Consent

Remained for blind review

Purpose
You are being asked to volunteer for a research study to understand which topics and learning goals are important to instructors of classes in Human–Computer Interaction (HCI) at higher-education institutions. We are asking you to volunteer because you teach one or more classes in HCI, an established but evolving field. If you teach an HCI-related course (college or graduate level) you have a stake in the matter and we wish to hear from you!

We plan to run a survey like this annually, focusing on one theme each year. This year’s theme is “design”. By running the survey annually, we hope to assess changes and trends in HCI education, and make these results available to the HCI community.

Exclusion/Inclusion Criteria
Participants in this study must be at least 18 years of age, must have taught a course in HCI at the undergraduate or graduate level, and must be proficient in the English language.

Procedure
If you decide to take part in this study you will be asked to complete an online survey form about your experiences teaching HCI and your attitudes about which learning goals are important for students of HCI. We also ask that you submit the syllabi (if available) of classes that you refer to in the survey. Syllabi can be submitted directly by email to the PIs. These will be collected and analyzed independently of the survey data...
analysis (e.g., no identifying information in the syllabi will be linked directly to your survey data).

You may stop participating in the study at any time. You can simply close the webpage, and incomplete responses will be removed during a weekly data audit, or you can contact either of the PIs directly to request that your data be excluded and expunged. The PIs’ contact information is provided above, and below in the Statement of Rights.

**How long will you be in this study?**

The study consists of only one online survey, which should last no more than 30 minutes.

**Risks/Discomforts**

This study is considered to be of minimal risk. No risks are anticipated, beyond those involved in using a web browser on a personal computer. Limited personal data will be collected. The data we are collecting that might compromise privacy includes the information on this consent form and the research data we collect, including any comments you make in the survey form. We will take measures to protect your identity, by not associating any personal identifiers with any of the survey data (consent forms are electronically stored separately from survey data). Any publications of research data will be de-identified by removing names of people or places from all data.

**Who will be able to see your records of study participation?**

Your records of participation in this study are not accessible to the general public and every effort will be made to maintain confidentiality. However, all records may be subject to subpoena by a court of law. Information that may be gained from this study will be used only for research and educational purposes. Information may be published in academic conferences or journals with permission of the Principal Investigators, but your identity will not be revealed or written in a way that you can be recognized. We will keep syllabi documents that we receive separate from all survey data, and analyze them separately. When possible, we will remove names and email addresses from syllabi, to reduce the risk that these personal identifiers could be tied back to your individual survey data. Upon downloading your syllabi to a secure, stationary Georgia Tech server, your email to us will be expunged.

**Benefits**
There is no direct benefit to you; however, your participation will contribute to pedagogical research in the field of HCI.

**Statement of Rights**
If you have any questions about the study you may contact Dr. Lauren Wilcox by phone: +1 (404) 894-4995 or by email: wilcox@cc.gatech.edu. If you have any questions about your rights as a research volunteer, please call or write: Melanie Clark, Office of Research Integrity Assurance, Georgia Institute of Technology, Atlanta, GA 30332-0420. Phone: +1 (404) 894-6942; Fax: +1 (404) 385-2081. You have rights as a research volunteer.

Taking part in this study is completely voluntary. If you do not wish to take part, you will have no penalty. You may stop taking part in this study at any time without any penalty whatsoever.

**Compensation**
There is no financial gratuity provided or compensation provided for completing this study.

**Costs**
There are no costs to you, beyond the time involved.

**Consent**
If you select the first option below and submit your email address, it means that you have read (or have had read to you) the information given in this consent form, and you would like to be a volunteer in this study.

Have you read the information on this page and do you agree to participate? (Select one)

- I have read this information and agree to participate
- I do not want to participate

**Email address (required)**


Your email address is collected for consent purposes. Survey data collection begins when you click "next" or ">>" below.

No Consent

You indicated that you do not wish to participate. Thank you.

HCI Class Information

What are the names of the HCI courses you teach? (We'll ask about their departments next.)

*Is my class "HCI"?* While we cannot answer this question definitively in a short response, we note that ACM SIGCHI states that members of the SIGCHI community are involved in the "design, implementation and use of interactive computer-based systems in the broadest sense." If your classes train students at the college or graduate level in any of these aspects of interactive systems, your class counts. Ultimately, we want to hear from the community what counts as an HCI class.

