ACM SIGCHI Student Design Competition

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What is the ACM?

Association for Computing Machinery

- Founded in 1947 – world's oldest association for computers
- 96,000+ members worldwide with local chapters
- Organized in 34 Special Interest Groups (SIGs)
ACM Special Interest Groups

- SIGACT – Algorithms and Computation Theory
- SIGART – Artificial Intelligence
- SIGIR – Information Retrieval
- SIGMM – Multimedia
- SIGSOFT – Software Engineering
- …
What is the ACM SIGCHI?

The Special Interest Group on Computer-Human Interaction

Annual conferences since 1982
2500+ participants from 35+ countries

CHI 2011 in Vancouver, Canada, May 7-12
CHI 2011 Student Design Competition

**Phase 1**
Work on design problem

- max 5 students per team
- at least 1 design, 1 management, 1 eng.
- training sessions at least once a week

**Team 1**

**Team 2**

**Phase 2**
Poster & presentation preparation

- Jan 14th: paper submission
- Feb 11th: notification
- May 7-12: conference

Accepted Team
The Design Problem

In the spirit of this year's conference theme of "Connecting...", this year’s challenge is to design an object, interface, system, or service intended to help us appreciate our differences. Differences come in many forms, including culture, community, age, politics, education, and abilities and disabilities. It can be hard for us to appreciate and understand the differences we see in other people but there is rich value in appreciating another person’s point of view and understanding the world through someone else’s eyes. The Internet and globalization are homogenizing our lives, with unique and interesting facets being lost. CHI promotes issues of diversity and under-represented groups and we want to support this in the Student Design Competition. We want you to find new solutions, new groups of people and new issues that could benefit from the application of good design and good technology.
What is expected

To enter the competition, student teams may present either a concept (a clear, detailed design specification that can be taken to prototype), or a fully realized prototype. Either way, teams must clearly illustrate their design decisions and demonstrate the user centered design processes that have been followed. Additionally, as this problem has a broad cultural and social focus, "system design thinking" is encouraged. We strongly encourage consideration of:

• Previous work in this and adjacent areas
• Ethnography and contextual research to ground your design decisions
• Elaboration of methods for evaluating your designs within your iterative design framework
GUC student selection process

• Read the design problem carefully
• Send me an email with the following information before Thursday, 23rd of September, 4pm:
  • Full name
  • Student ID
  • Career and Semester
  • Description on how would you approach the design problem (methodology)
  • Description of a possible topic to address
• My email: christian.sturm@guc.edu.eg
• You will be selected and assigned to one of the teams based on this information.