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Document Version
Final published version

Citation (APA)
Yoo, M., Berger, A., Lindley, J., Green, D. P., Boeva, Y., Nicenboim, I., & Odom, W. (2023). Beyond Academic Publication: Alternative Outcomes of HCI Research. In D. Byrne, N. Martelaro, A. Boucher, D. Chatting, S. Fdili Alaoui, S. Fox, I. Nicenboim, & C. MacArthur (Eds.), *DIS '23 Companion: Companion Publication of the 2023 ACM Designing Interactive Systems Conference* (pp. 114-116). Association for Computing Machinery (ACM). https://doi.org/10.1145/3563703.3591458

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Please check the document version above.

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Beyond Academic Publication: Alternative Outcomes of HCI Research

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ABSTRACT

In the HCI community, there is more openness and interest toward different forms of research outcomes beyond written academic publications. These include pictorial papers, video/audio documentaries, public exhibitions, posters and brochures, design fiction, comics, podcasts and many more. These alternative research outcomes play a critical role in explaining, disseminating, and translating valuable insights and knowledge from HCI research to people outside academic communities. We propose this workshop to initiate the conversation among researchers in the DIS community in generating alternative forms of research outcomes. What inspirations, motivations and critical factors influence the creation of alternative research outcomes? Who is the main audience, and what are the barriers and limitations of making them? The outcome of the workshop will be an enhanced understanding related to how HCI knowledge can be translated to or created for different audiences outside of academia, and a guide for HCI researchers towards creating alternate research outcomes.

CCS CONCEPTS

• **Human-centered computing** → HCI design and evaluation methods.

KEYWORDS

Alternative Forms of HCI Knowledge, Translational Resources, Research Outcomes, Design Research

ACM Reference Format:
Minyoung Yoo, Arne Berger, Joseph Lindley, David Philip Green, Yana Boeva, Iohanna Nicenboim, and William Odom. 2023. Beyond Academic Publication: Alternative Outcomes of HCI Research. In *Designing Interactive Systems Conference (DIS Companion '23), July 10–14, 2023, Pittsburgh, PA, USA.* ACM, New York, NY, USA, 3 pages. https://doi.org/10.1145/3563703.3591458

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DIS Companion '23, July 10–14, 2023, Pittsburgh, PA, USA

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ACM ISBN 978-1-4503-9898-5/23/07…$15.00
https://doi.org/10.1145/3563703.3591458

1 BACKGROUND AND MOTIVATION

The HCI community has long been developing and utilizing a wide variety of approaches, including workshops, methods, and toolkits, to promote closer engagements with participants in all stages of the design process. However, knowledge created through HCI research is primarily disseminated through academic publications (e.g., papers, journals and books), presentations, and on-site workshops at academic conferences. These summative contributions are often shared behind paywalls and exhibit academic jargon, which introduces challenges for research participants and the broader public to engage with them productively. In particular, developing a sensibility for understanding how to equitably and reciprocally "give back" and create knowledge for research participants once the project comes to an end is a growing area of discussion and investigation in the HCI community [8, 14, 16].

Recently, HCI researchers have explored diverse ways of disseminating scientific knowledge through alternative research outcomes, such as social media, science slams, comics, zines, podcasts, DIY tutorials, design artifacts, or exhibitions (e.g., [2, 4, 5, 7, 9–11, 13, 15]). Each approach offers a different perspective on how academic research may be translated into more accessible and, in some cases, how new knowledge can be created through more engaging forms. These approaches have opened a pathway for the

research participants and informed the general public to have a direct backchannel to researchers. Notably, HCI design research appears particularly well-suited to further explore novel avenues for opening and sustaining diverse modes of communication, creating a remarkable array of tangible and intangible design outcomes exists to initiate and uphold conversations among designers, co-designers, co-speculators, collaborators, research participants and the general public (e.g., [1, 3, 6, 12, 17]).

Yet, there is a lot of curiosity and questions about how such an emergent and "drifting" way of creating HCI knowledge can be funded, disseminated, translated and shared. The workshop's programme aims to bring together, investigate, and critically reflect on HCI researchers' experiences of creating alternative forms of research outcomes. By collecting, sharing, and synthesizing a wide variety of experiences from researchers, we aim to develop a better understanding of the breadth of possible alternative research outcomes, how they can be considered in research design (and evaluated along traditional academic outcomes), and what factors support or what barriers hinder the creation of alternative outputs.

2 WORKSHOP THEMES

We aim to address the following questions, grouped in three themes, throughout this workshop:

- **Diverse Forms of Alternative Research Outcomes:** What alternative research outputs have the HCI community collectively designed? What are the media, material, and tangible (or intangible) forms of alternative research outcomes?
- **Meaning of Alternative Research Outcomes:** What are the factors motivating HCI researchers to create and contribute alternative research outcomes? How can more engaging and accessible forms of knowledge for the populations HCI researchers work with help to take a step toward supporting more equitable participant-researcher relations?
- **Alternative Research Outcomes as Situated Knowledge:** With whom are they meant to be shared, and who benefits from them? How have alternative research outcomes been shared, disseminated and translated to the intended and broader audience? What insights might be reflexively revealed through producing alternative research outputs, and how do these formats explain and contribute to creating HCI knowledge?

3 WORKSHOP GOALS AND ANTICIPATED OUTCOMES

The aim of this full-day workshop is to establish and support an international and diverse community of researchers, design practitioners, and students who work on alternative research outcomes to collaborate and learn from each other's work. Further, to shed light on these questions, we hope to achieve the following three things from the workshop. First, this workshop can offer an opportunity to foster a stronger network for continued discourse and development on the intersections between alternative research outcomes in HCI and design research. Second, gathered participants can use this opportunity to reflect on how alternative research outcomes can be approached, designed and maintained. Third, this collaborative conversation and reflection can lead to theoretical knowledge of the capacities for HCI and design research to engage more in the domains of alternative research outcomes.

Workshop participants will share their experiences of creating alternative research outcomes, such as tangible artifacts (e.g., artworks or zines), places and sites (e.g., exhibitions), and intangible media (e.g., podcasts and audio-visual documentaries). We will visually document the ideas, discussions and reflections by drawing on exemplars offered by workshop participants. Ultimately, as a result of the workshop, we hope to produce a set of material forms, contexts, vocabularies, and definitions for alternative research outcomes and recommendations on how to align HCI research questions to alternative research outcomes.

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