

## Upcoming Events

- April 15: HCI Supervisory Committee Meeting
- April 17: Last Date for Final Oral Exams for Spring 2009 Graduation
- April 21: Last date to submit the signed Thesis-Dissertation Submission Form.
- April 23: Last date to sign on to ProQuest/UMI
- April 24: Last date for obtaining final signature on the Graduate Student Approval Slip
- April 30: HCI Faculty Retreat

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## Emerging Technologies Conference 09

ETC09 was held on April 2-3 in Howe Hall. Conference participants attended talks given by Gregory Abowd and Christian Renaud, listened to 13 paper presentations, viewed over 40 posters of HCI research, participated in 15 technical demonstrations, including demos in the C6, C4, and the robot demo in Coover Hall, and attended IgniteIT at the ISU Research Park Rotunda.

Based on votes from HCI faculty and students, **Jim Oliver** presented **Michael Oren** with the HCI Student of the Year award and **Stephen Gilbert** with the HCI Faculty Member of the Year award.

Mechdyne sponsored the ETC09 Visualization and Interaction Challenge. **Eliot Winer** chaired the demo contest and was assisted with the judging by **Stephen Gilbert** and **Richard Stone**, HCI Faculty, and Mike Hancock and Josh Kirkpatrick, representatives from Mechdyne.

Award winners were:

Grand Prize: **Ken Kopecky** for Sky Paint.  
Most Innovative: **Ross Bohner** for 1987.  
Runner up for Most Innovative: **Eric Marsh, Kofi Whitney, Daniela Faas,** and David Niedergeses for Incongruent Movement.  
Most Creative: **Brandon Newendorp** for Space Invaders.  
Runner up for Most Creative: **Adam Faeth** for M4 Multi-Modal Mesh Manipulation.



Demo contest award winners Brandon Newendorp, Ken Kopecky, Adam Faeth, Eric Marsh, Kofi Whitney, and Ross Bohner are shown with Mechdyne representative Josh Kirkpatrick. Not pictured are Daniela Faas and David Niedergeses.



The audience listens to opening remarks by Jim Oliver at the beginning of ETC09 on Thursday, April 2.



Teams work together to build spaghetti/gumdrop towers at IgniteIT on Thursday evening.

*The HCI Student group is looking for officers for next year. Please contact Mike Oren if you are interested in serving.*

## Team earns Third Place in CHI Student Design Competition

Two student design teams were invited to participate in the CHI Conference in Boston. HCI students left for the conference immediately following ETC09.

This year the student design competition at CHI focused on designing an object, interface, system or service intended to support the idea of utilizing or consuming local resources rather than global resources, in a sustainable and environmentally efficient manner.

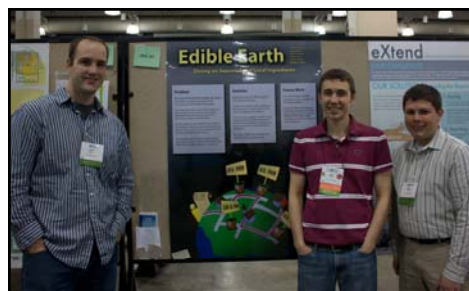
The team of **Ross Bohner, Adam Faeth, and Eric Marsh** presented a poster called Edible Earth.



Michael VanWaardhuizen and Catherine Peloquin present their poster at CHI in Boston.

The team of **Catherine Peloquin and Michael Van Waardhuizen** presented a poster called Crop Connect: Enabling Community Supported Agriculture. Their team was selected to advance to the finals with two teams from Michigan and one team from Indiana. Their team was awarded third place, behind the two Michigan teams. The team from Indiana placed fourth.

CHI is the premier conference on Human Computer Interaction.



Ross Bohner, Eric Marsh and Adam Faeth present their poster at CHI in Boston.



ISU HCI students attending CHI include Eric Marsh, Ross Bohner, Andrea Peer, Adam Faeth, Catherine Peolquin, Wen-Chieh Chang, and Michael VanWaardhuizen.

## Spring HCI Faculty Retreat

Please mark your calendars for the Spring HCI Faculty Retreat to be held on Thursday, April 30 from 2-4 pm in the Speer Room at the Reiman Gardens.

All HCI faculty are invited to participate. More information about the retreat will be sent to faculty by email

## Tyler Streeter attended AGI Conference



**Tyler Streeter** attended The Second Conference on Artificial General Intelligence in March in Arlington, Virginia. He showed a live demo of his sensory cortex model learning from natural images, along with a poster.

Tyler is an HCI PhD student working with **Jim Oliver**.

## Summer 2009 HCI Courses

Summer course registration is now open. The following HCI related courses are scheduled to be offered this summer:

**CI 593B** Second Life in Education July 6-17 2 credits Instructor Cynthia Garrety. On campus section only.

**HCI 572X:** Experimental Computer Game Prototyping. Instructors: Steven Herrnstadt and Ross Bohner. On campus section only.

**HCI 594X:** Organizational Applications of Collaborative Technologies and Social Media. Instructor: Brian Mennecke. Off-campus section only.

**HCI 595X:** Visual Design for HCI. Instructor: Debra Satterfield. Off-campus section only.

**HCI 596X:** Emerging Practices in HCI. Instructors: Stephen Gilbert and Michael Oren. Both on and off-campus sections will be open.

**HCI 597X:** Scientific Information Design: Instructor: Debra Satterfield. Off-campus section only.

**MIS 437:** Project Management. Instructor: Anthony Townsend. Off-campus section only.

**MIS 537:** Information Resource Management. Instructor: Brian Mennecke. Off campus section only.

# IOWA STATE UNIVERSITY

## Human Computer Interaction Graduate Program

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[www.hci.iastate.edu](http://www.hci.iastate.edu).

## REU Interns participating in the Summer 2009 program are from:

University of Maryland, Baltimore County

Northwestern College

Bard College

University of Southern California

University of Houston

St. John's University

Franklin College

University of Puerto Rico, Rio Piedras

San Jose State University

George Washington University

Iowa State University

## HCI Student Profile — Catherine Peloquin

Catherine Peloquin earned her BS in Mechanical Engineering from Iowa State University and joined the HCI Graduate program in the Summer of 2007. She is working on her MS in HCI and a co-major in ME. Eliot Winer is her major professor.

**What do you like about the HCI Grad Program?** The HCI grad program has many things going for it. Iowa State is unique in the vast amount of technology we have at our fingertips and the connections we make with companies through our work. I also like the variety of foci that you find throughout the program. We have groups involved heavily in user testing and evaluating user experience, some working on developing HCI theory, and others making exciting applications for real-world customers.

**Is there anything you would like to see changed in the program?** The reputation of Iowa State's HCI program in HCI academic circles is not as developed as some other universities'. Our increased involvement in conferences like CHI is helping that. Although ISU's HCI program is not yet the first one people think of when they think HCI, we students we have the ability to change that and to define what we will become known for.

**Why did you choose HCI?** I come from a background in mechanical engineering. Good design in any discipline centers around the user, but my undergrad and internship experiences in engineering often felt like designing in a vacuum. That, paired with the ever-increasing use of computers in all aspects of life, made me consider HCI. What sealed the deal was the interesting research going on in the field.

**What do you hope to do after graduation?** My research is in medical image processing and visualization for pre-surgical planning or diagnosis. I would like to pursue a career in industry working on that.

**What do you do when you are not working on HCI?** As many student group members can attest to, I enjoy a good board game.

