



Press Release

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SIGCHI Announces Best of CHI 2007 Award Winners **Six leading-edge papers and one technical note honored at Conference**

San Jose, CA (25 April, 2007) -- ACM SIGCHI – the official sponsor of CHI 2007, the premiere international conference for Human-Computer Interaction – today announced the winners of the annual "Best of CHI" awards. The Program recognizes outstanding work in the field of human-computer interaction by selecting and honoring exceptional technical papers and notes submitted to the annual CHI conference.

CHI 2007 is celebrating its 25th anniversary from April 28 to May 3 in San Jose, California with the theme “Reach Beyond,” which commemorates the past and embraces the future. The Best of CHI Committee singled out six papers – one percent of the papers submitted – from among 571 submissions, and one technical note from among 266 note submissions.

“Getting a paper into CHI is incredibly competitive, and all accepted papers are thoroughly vetted and of high quality. Each winning paper and technical note therefore represents exemplary work in the field of HCI,” noted Dr. Wendy Kellogg, Chair of the Best of CHI 2007 Committee.

The papers recognized this year represent a diverse set of research topics and approaches, and originate from a wide spectrum of universities and industrial research labs. Topics covered include sustainable interaction design; programming approaches to applications that use sensor data; the use of digital devices to supplement human memory; group trust and videoconferencing; novel interaction techniques with touch-screen handheld devices; and how people interact with video on their mobile devices.

All accepted papers are presented at the CHI Conference and published in the CHI Conference

Proceedings. The CHI Proceedings are read and cited worldwide, and have a wide impact on the

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development of HCI theory, method and practice. Following the Conference, all papers and technical notes will become accessible to thousands of computing researchers and practitioners worldwide as part of the ACM Digital Library <http://portal.acm.org/dl.cfm>.

The six honored papers include:

- **Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse**

This paper presents the perspective that sustainability can and should be a central focus of interaction design—a perspective that is termed Sustainable Interaction Design. Sustainability is presented in terms of design values, methods, and reasoning.

- **Authoring Sensor-Based Interactions by Demonstration with Direct Manipulation and Pattern Recognition**

This paper introduces techniques for authoring sensor-based interactions by demonstration. It embeds these techniques in a design tool called Exemplar, and evaluates it through a lab study and a theoretical analysis using the Cognitive Dimensions of Notation framework.

- **Software or Wetware? Discovering When and Why People Use Digital Prosthetic Memory**

This paper reports on a lab study which investigates the use and preferences for organic memory versus prosthetic memory devices, and discusses the implications for future prosthetic memory design and theory.

- **MultiView: Improving Trust in Group Video Conferencing through Spatial Faithfulness**

Previous research has shown a deleterious effect of spatial distortions in the perception of gaze and pointing in the formation of trust in one-on-one video conferencing. This study extends the finding to inter-group trust formation and demonstrates a technique that remedies the problem in a simple, scalable way by using a directional display and perspective accurate personal video streams.

- **Consuming Video on Mobile Devices**

Drawing on diary records and ethnographic interviews of mobile video users, this study identifies the social motivation and values that characterize mobile video consumption beyond the simplistic notion of viewing content to kill time. Implications for the adoption and design of mobile video technologies and services are discussed.

• **Shift: A Technique for Operating Pen-Based Interfaces Using Touch**

This paper proposes a new pointing technique designed to reduce the error rates users typically experience when touching screens on small devices. The technique enables users to select smaller targets with lower error rates than with an unaided touch screen, and to select larger targets more quickly than with previous techniques.

A complete list of the best papers, technical notes, honorable mentions, and their authors follows this release.

Human-Computer Interaction is a critical multidisciplinary field dedicated to understanding the multifaceted relationships between users (including groups and organizations) and technology, and to improving and inventing interactions mediated by technology. The impact of Human-Computer Interaction on societies worldwide has grown immensely over the past 25 years, and CHI again provides a unique venue for professionals, academics, and students to discuss the most contemporary issues and make connections on a global stage.

