IAT 884 Student Presentations Guidelines

Presentation 15% - A short (15 minutes) in class presentation followed by a 10 minute discussion you facilitate on a paper related to tangible computing research. Paper must be approved by instructor. Paper choice due on date in online Schedule.

Time: 15 minute presentation followed by 10 minutes for discussion led by presenters.

Use PPT and other materials as appropriate. Use no more than 25 slides. Have no more 5 informational bits per slide. Avoid lengthy text on slides. Consider using white space and images instead of bullet points to make key points. Use images, sketches, diagrams, charts, table, etc as helpful. Label or annotate images to help make meaning clear. Be concise. Focus on the main contribution of the paper.

Template – Cover the following points:

1. Situate the work

Problem All research starts with a problem – some knowledge is unknown. What problem motivating this research?

Domain (art/design; comp/eng; HCI/SS) How is this work positioned in one or more domains relevant to tangible computing.

What drives design? What level of contribution does this work make: concept/issue; application; enabling technology

Research Question What research question(s) does the work address?

Concepts What are the key concepts explored/investigated in this research? Define key concepts as appropriate.

2. Prototype as a Research Instrument

The prototype What are the key characteristics of the prototype(s) required for the prototype to act as a suitable research instrument which can be used to address the research questions at the appropriate level and in the specific domain?

3. Methodology

Identify the dominant methodology used in the study (rational argument, single design case, case study (of more than one design case), experimental study, observational study, ethnographic study, system testing etc).

Why do you think they chose this approach?

4. Study Design (if there was a study, else present details of the research approach)

Outline briefly, participants, tasks, context of use and what data was collected.

How was the data analyzed and interpreted?

5. Study Results and Implications for Design (if there was a study, else present research results in whatever form they take)

What are the main findings?

How can these findings inform design? (or designers or design researchers …)

6. Your Analysis of the work

(or include commentary as you proceed through 1-5).

How well did the prototype serve its function as a research instrument?

How well did the study methodology and design serve to create knowledge?

Do you think the findings are valid? Reliable? Transferable or generalizable? For each -- If so, how do you know?

What are the limitations of the study?

What did you think the main contribution of the work was?

Do you think the findings are useful? If so, for who (Designers? Researchers? End users?)

What future work could be done that improves or builds on this research?

7. Q&A

Think of some good questions/comments/statements to open up the discussion. For example, make a statement based on the findings and ask people what they think. Ask people what other characteristics of the prototype they think lead to results. Etc …