



# Beyond Academic Publication: Alternative Outcomes of HCI Research

Minyoung Yoo

School of Interactive Arts and  
Technology, Simon Fraser University,  
Surrey, Canada  
minyoung\_yoo@sfu.ca

David Philip Green

Lancaster University, Lancaster,  
United Kingdom  
d.p.green@lancaster.ac.uk

Arne Berger

Computer Science and Languages,  
Anhalt University of Applied  
Sciences, Koethen, Germany  
arne.berger@hs-anhalt.de

Yana Boeva

University of Stuttgart, Stuttgart,  
Germany  
yana.boeva@sowi.uni-stuttgart.de

Joseph Lindley

Imagination Lancaster, Lancaster  
University, Lancaster, United  
Kingdom  
j.lindley@lancaster.ac.uk

Iohanna Nicenboim

Industrial Design Engineering, Delft  
University of Technology, Delft,  
Netherlands  
I.Nicenboim@tudelft.nl

William Odom

School of Interactive Arts and  
Technology, Simon Fraser University,  
Surrey, Canada  
wodom@sfu.ca

## 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>

## 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

## 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.

---

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for components of this work owned by others than the author(s) must be honored. Abstracting with credit is permitted. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee. Request permissions from [permissions@acm.org](mailto:permissions@acm.org).

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

© 2023 Copyright held by the owner/author(s). Publication rights licensed to ACM.  
ACM ISBN 978-1-4503-9898-5/23/07...\$15.00  
<https://doi.org/10.1145/3563703.3591458>

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.

## REFERENCES

- [1] Arne Berger, William Odom, Michael Storz, Andreas Bischof, Albrecht Kurze, and Eva Hornecker. 2019. The Inflatable Cat: Idiosyncratic Ideation of Smart Objects for the Home. Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, ACM, 401:1-401:12.
- [2] Andy Boucher, Dean Brown, Liliana Ovalle, et al. 2018. TaskCam: Designing and Testing an Open Tool for Cultural Probes Studies. Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems - CHI '18, ACM Press, 1–12.
- [3] Rachel Charlotte Smith, Heike Winschiers-Theophilus, Asnath Paula Kambunga, and Sarala Krishnamurthy. 2020. Decolonizing Participatory Design: Memory Making in Namibia. Proceedings of the 16th Participatory Design Conference 2020 - Participation(s) Otherwise - Volume 1, ACM, 96–106.
- [4] Audrey Desjardins, Ron Wakkary, Will Odom, Henry Lin, and Markus Lorenz Schilling. 2017. Exploring DIY tutorials as a way to disseminate research through design. *Interactions* 24, 4: 78–82.
- [5] Thomas Dylan, Mark Blythe, Jayne Wallace, James Thomas, and Tim Regan. 2016. RD Comics: A Medium for Representing Research Through Design. Proceedings of the 2016 ACM Conference on Designing Interactive Systems, Association for Computing Machinery, 971–982.
- [6] Pelle Ehn. 2008. Participation in Design Things. ACM Digital Library, 92–101.
- [7] Sarah E. Fox, Rafael M.L. Silva, and Daniela K. Rosner. 2018. Beyond the Prototype: Maintenance, Collective Responsibility, and Public IoT. Proceedings of the 2018 Designing Interactive Systems Conference, Association for Computing Machinery, 21–32.
- [8] Sarah Fox and Daniela K. Rosner. 2016. Continuing the Dialogue: Bringing Research Accounts Back into the Field. Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 1426–1430.
- [9] William Gaver, Andy Boucher, Nadine Jarvis, et al. 2016. The Datacatcher: Batch Deployment and Documentation of 130 Location-Aware, Mobile Devices That Put Sociopolitically-Relevant Big Data in People's Hands: Polyphonic Interpretation at Scale. Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 1597–1607.
- [10] William W. Gaver, John Bowers, Kirsten Boehner, et al. 2013. Indoor weather stations: investigating a ludic approach to environmental HCI through batch prototyping. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 3451–3460.
- [11] Joseph Lindley, Miriam Sturdee, David Philip Green, and Hayley Alter. 2021. This is Not a Paper: Applying a Design Research lens to video conferencing, publication formats, eggs... and other things. Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 1–6.
- [12] Wendy Moncur, Miriam Julius, Elise Van Den Hoven, and David Kirk. 2015. Story Shell: the participatory design of a bespoke digital memorial. Proceedings of 4th Participatory Innovation Conference, 470–477.
- [13] James Pierce and Eric Paulos. 2015. Making Multiple Uses of the Obscura 1C Digital Camera: Reflecting on the Design, Production, Packaging and Distribution of a Counterfunctional Device. Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, Association for Computing Machinery, 2103–2112.
- [14] Laura Scheepmaker, Kay Kender, Christopher Frauenberger, and Geraldine Fitzpatrick. 2021. Leaving the Field: Designing a Socio-Material Toolkit for Teachers to Continue to Design Technology with Children. Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 1–14.
- [15] Britta F. Schulte, Paul Marshall, and Anna L. Cox. 2016. Homes For Life: A Design Fiction Probe. Proceedings of the 9th Nordic Conference on Human-Computer Interaction, Association for Computing Machinery, 1–10.

- [16] Nick Taylor, Keith Cheverst, Peter Wright, and Patrick Olivier. 2013. Leaving the wild: lessons from community technology handovers. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, Association for Computing Machinery, 1549–1558.
- [17] MinYoung Yoo, Lauren Knight, William Odom, and Arne Berger. 2022. Story-work & Reciprocity: On the Design of an Audio Documentary that Extends HCI Research back to Participants. Designing Interactive Systems Conference, Association for Computing Machinery, 1345–1357.