Organizations contributing to the financial support of CHI 2007 include (Hero Level) Intel Corp.; (Champion Level) Cisco Systems, Inc.; Cooper; Google, Inc.; Intuit; Microsoft Corp.; the National Science Foundation (NSF); SAP AG; Sun Microsystems, and Yahoo! Inc.

About ACM

ACM, the Association for Computing Machinery (www.acm.org), is an educational and scientific society uniting the world's computing educators, researchers and professionals to inspire dialogue, share resources and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning



Best Papers (6)

Sustainable Interaction Design: Invention & Disposal, Renewal & Reuse

Eli Blevis, Indiana University (USA)

Authoring Sensor-Based Interactions by Demonstration with Direct Manipulation and Pattern Recognition

Björn Hartmann, Stanford University (USA), Leith Abdulla, Stanford University (USA), Manas Mittal, MIT Media Laboratory (USA), Scott R. Klemmer, Stanford University (USA)

Software or Wetware? Discovering When and Why People Use Digital Prosthetic Memory

Vaiva Kalnikait, Sheffield University (UK), Steve Whittaker, Sheffield University (UK)

MultiView: Improving Trust in Group Video Conferencing through Spatial Faithfulness

David Nguyen, University of California, Berkeley (USA), John Canny, University of California, Berkeley (USA)

Consuming Video on Mobile Devices

Kenton O'Hara, Hewlett-Packard Labs (UK), April Slayden Mitchell, Hewlett-Packard Labs (USA), Alex Vorbau, Hewlett-Packard Labs (USA)

Shift: A Technique for Operating Pen-Based Interfaces Using Touch

Daniel Vogel, University of Toronto (Canada), Patrick Baudisch, Microsoft Research (USA)

Honorable Mention Papers (22)

Back Stage on the Front Lines: Perspectives and Performance in the Combat Information Center

Paul M. Aoki, Intel Research (USA)

Modeling and Understanding Students' Off-Task Behavior in Intelligent Tutoring Systems

Ryan S.J.d. Baker, University of Nottingham (UK)

Move to Improve: Promoting Physical Navigation to Increase User Performance with Large Displays

Robert Ball, Virginia Polytechnic Institute and State University (USA), Chris North, Virginia Polytechnic Institute and State University (USA), Doug A. Bowman, Virginia Polytechnic Institute and State University (USA)

Selection-Based Note-Taking Applications

Aaron Bauer, Carnegie Mellon University (USA), Kenneth R. Koedinger, Carnegie Mellon University (USA)

How HCI Interprets the Probes

Kirsten Boehner, Cornell University (USA), Janet Vertesi, Cornell University (USA), Phoebe Sengers, Cornell University (USA), Paul Dourish, University of California, Irvine (USA)

A Cognitive Constraint Model of Dual-Task Trade-Offs in a Highly Dynamic Driving Task

Duncan P. Brumby, Drexel University (USA), Andrew Howes, University of Manchester (UK), Dario D. Salvucci, Drexel University (USA)

Augmenting the Mouse with Pressure Sensitive Input

Jared Cechanowicz, University of Saskatchewan (Canada), Pourang Irani, University of Manitoba (Canada), Sriram Subramanian, University of Saskatchewan (Canada)

What Are You Looking For? An Eye-Tracking Study of Information Usage in Web Search

Edward Cutrell, Microsoft Research (USA), Zhiwei Guan, University of Washington (USA)

The Life and Death of Online Gaming Communities: A Look at Guilds in World of Warcraft

Nicolas Ducheneaut, Palo Alto Research Center (USA), Nicholas Yee, Stanford University (USA), Eric Nickell, Palo Alto Research Center (USA), Robert J. Moore, Palo Alto Research Center (USA)

Task and Social Visualization in Software Development: Evaluation of a Prototype

Jason B. Ellis, IBM T.J. Watson Research Center (USA), Shahtab Wahid, Virginia Polytechnic Institute and State University (USA), Catalina Danis, IBM T.J. Watson Research Center (USA), Wendy A. Kellogg, IBM T.J. Watson Research Center (USA)

