Welcome to the second edition of the ACM SIGCHI Chapter Newsletter.

We are at the end of the year 2020 and before we close this year, let’s take a moment to reflect on what has happened in 2020, what we have achieved, and what we need to improve in 2021.

In 2020, we focus on developing HCI and UX communities around the world through ACM SIGCHI Chapters.

First, I would like to congratulate and welcome the newest additions to our ACM SIGCHI Chapter Family:

1. Surabaya ACM SIGCHI Chapter (Chapter Group ID: 186523), Indonesia
2. NJIT ACM SIGCHI Student Chapter (Chapter Group ID: 186522), United States

Our chapters have been growing. We now have 68 chapters that comprise 12 student chapters and 56 professional chapters around the globe. Since chapters are no longer based on country, you can start your chapters in more cities, universities, or organizations. More information about Chapter Policies [here](#).

**Chapters’ Activities**

In our [first newsletter](#), we have heard many encouraging things from some of your chapters, especially during the Covid-19 pandemic season. In this second and final newsletter of 2020, we will learn more great things from more of you.

This year, we also initiated the [2020 SIGCHI Chapter Website competition](#) to recognize SIGCHI chapters nurturing their website to curate their journey and fulfill their mission to serve the community. We received submissions from eleven chapters (9 professional and 2 student chapters) for the website competition.

Through this competition, we realized that many of you had not got your online presence yet (i.e., Website or Social Media); thus, we encourage you to start from now. Hopefully, you can submit your entry in the upcoming 2021 Competition in Spring 2021.

**Chapter Funding Program**

In 2019, we started the Local Chapter Funding program to help chapters to organize their activities. Yet, since the pandemic, there have been many shifts from the initial plans of organizing face-to-face events to online or hybrid events or cancellation/postponement of the plan at all. However, we recognize that there has been a boom of online activities conducted by chapters, where they start to collaborate with other chapters and international researchers and practitioners around the world.

In addition to the virtual or hybrid events, some of the chapters have used the funding to officially register the chapter as a registered entity in their country, develop chapters’ online and offline branding identity and online presence, as well as equip their chapter officers with professional development and certification so they can lead the community better.
Here are some examples of how chapters have used the Local Chapter Funding to support their chapter activities from the end of 2019 to 2020:

<table>
<thead>
<tr>
<th>Name of the Chapters</th>
<th>Activities Funded through ACM SIGCHI Chapter Funding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bangkok ACM SIGCHI Chapter</td>
<td>Thai Symposium, Annual Chapter Meeting, Bookclub, Design Thinking Workshop, and Summer School.</td>
</tr>
<tr>
<td>Lahore ACM SIGCHI Chapter</td>
<td>UX Pakistan Conference Support, Design Lecture Series with Regional Speakers, Hybrid HCI Events in several cities in Pakistan.</td>
</tr>
<tr>
<td>Shristi Institute ACM SIGCHI Student Chapter</td>
<td>Professional Development of Chapter Officers, Chapter Educational Resources, Chapter Technology Infrastructure, HCI and Design Workshop, and Clinics.</td>
</tr>
<tr>
<td>IIT Bombay ACM SIGCHI Student Chapter</td>
<td>Professional Development of Chapter Officers, Development of Chapter Branding Identity.</td>
</tr>
<tr>
<td>Indonesia ACM SIGCHI Chapter</td>
<td>Student Design Challenge Competition: Prizes for the winners and Tokens of Appreciations for the judges.</td>
</tr>
<tr>
<td>IPB ACM SIGCHI Student Chapter</td>
<td>Design Thinking Workshop, Design Festival, Design Jam, UX Talk, Virtual Lab, Monthly Talks, Chapter Website Development.</td>
</tr>
<tr>
<td>Kuala Lumpur ACM SIGCHI Chapter</td>
<td>FUSION Conference, Token of Appreciation for the Judges of HCI Day at UTM, Chapter’s Committee Meeting, Virtual Workshops.</td>
</tr>
<tr>
<td>Cairo ACM SIGCHI Chapter</td>
<td>IrisX 2020</td>
</tr>
<tr>
<td>Colombo ACM SIGCHI Chapter</td>
<td>Inauguration ceremony of Colombo ACM SIGCHI Chapter, 1st HCI Conference in Sri Lanka collocated with the 20th International Conference on Advances in ICT for Emerging Regions, HCI Summer School.</td>
</tr>
<tr>
<td>Manila ACM SIGCHI Chapter</td>
<td>Official registration of the chapter, technology infrastructure for conducting online workshop and seminar activities (for example, Pocket Wifi, Mentimeter, Mural, Zoom Subscriptions)</td>
</tr>
<tr>
<td>Doha ACM SIGCHI Chapter</td>
<td>HCI Panels, Workshops, and Symposums (To be</td>
</tr>
</tbody>
</table>
We are thankful for ACM SIGCHI Executive Committee's support, which provides more
greater opportunities for the SIGCHI chapters to organize more virtual initiatives through the SIGCHI Development and Chapters Funds. If you are interested in organizing your chapter-specific
event, you can apply for these funds all year round.

