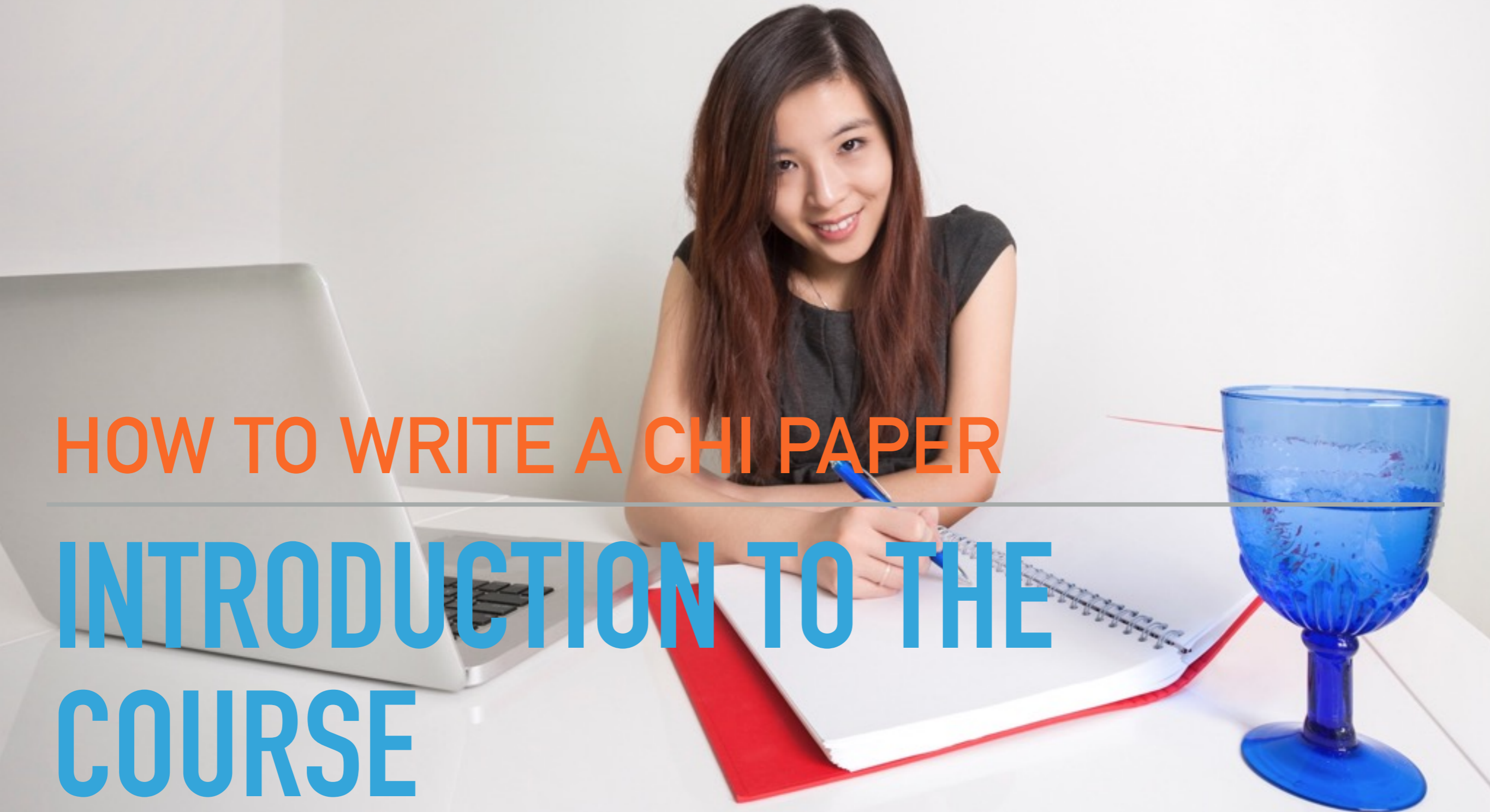


Lennart Nacke, University of Waterloo

HOW TO WRITE A CHI PAPER

INTRODUCTION TO THE

COURSE



GO TO WWW.HCIGAMES.COM FOR MORE INFORMATION

ABOUT ME

- ▶ Associate Professor, Gamification and Games User Research
- ▶ Director of the HCI Games Group at the University of Waterloo



EXPECT TO FAIL!