A Game Design Methodology to Incorporate Social Activist Themes

Mary Flanagan, Hunter College (USA), Helen Nissenbaum, New York University (USA)



Modeling the Impact of Shared Visual Information on Collaborative Reference

Darren Gergle, Northwestern University (USA), Carolyn P. Ros, Carnegie Mellon University (USA), Robert E. Kraut, Carnegie Mellon University (USA)

Shallow-Depth 3D Interaction: Design and Evaluation of One-, Two-, and Three-Touch Techniques

Mark Hancock, University of Calgary (Canada), Sheelagh Carpendale, University of Calgary (Canada), Andy Cockburn, University of Canterbury (New Zealand)

Meta-Analysis of Correlations among Usability Measures

Kasper Hornbæk, University of Copenhagen (Denmark), Effie Lai-Chong Law, Eidgenössische Technische Hochschule Zürich (Switzerland)

An Exploration of Web-Based Monitoring: Implications for Design

Melanie Kellar, Dalhousie University (Canada), Carolyn Watters, Dalhousie University (Canada), Kori M. Inkpen, Dalhousie University (Canada)

Usability Testing: What Have We Overlooked?

Gitte Lindgaard, Carleton University (Canada), Jarinee Chattratchart, Kingston University (UK)

Web Page Revisitation Revisited: Implications of a Long-Term Click-Stream Study of Browser Usage

Hartmut Obendorf, University of Hamburg (Germany), Harald Weinreich, University of Hamburg (Germany), Eelco Herder, University of Hannover (Germany), Matthias Mayer, University of Hamburg (Germany)

Do Life-Logging Technologies Support Memory for the Past? An Experimental Study Using SenseCam

Abigail Sellen, Microsoft Research Cambridge (UK), Andrew Fogg, Microsoft Research Cambridge (UK), Mike Aitken, University of Cambridge (UK), Steve Hodges, Microsoft Research Cambridge (UK), Carsten Rother, Microsoft Research Cambridge (UK), Ken Wood, Microsoft Research Cambridge (UK)

Improving Recognition with Characterization in Groupware with Rich Embodiments

Tadeusz Stach, University of Saskatchewan (Canada), Carl Gutwin, University of Saskatchewan (Canada), David Pinelle, University of Saskatchewan (Canada), Porang Irani, University of Manitoba (Canada)

Sabbath Day Home Automation: “It’s Like Mixing Technology and Religion”

Allison Woodruff, Intel Research (USA), Sally Augustin, PlaceCoach, Inc. (USA), Brooke Foucault, Intel (USA)

A Meta-Analysis of the Impact of the Inclusion and Realism of Human-Like Faces on User Experiences in Interfaces

Nick Yee, Stanford University (USA), Jeremy N. Bailenson, Stanford University (USA), Kathryn Rickertsen, Stanford University (USA)

Social Responses to Virtual Humans: Implications for Future Interface Design

Catherine Zambaka, University of North Carolina, Charlotte (USA), Amy Ulinski, University of North Carolina, Charlotte (USA), Paula Goolkasian, University of North Carolina, Charlotte (USA), Larry F. Hodges, University of North Carolina, Charlotte (USA)

Best Note (1)

Designing a Mobile User Interface for Automated Species Identification

Sean White, Columbia University (USA), Dominic Marino, Columbia University (USA), Steven Feiner, Columbia University (USA)

Honorable Mention Notes (3)

Tracking the Interaction of Users with AJAX Applications for Usability Testing

Richard Atterer, Media Informatics Group (Germany), Albrecht Schmidt, Fraunhofer IAIS, University of Bonn (Germany)

The Truth about Lying in Online Dating Profiles

Jeffrey T. Hancock, Cornell University (USA), Catalina Toma, Cornell University (USA), Nicole Ellison, Michigan State University (USA)

Getting Our Head in the Clouds: Toward Evaluation Studies of Tagclouds

A.W. Rivadeneira, University of Maryland (USA), Daniel M. Gruen, IBM Research (USA), Michael J. Muller, IBM Research (USA), David R. Millen, IBM Research (USA)