**Final Newsletter’s Contribution**
In this second and final newsletter of 2020, I would like to thank the twelve ACM SIGCHI chapters' contributions in sharing their stories about their chapters.

1. Kuala Lumpur ACM SIGCHI Chapter (myHCI-UX), Malaysia
2. Quito ACM SIGCHI Chapter, Ecuador
3. Cairo ACM SIGCHI Chapter, Egypt
4. Colombo ACM SIGCHI Chapter, Sri Lanka
5. Brazil ACM SIGCHI Chapter (BR-CHI), Brazil
6. Greek ACM SIGCHI Chapter, Greece
7. Sydney ACM SIGCHI Local Chapter, Australia
8. Mumbai ACM SIGCHI Chapter, India
9. KACST ACM SIGCHI Chapter, Saudi Arabia
10. Oakland University ACM SIGCHI Student Chapter, United States
11. Valparaiso ACM SIGCHI Chapter, Chile
12. Bangkok ACM SIGCHI Chapter, Thailand

Finally, I wish you all a safe and successful New Year 2020.

Sincerely yours,

**Eunice Sari**
ACM SIGCHI VP for Chapters

Website: sigchi.org/chapters
Email: sigchi-vp-chapters@acm.org
Twitter: @sigchi_chapters
Slack: sigchichapter.slack.com
Facebook: @sigchichapter
Article 01

FUSION2020- A New Experience

Dr. Azrina Kamaruddin (Universiti Putra Malaysia) and Dr. Hanif Baharin (Universiti Kebangsaan Malaysia), Kuala Lumpur ACM SIGCHI Chapter (myHCI-UX), Malaysia

The 2nd National Symposium on Human-Computer Interaction, better known as FUSION2020, was first scheduled in March 2020. When the COVID-19 pandemic hit in March, we decided to make it fully virtual. We shifted the date to the 8th October 2020 to ensure our community's safety and for the committee to better plan and prepare. It was such an experience for all of us! The FUSION2020 committee, presenters, and participants.

We received 24 papers, and out of this number, 17 papers were accepted after a round of review by the experts. This year, all accepted papers are published electronically with the e-ISBN received from The National Library of Malaysia. The link to electronic symposium proceedings is downloadable at https://myhci-ux.org/fusion-2020-proceedings/. Hence, this is another great achievement marked for FUSION2020 and myHCI-UX.

It has always been one of the missions set for FUSION symposium, which serves as a gathering platform for industry and academics. This year, FUSION2020 managed to organize a forum titled "Scaling Up UX Industry Nurturing Symbiosis between Industry and Academic," which teamed up with a representative from academia and the industry. Among the highlights from the forum are the sharing experiences between industry and academia, collaboration with industry, the importance from both sides to learn about each domain, and how both domains can work together. The invited speakers were: Madam Lilyana, CEO of BETA Foundation Sdn. Bhd., Assoc. Prof. Dr. Ariffin from Universiti Utara Malaysia and Assoc. Prof. Dr. Murni Mahmud as the forum moderator.

Last year's FUSION format was to have rapid presentations of all papers in one session, followed by a round table discussion. However, we found that it was not feasible to translate this into a virtual environment. This year, the presentations were divided into two parallel sessions in two different rooms in Zoom. A technical committee was formed to handle the registration of audiences into Zoom and assigned them to rooms. We used an audio cue to manage presentation time, but sometimes the sound could only be heard faintly in the presenter's voice background. From time to time, the timekeeper has to talk over the presenter to remind them about it. Audiences could change rooms between presentations, but this had to be done by a technical committee member. Despite these setbacks, we found that discussions following each presentation were as lively and meaningful as last year's in-person round table discussions. Being online did not hinder the
audience from speaking. In fact, the chat function in Zoom added value to our discussions. We believe that real-time virtual chat is beneficial as an extra channel of communication, incorporated in our future in-person events.