In which home departments or schools do you teach these courses? Please spell out the department/school (e.g., "Computer Engineering", "Psychology").
At a **high level**, which **topics** are addressed in the HCI classes you listed above? (Detailed questions follow.)

- Content/Writing
- Design
- Ethics in HCI
- HCI History
- HCI Theory
- Prototyping and Software Development
- Research and Evaluation Methods / User Research
- Specific Application/ Disciplinary Areas
- Other High-Level Topic

What other **high-level topic(s)** do you address in the HCI classes you listed above?

Which **design topics** are addressed in the classes you listed above?

- Accessibility and Universal Design
- Critical Design
- Design Techniques/Practice
- Design Theory
What **other design topics** do you address in your HCI classes?

Which **research and evaluation methods** are addressed in your class?
Experiment Design

- A/B testing
- Single and Multi Factorial Designs
- Eye-Tracking
- Fabrication (e.g., digital, circuit, metal)
- Focus Groups
- Game Play
- Grounded Theory
- Heuristic Evaluation
- Interviews
- Journey Mapping
- Literature Review (e.g., patents, papers, pop culture)
- Mathematical Proofs
- Observation
- Online Ethnography
- Participatory Design/Co-design
- Personas and Scenarios
- Photo Elicitation
- Physiological Input
- Physiological Usability Metrics
- Probes (e.g., Technology, Cultural)

Prototyping

- Lo-Fi (e.g., Sketching)
- Rapid Software Prototyping
- "Med-Fi" Interactive Prototypes
- Physical Prototyping
- Hardware Prototyping
- Psychometrics
- Roleplaying
- Signal Processing (Digital, Analog)
What other research and evaluation methods do you address in your HCI classes?

[ ] Sketching
[ ] Software Verification/Validation
[ ] Speech Processing/Analysis
[ ] Statistical Analysis (Descriptive, Inferential)
[ ] Statistical/Computational Model Performance or Validation (e.g., cross-validation)
[ ] Storyboarding
[ ] Task Analysis
[ ] Text Processing / Analytics
[ ] Thematic Analysis (e.g., Inductive, Deductive)
[ ] Theory Building /Theoretical Contributions
[ ] Think-Aloud Protocol
[ ] Usability Testing
[ ] Walk Throughs
[ ] Web Analytics
[ ] Wizard of Oz
[ ] Workflow Modeling
[ ] Other (specify next)

Which application or disciplinary areas are addressed in the classes you listed above.

[ ] Animals
[ ] Augmented and Virtual Reality
Art (e.g., music, performance, digital media)
Children
Commerce (e.g., online retail, finance, recommender systems, currency)
Crowdsourcing
Education / Learning
Environment / Sustainability
Ergonomics / Human Factors
Games / Entertainment
Health (e.g., personal, health care work, community health, aging)
Human Behavior / Behavioral Economics / Behavior Change
Human–Robot Interaction
ICT4D / HCI4D
Information Visualization
Libraries and Museums
Mobile Computing
NLP (e.g., speech, discourse, etc.)
Personal Informatics
Privacy and Security
Social Change / Computing for Good
Social Computing (e.g., online communities)
UbiComp
Wearable Computing
Work (e.g., coordination, teams, software dev, usable IDEs)
Other (specify next)

What other application or disciplinary areas do you address in your HCI classes?
Which **prototyping and development methods** are addressed in the classes you listed above?

- [ ] 3D Modeling/Building (CAD, 3D printing)
- [ ] Adobe Creative Suite
- [ ] Back-End Software Development (e.g. Java, C#)
- [ ] Cluster Operations/ Distributed, Parallel Data Processing (e.g., Spark, Hadoop)
- [ ] Device Drivers
- [ ] Embedded Systems
- [ ] Fabrication (e.g., digital, raw material, metal, circuits)
- [ ] Front-End Software Development (e.g. Javascript, HTML, CSS)
- [ ] Graphical UI Programming
- [ ] Low-Fidelity Prototyping
- [ ] Machine Learning
- [ ] Microcontrollers (e.g. Arduino, Raspberry Pi)
- [ ] Mid-Fidelity Prototyping/Software Tools (e.g., Axure, POP, Balsamiq)
- [ ] Mobile Platform Development
- [ ] Natural Language Processing
- [ ] Sensor Applications
- [ ] Other (specify next)

What **other development or prototyping methods** do you teach in your HCI classes?