Survey Response

ABOUT THIS COURSE

- ▶ Free form setup, bring your own ideas
- ▶ Discuss your own writing in the afternoon, try to write
- ▶ We'll focus on writing only (even though the structural understanding can be applied to reviewing as well)
- ▶ We will go over some important points learned from interviews with senior CHI authors
- ▶ *Let's introduce yourselves: Who are you? What's your research about?*

CONVINCE YOUR AC AND YOU HAVE A CHANCE. REVIEWERS DON'T MATTER IN THE GRAND SCHEME OF THINGS. IF YOUR PAPER IS EVEN CLOSE TO GETTING IN IN NOVEMBER, A STRONG REBUTTAL AND AN ADVOCATE ON THE AC IS ALL YOU NEED.

Survey Response

OVERVIEW OF TODAY

- ▶ What is this about? Writing style and structure (now)
- ▶ Structure exercise
- ▶ Style exercise
- ▶ Dissecting writing discussion

NINE QUESTIONS FOR JUNIOR HCI RESEARCHERS (1)

- ▶ If you could address just one problem in 10 years, what would it be?
- ▶ Are you using your unique situation and resources to the fullest?
- ▶ What's your HCI research genre?
- ▶ In one sentence, what is the contribution of your research?
 - ▶ Let's do this exercise now!

**PICK A GOOD PROBLEM → KNOW THE
LITERATURE → START EARLY → GET
FEEDBACK → DISCUSS EARLIER WORK
→ BE BOLD**

Survey Response

NINE QUESTIONS FOR JUNIOR HCI RESEARCHERS (2)

- ▶ Is your approach right for your research topic?
- ▶ Why is your research interesting?
- ▶ Can you fail in trying to answer the research problem?
- ▶ Will your work open new possibilities of research?
- ▶ Why do you build/prototype?

HOW DO YOU STRUCTURE RESEARCH? (1)

- ▶ Define a research question
- ▶ Test your questions against the literature
- ▶ Refine your research question
- ▶ Derive a method that answers your question
- ▶ Plan out a detailed analysis
- ▶ Refine your method and analysis

HOW DO YOU STRUCTURE RESEARCH? (2)

- ▶ Execute your method
- ▶ Execute your analysis (this is your Results draft)
- ▶ Write your discussion
- ▶ Polish! Polish! Polish!
- ▶ Submit and wait

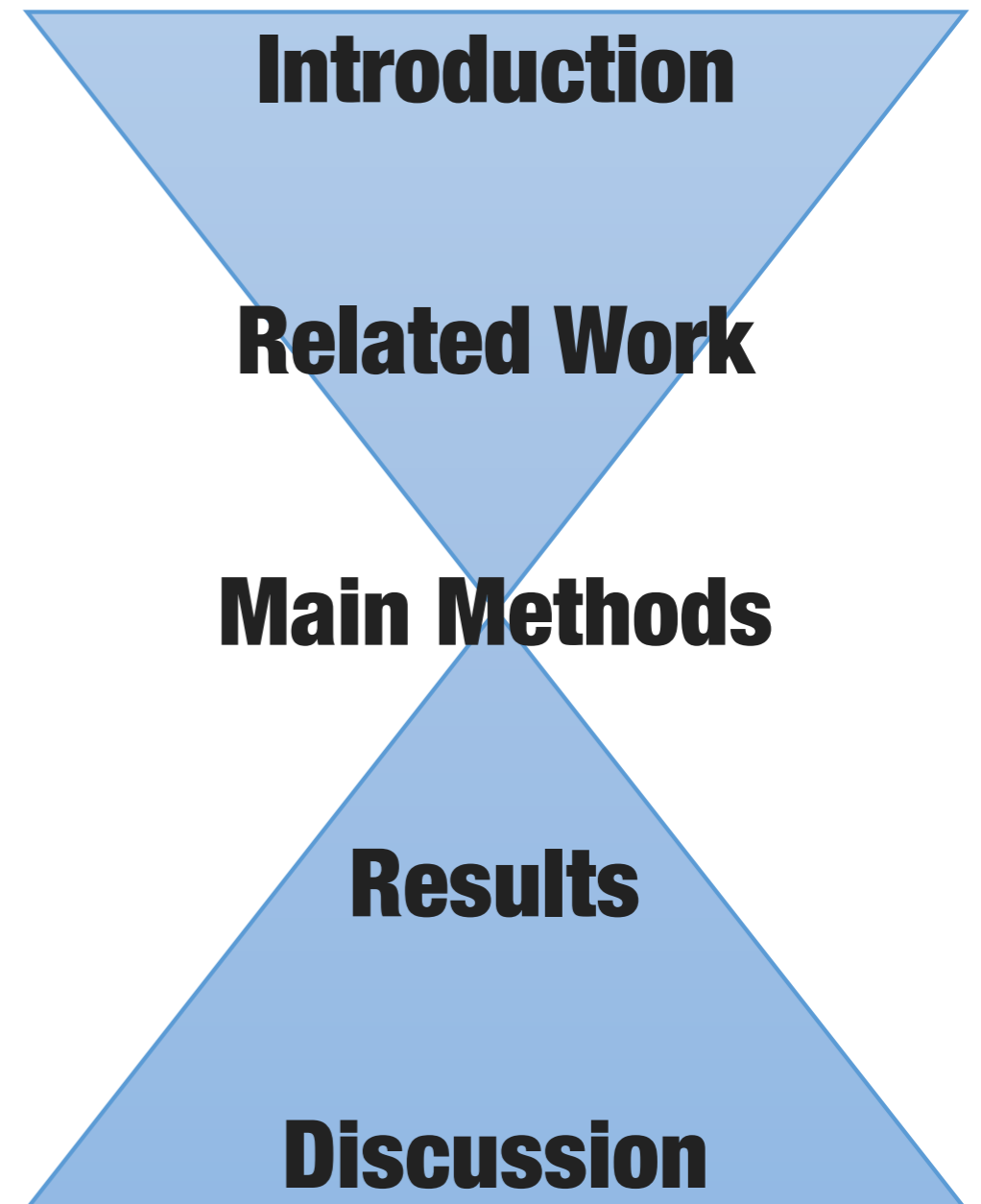
- ▶ Do it all over again!

