interaction designs, which has the potential to allow humans to return to a more natural way of living”. At the end of his talk, he hopes and challenges Asian researchers to be leaders in this emerging line of research in HCI. The event continued with the presentation of the 36 accepted submissions spread over 4 parallel and 1 showcase sessions. Across all sessions, we saw an average of around 84 participants. During the parallel sessions, there were about 77 participants on average. Overall, all sessions were well attended and the participants were actively engaged. The symposium ended with the announcement of 3 Best Paper and 6 Best Presenter awards to exceptional authors.

**New Attempts**

This year, the symposium was organized by a team of 13 volunteers coming from East, South and Southeast Asia -- the most diverse lineup in its history. As the symposium grew in size and scope, the organizing team decided to divide the tasks to 8 chair roles in which some were patterned after the CHI conference chair roles.
An improvement from previous editions, the reviewing process was rethought to ensure that we accept only the best work from the submissions. There were desk rejects and HotCRP was used to manage the submission, reviewing and proceedings. Because we wanted to expose the young researchers to the best HCI work, we also invited showcase submissions from authors of already accepted CHI papers so they can present their work in our venue and have interactions with our participants. Lastly, we also gave authors the option to publish their full submission, abstract-only or none at all. This gives them the flexibility to submit their work in other venues after the symposium.

As many in the organizing team were new in organizing events such as this symposium, we faced a lot of challenges and did a number of adjustments from our original plans in order to ensure the event’s success. But looking back, we think these ambitious innovations allowed us to grow as volunteers and as a community. Now, we are more than ready to prepare for the 2021 edition in Yokohama, Japan.

International Design Challenge 2020

By Yohannes Kurniawan, Chair of Indonesia ACM SIGCHI Chapter

International Design Challenge 2020 hosted by Indonesia ACM SIGCHI, sponsored and supported by ACM SIGCHI and BINUS University, Indonesia, facilitates students (undergraduate program) from various design and technology backgrounds (e.g. HCI, UX, ICT, industrial design, product design, visual design, interaction design) to demonstrate their problem solving and design ability to propose solutions for digital-technology issues. This year’s competition theme is “Promote Your Culture with Technology”.

The purpose of this competition is to develop an idea of promoting your culture with technology. The goals of this competition are to give opportunities for undergraduate students to implement their knowledge, analytical thinking and teamwork in this competition and give international exposure to work with the international community.

The number of participants of this competition were 36 Groups, who were students from 6 Universities in Indonesia and Malaysia. They had to submit the proposals and posters, and finally we selected 5 groups for the final round presentation.

Actually, we were designing the final round with a physical presentation at BINUS University, Jakarta on 30th April, but because of the pandemic covid-19, we did the final
round using video conference tools (zoom). This judges for this final round from three countries: Auzi Asfarian, M.Kom (IPB University, Indonesia), Dr. Ganesh D. Bhutkar, ME, PhD, MBA (Vishwakarma Institute of Technology, India), Norizan Anwar, PhD (Universiti Teknologi MARA, Malaysia).

The top 3 winners received cash prizes and complimentary 1-year ACM SIGCHI membership. The winners are:

1. The 1st Winner - Batik– Kenny and Laksamana Kusuma (BINUS University)
2. The 2nd Winner - COI– Vera Angelina and Destiana Friska (BINUS)
3. The 3rd Winner - Tumtummy – Hofifa Mulya Utami and Fatima Ulya Salmiya (ITB)

**Students meet Professionals**

By IIT Bombay ACM SIGCHI Student Chapter

*Source: Unsplash @cgram2000*

We organized the 4th SIGCHI Student Chapter of India. The idea of coming together and creating a platform for HCI enthusiasts in and around Mumbai, to meet and discuss led to the idea of having monthly meets. It was decided to meet on the last Saturday of each month from 4-6 PM IST. The format chosen is to have two presentations and one book review. The first meet was organised at IDC School of Design, IIT Bombay on July 27, 2019. Encouraged by the quality of presentations, the enthusiasm of the audience, and to attain a formal setup, we decided to charter as ACM SIGCHI chapters. On 16th October 2019, Mumbai ACM SIGCHI Chapter which is the professional chapter was chartered and on 22nd November 2019, IIT Bombay ACM SIGCHI Student Chapter was chartered. And since then both the student and
professional chapters have successfully organised 10 monthly meets (http://iitbsigchi.acm.org/).

