

Animal-Computer Interaction (Arbeitstitel)

Thema:

Animal-Computer Interaction (Arbeitstitel)

Art:

MA

BetreuerIn:

Christian Wolff

BearbeiterIn:

Julia Sageder

ErstgutachterIn:

Christian Wolff

ZweitgutachterIn:

N.N.

Status:

Entwurf

Stichworte:

ACI, HCI, UX, UE, Usability Engineering

angelegt:

2019-11-11

Antrittsvortrag:

2019-12-16

Hintergrund

TBD

Zielsetzung der Arbeit

TBD

Konkrete Aufgaben

TBD

Erwartete Vorkenntnisse

TBD

Weiterführende Quellen

Mancini, Clara. 2011. „Animal-Computer Interaction: A Manifesto“. interactions 18(4): 69.

Mancini, Clara. 2017. „Towards an animal-centred ethics for Animal-Computer Interaction“. International Journal of Human-Computer Studies 98: 221-233.

Noz, Frank, und Jinsoo An. 2011. „Cat cat revolution: an interspecies gaming experience“. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, ACM, 2661-2664.

Resner, Benjamin Ishak. 2001. „Rover@ Home: Computer mediated remote interaction between humans and dogs“. PhD Thesis. Massachusetts Institute of Technology.

Väättäjä, Heli K., und Emilia K. Pesonen. 2013. „Ethical Issues and Guidelines when Conducting HCI Studies with Animals“. In CHI '13 Extended Abstracts on Human Factors in Computing Systems, CHI EA '13, New York, NY, USA: ACM, 2159-2168. <http://doi.acm.org/10.1145/2468356.2468736>

Zamansky, Anna u. a. 2017. „A Report on the First International Workshop on Research Methods in Animal-Computer Interaction“. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems - CHI EA '17, Denver, Colorado, USA: ACM Press, 806-15. <http://dl.acm.org/citation.cfm?doid=3027063.3052759>

Zamansky, Anna, Dirk van der Linden, und Sofya Baskin. 2017. „Teaching Animal-Computer Interaction: An Experience Report“. In Proceedings of the Fourth International Conference on Animal-Computer Interaction - ACI2017, Milton Keynes, United Kingdom: ACM Press, 1-7. <http://dl.acm.org/citation.cfm?doid=3152130.3152136>

Hirskyj-Douglas, Ilyena, Janet C Read, und Matthew Horton. 2017. „Animal Personas: Representing Dog Stakeholders in Interaction Design“. In Proceedings of the 31st British Computer Society Human Computer Interaction Conference, HCI '17, Swindon, UK: BCS Learning & Development Ltd., 37:1-37:13. <https://doi.org/10.14236/ewic/HCI2017.37>

Hu, F., D. Silver, und A. Trude. 2007. „LonelyDog@Home“. In 2007 IEEE/WIC/ACM International Conferences on Web Intelligence and Intelligent Agent Technology - Workshops, Silicon Valley, CA, USA: IEEE, 333-37. <http://ieeexplore.ieee.org/document/4427601/>

Chisik, Yoram, und Clara Mancini. 2016. „Of Kittens and Kiddies: Reflections on Participatory Design with Small Animals and Small Humans“. In Proceedings of the 14th Participatory Design Conference on Short Papers, Interactive Exhibitions, Workshops - PDC '16, Aarhus, Denmark: ACM Press, 123-24. <http://dl.acm.org/citation.cfm?doid=2948076.2948093>

Baskin, Sofya, und Anna Zamansky. 2015. „The Player Is Chewing the Tablet!: Towards a Systematic Analysis of User Behavior in Animal-Computer Interaction“. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play - CHI PLAY '15, London, United Kingdom: ACM Press, 463-68. <http://dl.acm.org/citation.cfm?doid=2793107.2810315>

Hirskyj-Douglas, Ilyena, und Janet C. Read. 2014. „Who Is Really In The Center Of Dog Computer Design?“ In Proceedings of the 2014 Workshops on Advances in Computer Entertainment Conference - ACE '14 Workshops, Funchal, Portugal: ACM Press, 1-5. <http://dl.acm.org/citation.cfm?doid=2693787.2693793>

[...]

From:

<https://wiki.mi.ur.de/> - **MI Wiki**

Permanent link:

https://wiki.mi.ur.de/arbeiten/animal-computer_interaction_arbeitstitel?rev=1575973186

Last update: **10.12.2019 10:19**

