Introduction
Fall 2018

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Course Objectives

- Broadly cover the domain of digital civics, social computing, crowdsourcing, and collective intelligence
- Learn key concepts and background on HCI for digital civics
- Read and discuss key papers
- Propose new research in digital civics and get excited about the potential opportunities
My creds

- Co-taught a course on **Civic Design** at UCSD in Fall 2017
- Projects: UD Co-Spaces, CommunityCrit, Design for San Diego (D4SD)
- Outstanding Paper Award, Council of Educators in Landscape Architecture (CELA), 2017
- Honorable Mention Award, Interactive Surfaces and Spaces (ISS), 2016
UD Co-Spaces: A Table-Centred Multi-Display Environment for Public Engagement in Urban Design Charrettes


[Honorable Mention Award], ISS 2016

[Outstanding Paper Award], CELA 2017
CommunityCrit: Inviting the Public to Improve and Evaluate Urban Design Ideas through Micro-Activities

Narges Mahyar, Michael R. James, Michelle M. Ng, Reginald A. Wu, Steven P. Dow, ACM Human Factors in Computing Systems (CHI 2018).
Design for San Diego's 2017 Civic Challenge

How do we create a San Diego where we all move freely?

GET INVOLVED OR LEARN MORE
What is digital civics?

- Digital Civics is an emerging cross-disciplinary area that explores new ways to utilize technology for promoting public participation in the design and delivery of civic services.

- Digital civics empowers the public to take a more active role in important civic decisions.

*with much thanks to*: Steven Dow’s for sharing his course materials on Crowdsourcing. I’ve also borrowed some readings out of Chris Le Dantec’s course on Designing Community Engagement.
Digital civics agenda

- Broadly, digital civics aims to support residents becoming agents of democracy with and through technologies and in dialogue with the institutions that can actualize public will.
Domains

- Health
- Policy
- Education
- Urban design, transportation, etc
What is wrong with conventional methods?

- Why we need digital civics in the first place?
Conventional methods are counterproductive

- Achieving genuine participation in planning
- Satisfying the public that they are being heard
- Improving the final decisions
- Incorporating a broad spectrum of the public

JE Innes & DE Booher, 2004
Coronado Bridge in San Diego
By the time the San Diego-Coronado Bridge opened in the summer of 1969, the development of Interstate 5 had left 5,000 homes and businesses destroyed in Barrio Logan.

Then the California Highway Patrol announced plans to build a substation below the bridge in 1970.

Chicano Park takeover, 35 years of struggle
Why is engaging the public important?

- Local knowledge
- Buy in
- Impact social good
Best practices are workshops and design charrettes
Face to face methods have many limitations

- Engaging representative stakeholders
- Hearing out people’s comments
- Recording/disseminating comments
A short summary?

If we can figure out how to harness these internet-based forms of civic engagement, we might revitalize political participation.

Evidences for what Internet can help with.
Concerns and skepticism

- Digital divide
- Dealing with complex socio-technical problems
- Political aspects
Using online power to complements offline power

- Crowdfunding to help sustaining projects
- Using offline civics to compensate online deliberation
Event

City Robotics: $10K Design•a•Hack•a•thon for People-Centric Mobility

Saturday — Monday
September 15, 2018 — September 17, 2018
9:00am — 11:00pm

MIT Media Lab,
Cambridge, MA
Survey
Class mechanics

- Course website: http://groups.cs.umass.edu/nmahyar/teaching/digital-civics/
- Once per week for ~2 hours (we will take breaks)
- Readings distributed across the class
  - Present three times per semester
  - Read and ready to discuss 1-2 papers per week
  - Listen and take notes on every paper
- One awesome research project
Grading

- This class will involve a great amount of discussion with time devoted to lecture, in-class activities, student presentations, and research crits.

- Grades will reflect participation and performance on paper presentations, discussions, and projects.
Do you know how to read papers?

- Closely reading a paper
  - Highlight important parts of the text
  - Annotate the text with notes and comments
  - Re-read points that you don’t understand
  - Start to summarize the argument
  - Notice if anything “jump out” at you at significant or surprising

- Critical reading for graduate students
Resources for HCI research

ACM Conference on Human Factors in Computing Systems (CHI)
ACM Conference on Computer Supported Cooperative Work (CSCW)
ACM Designing Interactive Systems (DIS)
ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)
ACM Tangible, Embedded and Embodied Interaction (TEI)
Interaction Design and Children (IDC)
Participatory Design Conference (PDC)

ACM Transactions on Computer-Human Interaction (TOCHI)
Human-Computer Interaction (HCI)
International Journal of Human-Computer Studies (IJHCS)
International Journal of Human-Computer Interaction
Interacting with Computers
Computers in Human Behaviour
Computer Supported Cooperative Work
CoDesign: International Journal of CoCreation in Design and the Arts
Personal and Ubiquitous Computing
International Journal of Design
Design Studies
Design Issues
Next week

- Tools and application
  - Online tools
  - Large interactive surface for augmenting in person meetings
  - Mobile applications