FUSION2020. Participants, Presenters, Session Chairs and Organizing Committee

Another interesting outcome from FUSION2020 was its first time organizing a Students’ Design Competition (SDC). This event preceded FUSION2020 on the 6th of October 2020. The SDC was opened to all bachelor and diploma students from local higher institutions. 21 groups from various public and private institutions participated in this competition. They presented their posters and demonstrated their prototypes to the judges.

The SDC online event flow was mimicking the physical poster competition. The poster presentations ran for a half-day. The other half of the day was used by the judges to discuss the overall results and choose the winners. Prizes for the winners: first, second and third places, are in the form of monetary value sponsored by myHCI-UX, with RM200 (first place), RM150 (second place), and RM100 (third place), along with certificates. Others will receive either Gold, Silver, or Bronze online certificates. Congratulations to all! The details of the results can be viewed at https://myhci-ux.org/fusion-2020-design-competition-winner/.

Bravo to all winners and mentors from University Putra Malaysia (UPM) secured all places in the competition.

We hope that we will meet in-person again in 2021. FUSION will continue to grow to be a nationally recognized platform for HCI forums that bridge academia and industries.
Quito ACM SIGCHI Chapter

Dr. Jorge-Luis Pérez-Medina (Universidad de Las Américas), Quito ACM SIGCHI Chapter, Ecuador

QuitoCHI is a professional chapter whose mission is to share experiences and carry out activities aimed at disseminating the scientific/technological advances typical of the domain of human-computer interaction. In June 2020, we held a virtual event to present some augmented and virtual reality projects carried out by professors and researchers from two institutions: the Universidad de Las Américas (UDLA) from Quito and the Universidad Tecnológica de León from Mexico (UTL).

Among the topics presented were the Monitoring of the Human body with Virtual Reality. The topic described the advantages of tracking the human body and the importance of placing real users in the virtual reality design process. For example, the technology and resources necessary for developing applications where people can interact with the virtual world were presented.

Another of the topics addressed was the virtual tour experience to facilitate the induction process of the UTL. This presentation showed the evolution and challenges of a project that
began as a group exam and is now used for university inductions in 360° video format and desktop, mobile, web, and virtual reality applications.

The event culminated in reflecting on the tools and technological solutions to tackle Augmented Reality projects carried out. As the moderator of the event, I can conclude that the event aroused the participants' motivations, most of whom are studying software engineering.

Figure 2: Interactive Online Discussion
Cairo ACM SIGCHI Chapter (CairoCHI) is the only professional chapter in Egypt. Our mission is to raise HCI awareness across academia and Industry in Egypt and cultivate a diverse HCI community, where we bring together efforts and collaborations in the field.

In June 2020 and over a period of 3 months, we held an online talk series event called "CairoCHI Live Talks Series." We had the honor to host 6 online talks from academia and industry, both in and outside Egypt. The talks were free of charge and open to the public. We published speakers request forms where anyone can apply to give a talk after a filtration process. We alternated the talks per week, so one-week academic talk and the next industrial and so on. This was done not to lose participants in between and to have a steady number of attendees per talk.

The average attendees' number was 25 per talk and reached 50 in some industrial topics. The talks were in Arabic and English, and we received very positive feedback from the attendees on the topics selected, discussions, and presented material. The most positive aspect of our talks was the Q&A discussions, they were full of energy, and everyone liked and contributed to the discussions. In the near future, we plan to continue our talks series with a workshop series to complement the knowledge we previously introduced and give some hands-on experience to our attendees.

From our online talks series, we learned that 1) it's more beneficial to ask what the attendees want as a topic, e.g., by creating a poll on the chapter’s webpage, and 2) increase the benefit of the talks by sharing the events with other Arabic speaking chapters.

Figures 1: Sessions posters samples
Why do Humans use computers?

- Interfaces should stay as invisible as possible so users can focus on the task rather on the interface.