**DON'T FOCUS ON STYLE, FOCUS ON
CORRECTNESS, SCIENTIFIC VALIDITY AND ON
A CONTRIBUTION THAT YOU THINK CHANGES
OR PROGRESSES THE FIELD SIGNIFICANTLY.**

Survey Response

THE HOURGLASS

- ▶ Move from board contextualization to specifics
- ▶ Narrow down your details in the middle
- ▶ Return to a broad overview at the end
 - ▶ What did we learn?
 - ▶ Why is it important?
 - ▶ What should we do next?



WRITING STRUCTURE OF PAPERS

- ▶ Introduction
- ▶ Related Work
- ▶ Method
- ▶ Results
- ▶ Discussion

**PICKING THE MOST APPROPRIATE
SUBCOMMITTEE MAKES A BIG
DIFFERENCE.**

Survey Response

CARL'S FOUR QUESTIONS FOR YOUR PAPER

- ▶ What is the real-world problem that we are trying to solve?
- ▶ Why is it important to solve this problem?
- ▶ What is the solution that we came up with to solve it?
- ▶ How do we know that the solution is a good solution to the problem?
- ▶ Use this for title, abstract, introduction, and overall paper

“THE TITLE IS YOUR FIRST OPPORTUNITY TO SUMMARIZE WHY THIS PAPER SHOULD BE ACCEPTED.”