Each meet is managed by a different group of student and professional chapter members which provide an equal opportunity to all the chapter members to organise events. This initiative has been appreciated by all, as they learn to organise such events. The presenters for the coming month are finalised in advance and are announced during the previous monthly meet, followed by online and offline publicity.

All our monthly meets are open to all, registration is mandatory but free. We use social media, in-person, poster circulation to send out the invitations to as many people as we can. Though we typically have three presentations in a 2-hour slot, we keep at least 20 mins for the snacks break in between. We observed that the snacks break is a great hit among all the participants as they get a chance to mingle and interact with the presenters and new participants over some tea and mouth-watering Indian snacks. Who does not love food!

During each of our monthly meets, we encourage a student of IDC School of Design to present and have at least one industry professional. This has led to the mutual growth of the chapter members and participants by opening up an opportunity to network and look for possible collaboration. The student members benefit immensely as they get a flavour of the industry practices and working culture. The first meet had 22 participants, which has now reached an average of 40 participants per meet. Since March 2020, we have gone virtual and have organised the past two monthly meets over zoom. This has provided us with a unique opportunity to invite presenters from outside Mumbai, who otherwise couldn't have physically attended our meets.

The successful joint organising of monthly chapter meets strengthens the idea of combining the efforts of multiple chapters in order to better serve our HCI and the local community.

**From CHLuXiD to CHI 2020 Student Research Competition: How Two Indonesian Students Design Crowdfunding Apps to Support Reforestation**

By Auzi Asfarian, Vice-Chair of Indonesia ACM SIGCHI Chapter

The 1st winner of CHLuXiD 2019 Hacksprint, along with Dr Julie Williamson (SIGCHI VP for Publication) and Prof. Aaron Quigley (SIGCHI VP for Conferences) who volunteered as mentors in the CHLuXiD 2020 Hacksprint.

Two undergraduate students of Gadjah Mada University, Indonesia, achieving second place in CHI 2020 is a dream come true. Being able to compete with other strong teams from
around the world, their journey on designing crowdfunding apps to support reforestation efforts in Indonesia is not an easy one.

They started their journey in the SIGCHI community by registering as a participant in a hacksprint, a two-day hackathon and design sprint session, conducted by the Indonesia ACM SIGCHI Chapter. The hacksprint was held as a part of a larger conference, the CHIuXiD 2019 which spanned nine days in Jakarta, Surabaya, and Bali, Indonesia. The conference, which includes paper presentation, workshop, business stories, community outreach, and hacksprint, is designed to maximize the social impact of the SIGCHI community to the conference participants, academicians, students, professionals, and underrepresented communities in the country.

Their idea, Aranyani.id, is an ads-based reforestation funding app which was born from their concern with the current condition of Indonesian forest. After the rigorous mentoring session and presentation, the hacksprint mentor gave very positive feedback and appreciation for their effort and hence awarded them as a winner of the competition. The key takeaway they get from the hacksprint is how to conduct better research to support their design synthesis.

Their journey, however, has not stopped there, as in the next couple months they are already preparing to compete in the CHI 2020 Student Research Competition (SRC). In early 2020, they also applied for the Gary Marsden Student Development Fund and received an award to cover their expenses to join CHI 2020. Finally, in early May 2020, their works were declared as the second winner in CHI 2020 SRC.

From their testimony, the role of the events which bridging students with the SIGCHI community are very important on their journey. In 2019, CHIuXiD hacksprint has served as a launchpad for them to make an international community aware of their passionate work. And now, both of them are ready to share their experience and nurture other students who want to compete in the next student research competition.

**Design Jam from Home: Online Student Collaborative Design to Improve University Mobile Apps Experience**

By Auzi Asfarian, Faculty Sponsor IPB University ACM SIGCHI Student Chapter and Shadiqa Arya, Chair of IPB University ACM SIGCHI Student Chapter

**Source:** Unsplash @youxventures

IPB University ACM SIGCHI Student Chapter is the first SIGCHI student chapter in Southeast Asia. This chapter was born in a solid agriculture-based university, then it is aimed to connect human-computer interaction (HCI) and user experience (UX) practices in the agriculture community. As part of the chapter first-year
program to introduce HCI and UX to IPB students, we conducted a university-scale design jam for students. A design jam was a fun, fast, and creative brainstorming session intended to create a range of diverse visions that address a selected issue. We believe this kind of event can spark other students' interest in both HCI and UX. However, as the mandatory study from home was released in the middle of March, we switched the jam session from offline to online.

