

Upcoming Events

- February 6: HCI Recruiting Open House
- February 11: HCI Supervisory Committee Meeting
- Feb 17: Poster Workshop
- Thursdays: HCI Student Group Meetings
- April 2-3: ETC2009

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HCI Recruiting Open House

All HCI faculty and students are invited to participate in the HCI Recruiting Open House on Friday, February 6. We will be hosting about 15 applicants to the program from 10 am to 5 pm that day, with events scheduled to give them an inside look at the program. The schedule for the day includes:

10-11 am: Program Overview and Research Presentations by selected HCI faculty in VRAC Conference Room.

11 am to noon: Demos in the VRAC Lab.

Noon—1 pm: HCI Seminar in Room 20 and 1242 Howe Hall. Box lunches will be provided for all participants. All faculty and students are invited.

1-2 pm: Funding and Admissions Workshop in VRAC Conference Room.

2-3 pm: Individual meetings with applicants and HCI faculty.

3-4 pm: Meeting with HCI Graduate Students in VRAC Conference Room.

4-5 pm: Networking Opportunity for all HCI faculty and students with applicants in Howe Hall Atrium.

Graduates of Carnegie Mellon University, University of Pennsylvania, Vanderbilt University, Roosevelt University, University of Wisconsin at Stevens Point, University of Mississippi, Missouri State University, Creighton University, Milwaukee School of Engineering, St. Norbert College, Simpson College and Iowa State University will attend the event. They are traveling to Ames from the states of Washington, New Jersey, Mississippi, Nebraska, Missouri, Wisconsin and Iowa.

We encourage your help in welcoming these students to Iowa State.

Please see page 4 for a new series which will highlight a different HCI student each month.

If you would like to see a student's profile appear in a future newsletter, please contact Pam Shill.

Two Design Teams to CHI

Two HCI student teams have been invited to participate in the Student Design Competition at the CHI Conference in Boston this April.

Catherine Peloquin, Michael Van Waardhuizen, and off-campus student Uttam Kokil have been invited to present their project:

CropConnect: Enabling Community Supported Agriculture.

Abstract: This research describes a user-centered design effort to facilitate community supported agriculture programs. This process resulted in a paper prototype of a web-based system that connects a diverse user group more efficiently and robustly than at present. The prototype was evaluated by several stakeholders who were able to successfully accomplish their tasks.

Ross Bohner, Adam Faeth, Eric Marsh and Sociology students Nikki D'Adamo and Sara Kaplan have been invited to present their project:

Edible Earth: Dining on Seasonal And Local Ingredients

Abstract: College students are primarily concerned with the price and convenience of the food they chose to eat. Environmental impact is not a consideration in their food decisions. We present a web-based solution that simplifies meal choices and addresses the perception that home-prepared meals are inconvenient and expensive. The solution provides a web service that suggests convenient recipes that use local and seasonal ingredients tailored to the users location. This promotes sustainable food purchasing habits. The solution uses a location-aware mobile device as an example platform. The study presents the participatory design process that informed the development of this solution.

CHI is the premier HCI Conference. Last year, the ISU team of Zayira Jordan and Eric Marsh placed forth in the Student Design Competition.

Congratulations to these teams!

Poster Workshop

The HCI Graduate Program will host a Poster Workshop for all HCI students on Tuesday, February 17 from 4-5 pm in the VRAC Conference Room. **Stephen Gilbert** will present information that will be helpful when creating your poster for the HCI Forum in April.

Posters for the HCI Forum are due on March 23. They are to be 24 x 36 inches and can be either landscape or portrait.

New Publication

Andrew Koehring, Eliot Winer. "An Augmented Reality Tool for Conceptual Design". **ASME/AFM 2009 World Conference on Innovative Virtual Reality**. February 2009. WIN VR 09 in Chalon-sur-Saone, France.

SPIRE-EIT is a GO for Summer 2009

The HCI program is pleased to announce that our summer Research Experience for Undergraduates (REU) program was funded by the National Science Foundation for another three years. We are currently accepting applications for interns for the Summer 2009 session. This summer's program is scheduled for May 27 through August 1. It is a ten week undergraduate internship where students work collaboratively in interdisciplinary teams, receive core training, and gain hands-on research experience with emerging interface technologies. Interns accepted into this program receive on-campus housing and a meal plan, as well as a \$4000 stipend. At the end of the program, the interns present their research at a Research Symposium along with other REU interns on the ISU campus. The PI's for this project are **Stephen Gilbert, Jim Oliver, and Eliot Winer**.

IOWA STATE UNIVERSITY

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HCI Fall 2009

Application Statistics

Number Received = 82

Domestic Applicants = 31

International Applications = 51

Female = 27

Male = 55

Phd = 31

MS = 47

MS Online = 4

Applications are still being accepted for fall.

HCI Student Profile — Michael Van Waardhuizen

Michael Van Waardhuizen joined the HCI MS program in the Fall of 2008. He is working on a project for Rockwell Collins under the direction of his major professor, **Jim Oliver**.



Michael graduated with his BS in Computer Engineering in 2003 and his BS in Electrical Engineering in 2004 from Iowa State University. He then took a job with Wisconsin Public Power in Sun Prairie, Wisconsin as a Power Supply Systems Analyst and worked with them for four years. He wanted to learn more about information visualization and interface design, so he decided to return to school to earn his masters degree. His future plans are to work in interaction or product design after graduation

Michael likes the people in the HCI Graduate Program and feels that it is good to have a community of people with many of the same interests and goals. He hopes that the program can develop a better system for sharing resources among the community, as work that has been done in the past might be helpful to future students. It might also be useful to have a list of books or websites that people might recommend on a particular topic.

Michael likes to play video games, watch movies and play board games. His wife, Samantha, is an Art teacher at Marshalltown High School.