Figures 2. Interactive presentations and discussions
Colombo SIGCHI Chapter (ACM SIG CHI Colombo) celebrated its official inauguration on the 25th February 2020 with 45+ participants representing academia, industry, and students from across the country (see figure 1). Although the population with interest in Human-Computer Interaction in Sri Lanka is comparably smaller, the Colombo SIGCHI chapter formed a mission to grow interested in the field while being a catalyst to spearhead many national activities HCI. The chapter has launched few initiatives to educate about the HCI researchers, such as a) Medium Blog post channel “Get to know a Sri Lankan HCI Researcher” at (see Figure 2), b) Chapter Newsletter at with the freedom to sign up for anyone with interest in HCI regardless of being an ACM or SIGCHI member.

The chapter has conducted major events during the year 2020 (see Figure 3):
1) Collaborative meeting with the SLIIT HCI research group
2) Collaborating with the country's premier IT conference to lead the HCI track and planning more activities despite an unprecedented period of time with a global Pandemic.

Figures 1. Colombo SIGCHI Chapter inauguration
Figure 2. Medium Blog post channel “Get to know a Sri Lankan HCI Researcher”

Figures 3. Collaboration with the SLIIT HCI research group and country’s premier IT conference, ICTer - HCI track
Article 05

A Brief 2020 Report from BR-CHI ACM SIGCHI Chapter

Soraia Prietch, Dr. (UFR), Marcelle Mota, Dr. (UFPA), and Kamila Rios, Dr. (USP, São Carlos), Brazilian ACM SIGCHI Chapter (BR-CHI)

During the chapter's meeting, on November 13, 2020, we presented brief report information about our goal and activities as current officers of the Brazilian ACM SIGCHI Chapter (BR-CHI), which we also present here. This team - formed by Soraia Prietch (Chair), Marcelle Mota (Vice-Chair), and Kamila Rios (Treasurer) - was elected during the general meeting of the IHC 2019 (the Brazilian Symposium on Human Factors in Computing Systems) - the most important event of the area in Brazil -, which stated our term as Officers from 2019 to 2021.

Counting from November, during 2020, the BR-CHI increased the number of members and followers on its social networks. Here are some statistics: 112 followers on Twitter, 194 on Instagram, 145 on the Facebook webpage and 346 on the Facebook group, and 207 on YouTube. BR-CHI has: 43 students and 141 professionals (from academy and industry), summing up to 184 members. On BR-CHI's website, we invite newcomers to membership.

BR-CHI's main goal is to provide an interface between ACM SIGCHI and HCI Brazilian Community. Research, education, and professional practices can be supported, and collaboration can be motivated. To achieve our main goal, we have been conducting many activities, such as, to disclose funding opportunities and activities in the HCI field (e.g., conferences, volunteer positions); to keep the dialogue with SIGCHI representatives and other local chapters around the world (e.g., participating in the 2020 Chapter Website Competition; to encourage the organization of local HCI events; to participate as advisory members of the CEIHC (Special Human-Computer Interaction Committee); to report our activities in the general meeting of the IHC; to get involved in the Latin American initiatives; among others.

Figure 1. New BR-CHI logo design
Specifically, this year, BR-CHI has organized 12 main events to involve the HCI Brazilian Community and provide a means to bring people together. With the pandemic, our national events were held virtually, and we felt the need to be in touch with friends, collaborators, and potential research partners/students. With this motivation in mind, we promoted the BR-CHI Logo Design Contest. We had Figure 1 as the winner design and hosted 11 webinar lectures with prominent Latin American researchers, mostly from Brazil and industry professionals. The goal of hosting the webinars was to bring the HCI Brazilian Community together during the period of social distance and discuss research, engage students and researchers, and promote a closer relationship with the industry. Some webinar themes were the following: "BR-CHI: Challenges and Lessons Learned"; "HCI and neurodiversity"; "Reflections from the Classroom and Beyond"; "Life and death: paths of interaction"; "Publishing is necessary! Be read, too!"; "Communicability Assessment Methods"; "IHC's contributions to the theories that substantiate Computer Science"; "Experiences with User Experience"; "About Couplings and Interaction"; and, "SPIDeLab and ITI / LARSyS".

Thank you! (Obrigada!)

sigchi.brazil@gmail.com
A Brief Report from Greek ACM SIGCHI Chapter

George Caridakis, Maria Roussou, Nikolaos Avouris, Greek ACM SIGCHI Chapter, Greece

The goal of the Greek SIGCHI chapter is to provide the forum for all Greek HCI researchers and practitioners in order to discuss, meet, collaborate and promote HCI related issues both in academia and industry. Established in 2008 has been growing ever since and now involves more than 120 members and has organized and supported meetings, events and activities inline with its goals.

