

# Research Methods in Human-Computer Interaction

Hauptseminar Medieninformatik  
Wintersemester 2015/2016

15. Und 16.02.2016

# Ablauf Montag

09:15 Uhr – 10:30 Uhr	<ul style="list-style-type: none"><li>• Evaluation in the Crowd</li><li>• UX of Gaze-based Interaction in Public Settings</li><li>• Evaluating Creativity Support Tools</li></ul>
10:30 Uhr – 11:00 Uhr	Pause
11:00 Uhr – 12:15 Uhr	<ul style="list-style-type: none"><li>• Grounded Theory in HCI</li><li>• Evaluating Automotive User Interfaces</li><li>• Display Prototypes and Research Methods for Depth Perception in Virtual and Augmented Reality Scenarios</li></ul>
12:15 Uhr – 13:30 Uhr	Mittagspause
13:30 Uhr – 15:10 Uhr	<ul style="list-style-type: none"><li>• Participatory Design</li><li>• Visual Analytics in the Context of Quantified Self Data</li><li>• Automated Argument Extraction: Current and Future Directions</li><li>• The Effects of Mindfulness on Creativity</li></ul>
15:10 Uhr	Abschluss

# Ablauf Dienstag

09:15 Uhr – 10:55 Uhr	<ul style="list-style-type: none"><li>• Visual Analytics: Personal Health Data</li><li>• Methods of Analyzing Human-mobile Interaction in a Big Data Context</li><li>• Studying Mobile Interactions</li><li>• Abhängigkeiten zwischen Performance und Präsenz in virtueller Umgebung</li></ul>
10:55 Uhr – 11:20 Uhr	Pause
11:20 Uhr – 12:30 Uhr	<ul style="list-style-type: none"><li>• Measuring Persuasive Interventions in Usable Security and Privacy</li><li>• Achieving Ecological Validity for Authentication Studies</li><li>• Measuring Social Acceptability and User Experience of On-body and Head-mounted Wearables</li></ul>
12:30 Uhr	Abschluss