Carl Gutwin

JOFISH'S RESEARCH ON PAPER TITLES

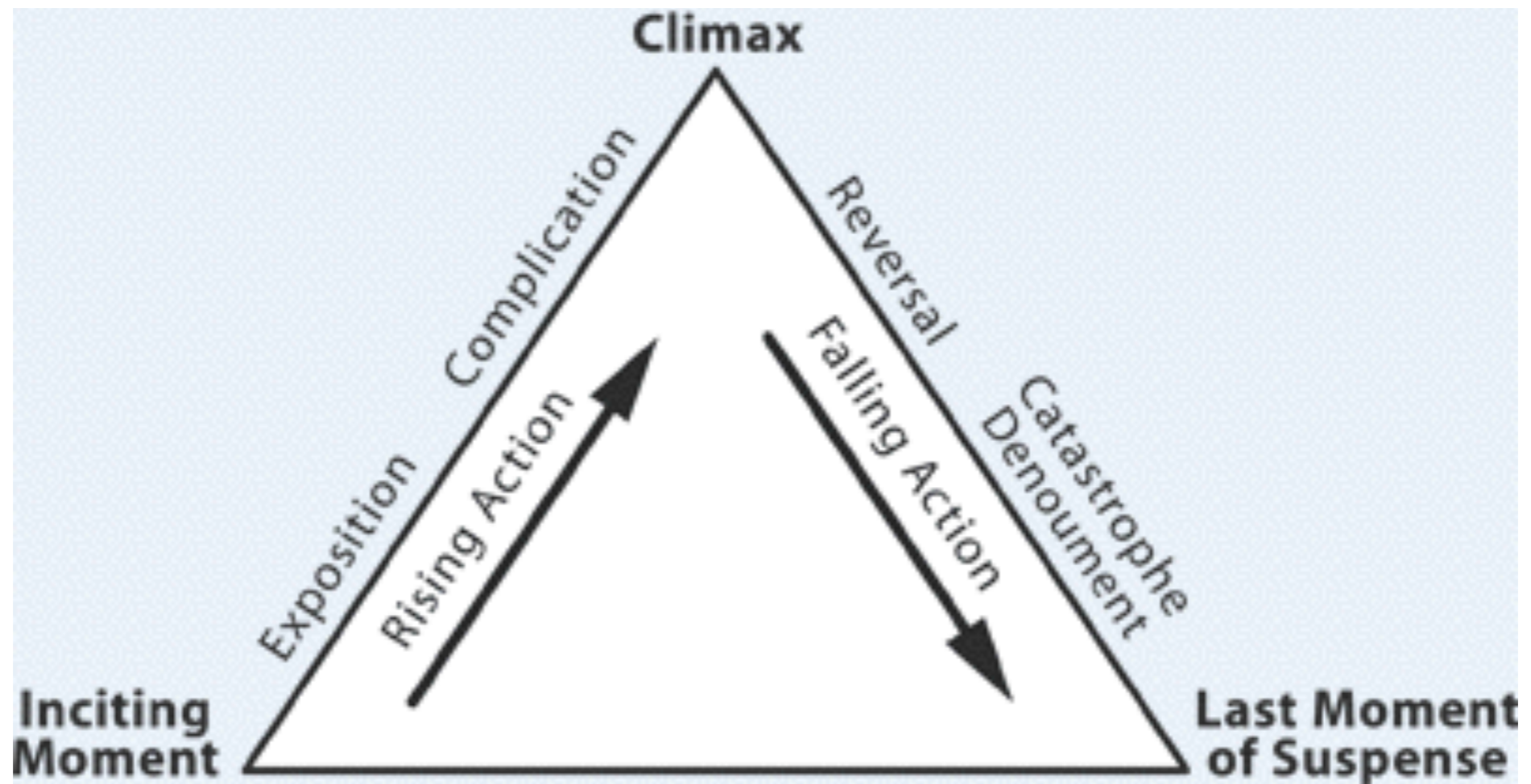
	journal	newsletter	transaction	magazine	proceedings
Titles with Colons					
total articles	212	362	536	1729	1589
total citations thereof	2901	3376	5139	7650	14302
avg. citations/article	13.68	9.33	9.59	4.42	9.00
Titles without Colons					
total articles	3579	6814	7306	8082	60459
total citations	54000	62340	81599	82304	423243
avg. citations/article	15.08	9.15	11.17	10.18	7.000496204

- ▶ Conferences
 - ▶ Articles with question marks (?) in titles are less cited
 - ▶ Colons (:) increase citations
- ▶ Journals
 - ▶ Maximize citations with no colons, no question marks
- ▶ Transactions
 - ▶ More question marks in titles have more citations