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How do you **evaluate student learning** in your classes?
☐ Attendance
☐ Class Participation
☐ Clicker Data
☐ Computational/Statistical Model
☐ Data Set
☐ Data Visualizations
☐ Design Deliverables (e.g., Visual comps, Lo-Fi Prototypes)
☐ Essays

Exams
☐ Multiple Choice Exams
☐ Written / Short Answer Exams
☐ Other Exams
☐ Group Work
☐ Lit Reviews
☐ Mathematical Proof
☐ Peer Evaluations
☐ Posters
☐ Presentations
☐ Project Reports
☐ Reading Commentaries / Critiques
☐ Reports on Experiments/Tests
☐ Requirements Documents
☐ Research Deliverables (e.g. user research reports, affinity diagrams)
☐ Research Reports
☐ Running Code
☐ Self-Evaluation
☐ Software Tests
☐ Statistics (e.g. statistical results, charts, graphs)
☐ Videos
☐ Working Hardware Applications
What other ways do you evaluate student learning in your HCI classes?

How often do you teach classes in HCI?

- Two or more per semester
- One per semester
- One per year
- One every few years
- Not on a regular basis

How long have you been teaching at least one class in HCI on a regular basis?

- Less than one year
- 1–3 years
- 3–5 years
- 5–10 years
- 10–15 years
- 15–20 years
- 20+ years
Is your primary **affiliation** with industry or an academic institution?

- Industry
- Industry Research
- Academic
- Other

What is your **title** in your **academic position**?

- Adjunct Professor
- Assistant Professor
- Associate Professor
- Department Chair
- Full Professor
- Graduate Student
- Lecturer
- Post Doc
- Professor of the Practice
- Research Scientist
- Senior Research Scientist
- Other

What is your academic title?

[Text field]

In which country do you teach?
Does your academic institution offer an undergraduate or graduate program in HCI (e.g., degree, or specialization)?

- Undergrad program
- Graduate program
- Both undergrad and grad programs
- Neither undergrad nor grad programs in HCI

At what institution do you teach? (Optional)

Design

This section of the survey will focus on design in HCI. Do you teach design in your HCI classes?

- I teach (at least some) design in my HCI classes
- I do not teach design in my HCI classes

The next several questions ask you about the HCI course (in which you teach at least some design) that you teach most often.
What is the **name** of the course?

Roughly **how many students** enroll in the course at a time?

- 0-9
- 10-19
- 20-29
- 30-49
- 50-74
- 75-99
- 100+

In this HCI class, the **learning goals** for students include learning about:

- Aesthetics
- “Big picture” thinking
- Convergent thinking
- Creating novel feedback or input/sensory experiences
- Creativity
- Critical analysis of impact (on individual, society, culture)
- Critical argumentation
- Divergent thinking
- Empathy / Understanding Users
- Ethics
- Experimentation
- Logic
What other learning goal(s) do you have for students in your class?

For at least one of the learning goals you selected, please provide details about an activity that you have found to be effective in promoting that learning goal. Activities can include readings, lectures, discussion, assignments, and in-class activities.

Example goal: Understand interdependencies of sociotechnical design decisions
Example activity: During class, students break into groups of four, each group can vary one feature of the HCI classroom: infrastructure, technology or class size.

- Aesthetics
- “Big picture” thinking
- Convergent thinking
- Create novel feedback/input experiences
- Creativity
- Critical analysis of
What is your **experience or training** related to the goals you specified (e.g., graduate or undergrad course work, work experience, workshops, previously taught courses, academic research)?

Aesthetics

“Big picture” thinking

Convergent thinking

Create novel feedback/input experiences

Creativity

Critical analysis of impact (on individual, society, culture)
What is the biggest **challenge** you face teaching design in this HCI class?

When teaching design in HCI classes, how frequently do students participate in the following activities?

- Never
- Rarely
- Sometimes
- Frequently
- Always
Survey Feedback

Do you have any comments or feedback about the design of this survey?

Are there additional questions you would like to see on next year's survey?

Thank you for taking the time to take our survey!

We also ask that you submit the syllabi (if available) of classes that you refer to in the survey. Syllabi can be submitted directly to us by email. These will be
collected and analyzed independently of the survey data analyses (e.g., no identifying information in the syllabi will be linked directly to your survey data).

You can email syllabi using the subject "HCI Edu Survey" to: