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**Breakout Group 1e:
Thoughts on HCC**

- **About the space**
- **How do we work?**
- **Establishing credibility**
- **Risks**
- **An example project**

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About the space

Who?

- professors
- grad students
 - somewhere to live?
 - get them to visit?
- users
- visitors

Space models:

- War room:
projects/demos space divided
among projects
- cubicles/
machine room
- 'zoo':
visitors/users

Attractions:

- toys (digital desk)
- real users!
- events/
seminars
- free food

How do we work?

- **Cross-disciplinary projects**
- **Short term 'studies'**
 - 3 month timescale?
 - milestones → concrete results
 - class projects
 - ... capture new students
- **+ long term visions**
- **Novel user group as project seed**

How to foster collaboration?

- threats
- buddy system
- seminars/reading groups
- intellectual capitalism

How to establish credibility?

- **Publish, but where?**
 - CHI,CSCW,UIST
 - + J. Pers. Soc. Psych. ...
- **What will UCB HCC be known for? niche**
- **Alumni go on to great things**
 - multidisc/collaborative skills v. attractive to employers
- **Organize meetings/workshops & publish proceedings**
- **PR:**
 - contests
 - science fairs
 - ...

Risks

- **Diffusion of responsibility**
 - keep it small-ish
 - someone has ownership ('1st author')
- **Island mentality**
 - collaborating is too hard!
 - need 'collaborative buy-in'
- **Failure to deliver results/
establish credibility**
- **Students frightened off: career damage?**

An example project

Jerry's fundamental research Q:

“What happens when interpersonal interactions are disembodied?”

Customer?

AT&T:

→ **Users**

New home video-wall product

Core resources:

- **Custom equipment:**
PRoP, speech coders
- **Testing set-up:**
video cameras etc.
- **Users = subjects**
- **Experimental data/ results**

CS questions:

PRoPs: how to design a remote presence for the home?

Avatars: what are good controls for avatar gestures?

EE questions:

Required quality of voice comms to preserve emotional content?