LEARNING NARRATIVES

STORIES

FREYTAG'S PYRAMID/TRIANGLE AND DRAMATIC ARC

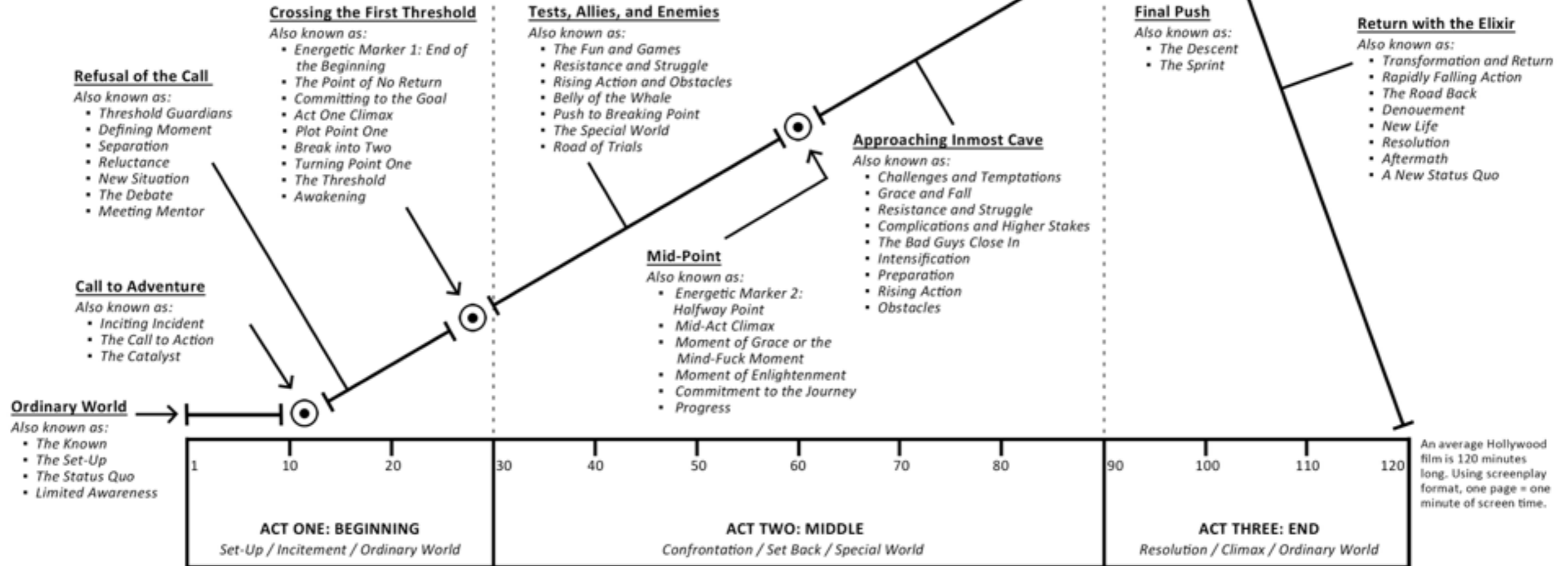


ARCHPLOT STRUCTURE

(AKA: Classic plot, the hero's journey, goal-oriented plot, Aristotelian story shape, *energeia* plot, and Hollywood screenwriting structure)

Archplot is a goal-oriented plot where, "for better or worse, an event throws a character's life out of balance, arousing in him the conscious and/or unconscious desire for that which he feels will restore balance, launching him on a Quest for his Object of Desire against forces of antagonism (inner, personal, extra-personal). He may or may not achieve it" (McKee, 196). **Film Examples:** *Toy Story*, *The Godfather*, *Back to the Future*, *Star Wars*, Etc. (Most American Hollywood films use arch plot). **Book Examples:** *Harry Potter* (Rowling), *Hunger Games* (Collins), *Speak* (Anderson), *Pride & Prejudice* (Austen), *Hamlet* (Shakespeare), *The Odyssey* (Homer), etc.

"I took a master class with Billy Wilder once and he said that in the first act of a story you put your character up in a tree and the second act you set the tree on fire and then in the third you get him down." - Gary Kurtz (Film Producer)



Information on this handout comes from the following sources: *The Plot Whisperer* (Alderson), *The Hero with a Thousand Faces* (Campbell), *Novel Writing Help* (Chapman), *Screenplay* (Field), *The Sequence Approach* (Guillino), *Writing Screenplays that Sell* (Hauge), *Inside Story* (Marks), *Story* (McKee), *Tools for Analyzing Prose Fiction* (McManus), *Save the Cat* (Snyder), *Three Act Structure* (TV Tropes), *The Writer's Journey* (Vogler), and *The Moral Premise* (Williams).

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<http://ingridsundberg.com/2013/06/05/what-is-arch-plot-and-classic-design/>

<http://ingridsundberg.com/2013/06/12/the-hidden-agenda-of-classic-design-and-the-heros-journey/>

POLISHING YOUR PAPER

EDITING

STYLE ADVICE

- ▶ Minimize passive voice
- ▶ Find a rhythm to your writing
- ▶ Reduce jargon and complex words
- ▶ Reduce words that do not contribute to the meaning of a sentence
 - ▶ Be clear and be brief in what you say
 - ▶ Delete adverbs whenever possible

NINE STEP EDITING SYSTEM (FROM SHANI RAJA)

1. Read through your text
2. Break it up into points (ideas, thoughts, arguments)
3. Make sure every single point makes sense
4. Delete nonessential or redundant points
5. Make sure each point is unique and distinguished enough
6. Create sections by creating categories for the points

NINE STEP EDITING SYSTEM (FROM SHANI RAJA)

7. Make the sections flow into one another
8. Sort your points into the categories
9. Make it read well by focusing on simple, clear, and elegant language

THANK YOU VERY MUCH FOR YOUR ATTENTION

THANK YOU

Contact me:

`lennart.nacke@acm.org`

@acagamic (Twitter)

hcigames.com

UNIVERSITY OF
WATERLOO



hcigames