The ACM Greek Working Group on Human Computer Interaction (GrCHI) was established in 2008 and aims to promote collaboration between Greek researchers and professionals (private and public) that share common interests in human-computer interaction. Its primary goal is to facilitate communication, coordinate and support related initiatives and overall become a reference organization for HCI related activity in Greece and beyond.

The GreekCHI officers, as elected on late 2019, are:

1. **Chair:** George Caridakis (gcari@aegean.gr) - Assistant Professor at the Department of Cultural Technology & Communication, UAegean, II
2. **Vice-Chair:** Maria Roussou (mroussou@acm.org) - Assistant Professor at the Department of Informatics & Telecommunications, National and Kapodistrian University of Athens
3. **Treasurer:** Nikolaos Avouris (avouris@upatras.gr) - Professor at the Division of Electronics and Computers, UPatras
4. **Member:** Panagiotis Koutsabasis (kgp@aegean.gr) - Associate Professor at the Department of Product and Systems Design Engineering, UAegean
5. **Member:** Tasos Makris (tamakris@otenet.gr) - Information Systems Director with Gourdomichalis Maritime
6. **Member:** Katerina Elraheb (kelraheb@di.uoa.gr) - Researcher at Madgik, Department of Informatics & Telecommunications, National and Kapodistrian University of Athens

Figures 1: World Usability Day 2019 event
Article 07

SydCHI Research Day 2020: Building Community and Setting the Local Vision

Anusha Withana (The University of Sydney), Wafa Johal (UNSW), Baki Kocaballi (UTS), Domenique van Gennip (UNSW), Kiran Ijaz (Macquarie Uni), Scott Brown (UNSW), Soojeong Yoo (The University of Sydney), Shlomo Berkovsky (Macquarie Uni), Sydney ACM SIGCHI Local Chapter.

The inaugural SydCHI Research Day of the ACM SIGCHI Local Chapter Sydney (SydCHI), Australia, was held on 7th December 2020 as a hybrid physical and virtual event at the School of Computer Science, the University of Sydney. The event’s goal was to build the local HCI community and set a future vision as a collective. The event was well received and well attended, with 21 participants joining in-person and 13 more online attendees via zoom. Participants represented all the major academic and research institutes in Sydney, including The University of Sydney, The University of New South Wales (UNSW), The University of Technology Sydney (UTS), The Macquarie University, The Western Sydney University, and the CSIRO.

The morning session aimed to get to know the community, where all the participants gave introductory short talks (2 minutes each), describing their research background and interests. This helped the community to identify its unique strengths, common interests, and possibly collaboration directions. Short talks were followed by the networking lunch (provided for in-person participants) to encourage community building further.
The afternoon session's goal was to identify future research directions in HCI relevant to Australia and establish groups with common interests that will come together as teams to conduct collaborative research, raise research funding, and generate research output such as workshops and publications.

Participants proposed different research themes relevant to the community, out of which three were selected based on popularity, namely Rural Healthcare, Remote Families, and Remote Learning. Participants self-selected to join the theme of their interest and worked in groups to identify research problems and set activities explored in the coming year. The online support platform Invision drove discussion and note-taking, and the remote participants joined each group using a wearable zoom enabled tablet computer. An in-person participant acts as the telerobot to help effective engagement of the online participants.

Finally, the session was concluded with small presentations from each group outlining planned activities for the next year. Our goal is to conduct quarterly online events to discuss each theme further.

In conclusion, the event was well-received, attended, and resulted in new collaborative groups within the local community. Furthermore, it was the first physical event for many participants in a long time due to COVID-19. The event participants received a SydCHI goody bag with a SydCHI coffee mug, notebook, and a pen. Meals and barista coffee was provided during the session.

The organizing committee would like to acknowledge the SIGCHI development fund for supporting the event. We would also like to thank the University of Sydney and The University of New South Wales for providing event space, administrative support, and technical support.

For more details on the SydCHI and its activities: Visit: sydchi.acm.org or follow us on Twitter: @sydsigchi
A Brief Report 2020 from Mumbai ACM SIGCHI Chapter

Rucha Tulaskar, Mumbai ACM SIGCHI Chapter

In October 2019, ACM SIGCHI Mumbai became the first professional chapter formed in India. Long before it was officially formed, Mumbai chapter officers had started organizing events and monthly meets along with the IIT Bombay student chapter. The meets are dedicated to bridging the gap between academia and industry practitioners, spreading the HCI knowledge, and creating a platform for innovations and researchers. The chapter has thrived on various subjects like service design, design ethics, data visualization, computational design, user research methods, quantifying creativity, etc.

The meets showcase the presentations of inclusive subjects and encourage other forms of knowledge sharing like book reviews, panel discussions, and workshops. Our professional chapter’s success lies in our constant collaboration with the student chapter, bringing diversity in the subjects and presenters. Starting with a small group meeting in IIT Bombay in July 2019, the Mumbai chapter has come a long way with strong support from Anirudha Joshi and all other chapter members.

Following are a few highlights that conclude our attainments:

- We have conducted 17 meets till now.
- Pandemic has not stopped us, hence from March 2020, we have shifted to virtual, which has allowed us to connect with presenters from different parts of the world.
- We have collaborated with around 40 national/international experts in the field of HCI.
- We celebrated our anniversary meeting, in June 2020, by inviting international speakers and organizing a workshop on Critical Design Fiction.
- In the middle of the year 2020, the meets were focused on pandemic and its impact on HCI research and practitioners and are reflected in the presentation topics like UX’s changing landscape in the pandemic, digital designer toolkit, research methods for designing socio-technical platforms, and interaction in everyday things, etc.
- We have a Social Media presence on Facebook, Instagram, and LinkedIn. We also have our Slack channel, where we share news and announcements with our members and regular attendees.
- Rucha Tulaskar (Chair), Manjiri Joshi (Vice-chair), Hemant Bhagia (Treasurer), and Roopam Mishra (Secretary) are continuing their second term as the Chapter Officers from October 2020-October 2021.
The last meet of the year 2020 is scheduled for 26th December 2020, and it is planned as an ‘Open mic’ where we have invited members, past attendees to look back and discuss the direction for future events.

For the upcoming events in 2021, the organizing committee plans to bring in distinctive subjects like design policies, dark patterns, HCI research in South Asia, etc. We are also working on a CHI conference session and encouraging professionals to contribute to HCI research. We thank all our members, attendees, and supporters for making all our meets a great success.

For more details and announcements:

**Website**
https://sigchimumbai.acm.org/wp/

**Follow us**
Facebook - https://www.facebook.com/sigchi.mumbai
LinkedIn - https://www.linkedin.com/groups/12483335/
Instagram - https://www.instagram.com/acmsigchi.mumbai/

**Join Slack channel**
https://join.slack.com/t/acmsigchi-mumbai/shared_invite/zt-a5tiry46-GE4wxvdLhe0lpFBJfxRPcw
Article 09

**Humanistic Co-Design Initiative in Saudi Arabia: The CoCreate Program**

*Shiroq Al Megren (HCI Design Lab, MIT), Areej Al-Wabil (HCI Design Lab, Alfaisal University), KACST ACM SIGCHI Chapter, Saudi Arabia*

The range of challenges that persons with disabilities face is particularly diverse and personal, leading to new and innovative technical explorations. CoCreate is a one-year interdisciplinary innovation fellowship program in collaboration with scientists and engineers from the Massachusetts Institute of Technology (MIT) and the Humanistic Co-Design Initiative. The program focuses on empowering local designers, makers, and engineers to develop new assistive technologies alongside local people with disabilities collaboratively. This program encourages applying this co-design process to identify, document, and model early-stage innovations for assistive technology.

Sponsored by the HCI Design Lab and the KACST ACM SIGCHI chapter, the program started with a three-day workshop in January 2020 and continued for 12 months until the end of December 2020 in a year-long design fellowship program. The January workshop aimed to launch the program by going through the first stages of the roadmap: Empathy, opportunity identification, information gathering, reflection, and prototyping.

The first day of the workshop was organized to help designers with empathy by introducing the concept of disability and accessibility to local designers before meeting the participating designers (i.e., persons with disabilities) and preparing designers to develop empathy. Designers attended a short lecture series on disabilities, assistive technology, designer partner relationship building, and product design. The designers then experimented with a series of disability simulation activities as they attempted to complete a series of tasks while using disability aids (see Figures 1 and 2).