In the online format, the participant is given two days to complete their design. In this case, we challenge the participant to create a new experience for the official university mobile apps. The topic is correlated due to the recent situation that the utilisation of apps is significantly preferred while studying at home. In brief, we asked them to design prior to the jam session, so they found the problem. We also used a collaborative design - Figma, so all of the students were able to see each other. It does not stop the material learning, but also we asked them to give peer feedback to others.

We collaborate with faculty in HCI and UX fields to give feedback related to the theoretical aspect of the design. To make sure the resulting design is applicable for the business process, we also collaborate with IPB University Information System and Digital Transformation (ISDT) Office. After the two-days design session is over, a board of judges from faculty and ISDT office give feedback and choose two best designs from all submitted work.

The student’s response is very positive. We have more than 20 submissions, with half of them come from non-computer science students. Although some of them initially had difficulty in using Figma, the design jam committee offered help for all students. After that, those participants received feedback from the judges, especially HCI and UX concepts. From participants’ feedback, they have interest in HCI and UX principles, so they are able to design better. Finally, there were positive responses when they updated the mobile app in two weeks to get the winning design.

In a brief, the students are enthusiastic towards this event. By collaborating with the ISDT office, the students have a chance to perform their design apps in daily life. Furthermore, HCI and UX are more engaged to students in university.

**Preparing online HCI courses: Experience Challenges**

*By Murni Mahmud and Masitah Ghazali, Kuala Lumpur ACM SIGCHI Chapter*
Among the participants who stayed to the very end of the online discourse session

Kuala Lumpur chapter (better known as myHCI-UX from Malaysia) has organised a webinar on HCI education specifically on how to prepare online HCI courses. As we are in COVID-19 pandemic period, many courses have to be conducted virtually. We felt it was paramount to prep our members, by sharing experiences from those who are most familiar with teaching HCI courses online. This session was also organised in collaboration with IEEE Systems Man Cybernetics Malaysian Chapter.

User-centred design and prototyping are critical in any HCI courses. The webinar session we organised was titled “Preparing online HCI courses: Experience Challenges”. It was scheduled on 23rd of April 2020 via Zoom platform, from 11.30am till 12.30, but due to excitement and interesting discussion, the session was extended to almost 1:00pm. The session was joined by four discussants from four different universities in our country Malaysia: Assoc. Prof. Dr. Fariza Hanis Abdul Razak from UiTM, Dr Haliyana Khalid from UTM, Dr Noris Mohd Norowi from UPM and Ts. Dr Nor‘Ain Binti Mohd Yusoff from MMU. The session was moderated by Dr Ahmad Hanif Ahmad Baharin from UKM and facilitated by Ts. Dr. Muhammad Haziq Lim Abdullah from UTeM.

In the session, some relevant topics were discussed through sharing experience which include preparing content, ensuring proper delivery, ensuring students excitement and engagement, and understanding the topics. This topic has been recently discussed via online at HCUM Munich. They discussed how to make remote HCI Teaching Useful, engaging and exciting. The challenges and issues are also directly relevant for HCI educators and learners in our country, Malaysia.

Forty-six (46) participants have registered who were from various universities and organisations in Malaysia. We even received one participant from Pakistan. The session was broadcasted live via Facebook, and as for the recording session, we received more than 75 viewers. Considering it was our first online event, the number of viewers surpassed our expectation. Virtual events may not be the same as physical encounters, but it definitely helped in reaching out to many during the movement control order (MCO) where people mostly stayed at homes. In addition, through this event, we managed to get a few new members. We plan to organise subsequent events that further discuss more specific topics emerged from the webinar.

