

CLIHC 2017

Student Design Competition

Objectives

- Provide an opportunity for students of Human-Computer Interaction and related fields (e. g. Computer Science, Design, Psychology, Social Sciences, among others) to participate in a real-life design project.
- Create an exhibition space of solutions to a socially-relevant problem.
- Foster interaction between industry representatives and students.

The design problem

According to the World Health Organization, there are more than 285 million blind or visually impaired people in the world. 90% of them live in developing countries. Even though technological advances have helped lessen the gap that deters them from a satisfactory and independent life, we are still catching up. One of the areas which is more critical and less frequently addressed is that of digital literacy for people who are blind or low vision. The lag in adoption and use of technology among users who are blind or low vision is frequently not the result of access to resources such as a computer, internet connection, smartphone. It is rather a direct outcome of the lack of training for these users to be able to take advantage of viable technological solutions (i.e. information retrieval, banking and social networks).

The challenge for this project is designing an object, product, interface, system or service that can help people who are blind or low vision to learn how to manage their digital life and ameliorate or diminish the effects caused by the aforementioned challenges. We posit that, by proposing an innovative solution to the design problem using user centered design methodologies, we will contribute to foster solutions to optimize their overall quality of life.

Participants

- Groups of up to four students with one supervisor.
- Each team must have at least two students and one supervisor.
- Each supervisor can have only one team.
- The supervisor may be a professor or industry professional.

Submissions

Each group must submit a presentation with a maximum of 15 slides, and a written report of up to 4 pages in ACM Extended Abstract format describing in more detail the points raised in the presentation; in English, and in PDF format. Both documents should describe:

- The problem addressed.
- The social impact of the proposed solution in the Latin American context.

- The process used during the project.
- The methodology, methods and techniques used.
- The description of the user community.
- The proposed solution and potential effects in the community served.
- Next steps/future plans

As with other submissions sent to CLIHC 2017, the Students Design Competition entries should not have been previously accepted for presentation or publication in any other event.

Submission format to be used will follow the ACM Extended Abstracts Format: Word template at <https://fce.ufm.edu/wp-content/uploads/2017/05/extendedabstractsformat.docx> LaTeX template at <https://fce.ufm.edu/wp-content/uploads/2017/05/latex-extended-abstracts.tar.gz>

Please send your proposal by email to: clihc2017@gmail.com

Important dates

- Submission: August 10th
- Notification: August 26th
- Camera ready: September 11th

Evaluation process

Submissions will be evaluated based on:

- Quality of work.
- Approach novelty.
- Significance of the contribution to the field of HCI.
- Clarity of written document.
- Strength of the case for the expected social impact of the proposal.

Confidentiality of submissions is maintained during the review process. All rejected submissions will be kept confidential in perpetuity. All submitted materials for accepted submissions will be kept confidential until the start of the conference, with the exception of title and author information which will be published on the website prior to the conference. Submissions should not contain sensitive, private, or proprietary information that cannot be disclosed at publication time.

A jury made up of researchers and industry representatives will choose the best five projects based on the two files submitted. The five projects selected will be invited to present during CLIHC 2017.

Late submissions will NOT be considered.

Final presentation at CLIHC

The presentation should be in English. At least two representatives of each team must be present during the event to make the presentation of their project. A jury of four representatives from industry and academia will choose the three winning projects.

Student Design Competition Chairs

Zayira Jordan, Polytechnic University of Puerto Rico / Iowa State University
Pedro C. Santana Mancilla, University of Colima