On the second day of the workshop, the co-designers, persons with disabilities, were invited to introduce themselves and showcase their current idea solutions. After that, the designers were divided into random groups to circulate them among the participating co-designers to learn more about their daily lives and interests, and their strengths and challenges. After all the groups had gathered with each co-designer, the designers were allowed to form into project teams centered around a particular co-designer. Teams were encouraged to develop an interview protocol to define an activity in which the co-designer could use a piece of technology to participate more independently. Throughout the day, designers are given mini-lectures to introduce them to the research methods commonly adopted in the Design Innovation (DI) process, such as scenarios and trip maps. Interviews with
co-designers often follow these methods to uncover the users' feelings, motivations, and emotions.

On the last day of the workshop, the teams gathered information and developed ideas and prototypes. They completed a project plan identification template with an initial idea, which will serve as their primary model. This report included a visual example of the idea, market research, expected production materials/techniques, detailed descriptions of the device, and the problem. The team then submitted the completed project plan to a jury made up of professionals with assistive technology experts. The committee provided constructive feedback to each team and nominated the teams to join the one-year fellowship.
After the three-day workshop, more co-designers were recruited to gather feedback on the teams' initial prototype accepted to the fellowship. Due to COVID-19, the fellowship had to guide and educate the teams on remote co-design practices that can support their initial ideas' progress. The program is now nearing its closing with 24 active projects addressing the Saudi community's various accessibility needs. Teams will graduate in early January, where support will still be available to disperse the disabled Saudi community's teams.
Article 10

A Behind the Scenes Look at a Career in Game Design

Enrique Castillo, Shelvesha Taylor, Dane Haggerty, Douglas Zytko (Oakland University, Rochester, MI), Oakland University ACM SIGCHI Student Chapter, United States

The Oakland University ACM SIGCHI Student Chapter focuses on providing students with practical insight for a successful HCI and computer science career more broadly.

In November, the Student Chapter hosted a virtual seminar with Matt Smudz, a 9-year veteran of the game development industry. Mr. Smudz is co-founder of the indie game studio Paralune Games and former game developer for Vicarious Visions (known for the Skylander Series and the latest Crash Bandicoot game). He gave a behind-the-scenes look at how he got started in the game industry and advice on how students can best prepare for a game design career.

This seminar was the highest attended event in the chapter’s history. It included a spirited Q&A session, and several new students signed up as members of the student chapter after the event. New events are in the planning, and we are excited to continue providing practical career advice to fellow students!
Article 11

2020 World Usability Day Celebration in Valparaíso

Daniela Quiñones Otey and Luis Rojas Concha (School of Informatics Engineering, Pontificia Universidad Católica de Valparaíso Chile), Valparaíso ACM SIGCHI Chapter, Chile

As every year, ACM SIGCHI Valparaíso celebrates World Usability Day (WUD) by conducting an event to promote the importance of different usability and user experience issues and raise awareness about designing products, services, or systems simpler to access and easy to use.

This year, the main theme of the event, “Human-Centered AI,” explores the design of highly automated systems but that allows a high degree of user control. Although historically this event has been held in person, due to the pandemic period, a webinar was organized, which was scheduled on the 12th of November via the Zoom platform, from 19:00 to 20:15.

The webinar was guided and moderated by the chair of ACM SIGCHI Valparaíso, Dr. Daniela Quiñones Otey, who organized 2 lectures where 36 participants from different organizations and universities in Chile were registered. The first lecture was called “Programmer eXperience”, presented by Dr. Jenny Morales from Universidad Autónoma de Chile. The second lecture was called “Emotions from HCI to IA”, presented by Dr. Sandra Cano from Pontificia Universidad Católica de Valparaíso.

In the first part of this webinar, Dr. Jenny Morales lectured on a topic related to her doctoral thesis, the Programmer eXperience (PX). In this talk, she spoke about the importance of software development artifacts used by programmers when doing their work, the several factors that may affect their experience, and possible instruments and/or methods for successfully evaluating the programmer experience to improve it. Concluding with the presentation of his work, which consisted
of a set of heuristics for programming environments, designed to evaluate the Programmer eXperience and the methodology used to develop them.