**CHI MNL Meetup 2: HCI Research in the time of the Coronavirus**

By Jordan Deja, Secretary, Manila ACM SIGCHI Chapter
The Manila ACM SIGCHI Chapter, also known as CHI MNL (‘kai’-Manila) organized its first virtual meetup last April 29, 2020. The theme of the event was “HCI Research in the time of the Coronavirus”. Dr Jennifer Teves, CHI MNL Founding member and now Vice Chair of the Chapter, led the online meetup along with her team from BestBuy Research. The Coronavirus pandemic stopped most opportunities for researchers to attend conferences and do actual field work research due to the lockdown and quarantine measures. As a challenge, how will CHI MNL enable its community (who are not trained in the rigor of HCI but with UX/Design research experience) to go around doing research during the pandemic. The event intends to answer the question “For researchers whose sole purpose is to listen to the voice of customers and users, how does research happen at a time when you are ordered to social distance & stay at home?”.

In the first part of the meetup, Dr Jen Teves talked about tools, business processes that her team is working on in BestBuy.

In the second half of this meetup, along with Dr Jennifer Teves, her team composed of UX and CX Researchers will share their experiences on learning the ropes of HCI and doing research in this time of the pandemic. Her teammates were Ms Lori Carver, Ms Lori Baker and Ms Rachel Berg. The meetup had an interactive session especially during the second half where there was a panel discussion. There were several insights and best practices that were shared during the meetup.
Fostering HCI Research in, by, and for Latin America through CHI 2020
By ACM SIGCHI LAIHC Officers: Sane Gaytán, Soraia Prietch and Yazmin Magallanes

A Slack group was created (ACM SIGCHI LAIHC), on November 6th of 2019, by the current officers 2019-2021 in order to discuss opportunities for Latin American (LATAM) researchers of HCI area. On December 14th of 2019, Carla Griggio, from Argentina, created a slack channel with the goal to reunite a group of LATAM researchers to write a position paper to be submitted as a SIG for the CHI 2020 Conference.

Since the CHI Conference was canceled, the LAIHC group decided to hold the SIG virtually, since we knew the importance of meeting to continue developing our community. We collaboratively prepared the survey and asked for feedback from other members of the Slack community. Once we agreed on the design of the survey, we translated it into English and Portuguese.

The distribution of survey was through several channels, such as list servers and social media platforms. We collected a total of 60 responses (32 answers from Spanish, 18 answers from English, 10 answers from Portuguese). Based on the results, we discussed organizing the SIG virtual within topics, arranged different time zones, decided the moderate and held SIG asynchronously. The SIG was held on April 30th and May 1st, for letting the moderator and overall community enough time about the virtual.

These are the sessions following the moderators:

1. **Technology adoption and participatory design in LATAM**
   - #sig-tech-adoption-pd-in-latam
   - Moderators: Fernando Maestre (EC) and Heloisa Candello (BR)
   - 5 PM EST (UTC-4), 14 participants

2. **International collaboration and grant writing**
   - #sig-international-collaboration-grant-writing
   - Moderators: Monica Perusquia-Hernandez (MX) and Mayra Barrera (MX)
   - 9 am EST (UTC-4), 10 participants

3. **HCI knowledge production outside LATAM**
   - #sig-knowledge-production-outside-latam
   - Moderators: Christian Sturm (DE) and Victoria Palacin (PE)
   - 9:30 PST (UTC-7), 4 participants

4. **Migration and Identity + Shades of feminism and reproductive rights in LATAM**
   - #sig-migration-identity-feminism)
   - Moderators: Marisol Wong-Villacres (EC) and Adriana Alvarado Garcia (MX)
   - 4 pm EST (UTC-4), 16 participants - **highest participants**.
5. **HCI and education**
   - #sig-hcieducation
   - Moderators: Marisol Wong-Villacres (EC) and Sane Gaytán (MX)
   - 8 pm EST (UTC-4), 8 participants

6. **Alternative, more inclusive publication and conference models**
   - #sig-alternativeconferencemodels
   - Moderator: Diego Gómez-Zará (CL)
   - 8 AM CST (UTC-5)

On May 8th of 2019, there was a virtual meeting with the SIG authors to share documents from each theme group, to discuss main points and to define an agenda to continue the work started in order to bring together more researchers from the community, to create opportunities of collaboration, to provide insumes to students and early career researchers, among others.