In the second part, Dr. Sandra Cano lectured about affective communication and affective theory of emotions. She focused mainly on how the detection of emotions has evolved over the years through different products, systems, or services that make it possible, highlighting how today different robots react based on people's emotions. Finally, she indicated different applications in which robots can detect emotions, such as chatbots for affective therapy support (PNL) or smart affective toys (Human-Robot Interaction).

At the end of the event, the two lectures presented in the webinar were discussed, obtaining different conclusions from participants about Human-Centered AI and its possible future applications. This event made it possible to spread the word about the importance of user experience and discuss how artificial intelligence (IA) can help people improve the way they perform their daily tasks.
Article 12

UX Workshop To Connect Thai Youth to Arts and Culture of an Old Kingdom

By Siranee Nuchitprasitchai and Yuenyong Nilsiam (King Mongkut’s University of Technology North Bangkok Thailand), Bangkok ACM SIGCHI Chapter

Ayutthaya—an ancient Siamese kingdom—was the location that Siamese culture reached its golden age prior to the founding of Thailand. Ayutthaya is north of Bangkok in just an hour drive. Nowadays, Ayutthaya is one of the centers in Thailand for studying historical architecture, artifacts, and culture. In December 2020, Bangkok ACM SIGCHI Chapter and the Faculty of Science and Technology, Phranakhon Si Ayutthaya Rajabhat University (ARU) organized a two-day UX workshop for ARU’s undergraduate students to learn about user experience design. The students practiced what they have learnt by designing better user experiences for visitors and staff at the Ayutthaya Studies Institute (ASI).

The first day of the workshop was organized to help students understand the concept of user experience. We used herbal candies, the product that students are familiar with, to introduce this novel concept. Students were asked to reflect and write about their experiences and feelings toward the products, for example, how the packaging influences the use of products during the COVID-19 pandemic (see Fig. 1). Afterwards, we used their multifaceted responses as examples to demonstrate user experience. The workshop proceeded to introduce design thinking, user research techniques, rapid prototyping, and UI design principles.

Figures 1. Students wrote their experiences of herbal candies

Students were divided randomly into seven groups and each group was assigned one interviewer, two observers, one photographer, one video recorder, and one mobile
application developer. ASI’s staff were invited to share with the students about the institute and their work. Students were given a tour of ASI’s library and a traditional Thai house which is a part of the museum (Figures 2).

Figures 2. Site visit at ASI’s library and Thai house museum

During the tour, we encouraged students to ask about user experience of the visitors and staff, and look for potential pain points. Students pointed out that while ASI makes the information about their exhibits digitally available via QR codes, some of their exhibits provide more granulated access than others. For example, in an exhibit of masks of Khon (operatic masked-dance drama), each mask has a unique QR code. However, for the library resources, there is only one QR code (see Fig. 3). Students also identified a problem of visitors being disappointed because some museum stations are unmanned. These findings led to design ideas such as presenting information in an interactive augmented reality.

Figures 3. Potential pain points of user experiences after visiting ASI’s library and Thai house museum: a) Digital information about Ayutthaya attractions or history is provided by only one QR code. b) Digital information about each of the Khon masks is provided by unique QR codes.

Each group brainstormed ideas from users’ information, designed and built prototypes, and presented them in the classroom to get feedback from us and UX experts (see Figure 4 and Figure 5). Prototypes of mobile applications were designed and developed by using Android studio software https://developer.android.com/studio (see Fig. 5). Each group came up with
different ideas such as ASI’s visit booking, Ayutthaya’s digital guide book, ASI’s library management, ASI’s e-book, and ASI’s attractions map (see Figures 6).

On the second day of the workshop, we introduced usability testing and the iterative design process. Two ASI staff tested the students’ prototypes with the “think aloud” technique (see Figure 7).
In each test session, two students observed the testers and noted down usability problems. A moderator asked the testers what they were looking for, what they were thinking, or what they expected at each stage of the interaction with the prototype. For example, the tester #2 tried to click on a picture of an e-book catalog page (see Figure 8b) and then the moderator asked what he expected to happen. The tester #2 said that he expected to see the e-book content page (see Figure 8c). Later, the tester randomly clicked on the “Read more” button, and the application displayed the e-book content page.

The mobile application developers improved their prototype designs according to the feedback from the two testers. At the end of the last day, each group presented their final prototype, received constructive feedback from us and UX experts (see Figure 9).
Figure 9. Participants and facilitators of the UX design workshop