

# Sketch & The Lizard King: Supporting Image Inclusion in HCI Publishing

**Miriam Sturdee**

Lancaster University  
Lancaster, UK  
m.sturdee@lancaster.ac.uk

**Jason Alexander**

Lancaster University  
Lancaster, UK  
j.alexander@lancaster.ac.uk

**Paul Coulton**

Lancaster University  
Lancaster, UK  
p.coulton@lancaster.ac.uk

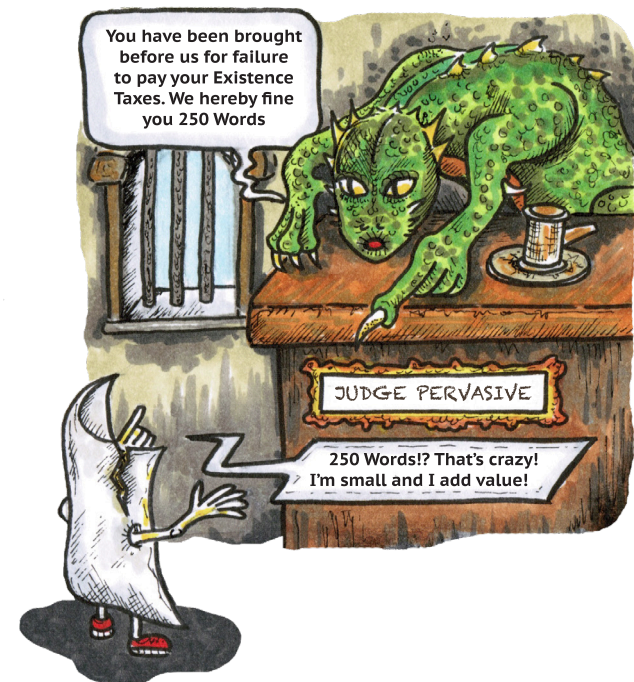
**Sheelagh Carpendale**

University of Calgary  
Calgary, AB, Canada  
sheelagh@ucalgary.ca

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 ACM 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).

CHI'18 Extended Abstracts, April 21–26, 2018, Montreal, QC, Canada  
© 2018 Association for Computing Machinery.  
ACM ISBN 978-1-4503-5621-3/18/04...\$15.00  
<https://doi.org/10.1145/3170427.3188408>

## Abstract



## Author Keywords

Sketching; Comics; Pictorials; Publishing;

## ACM Classification Keywords

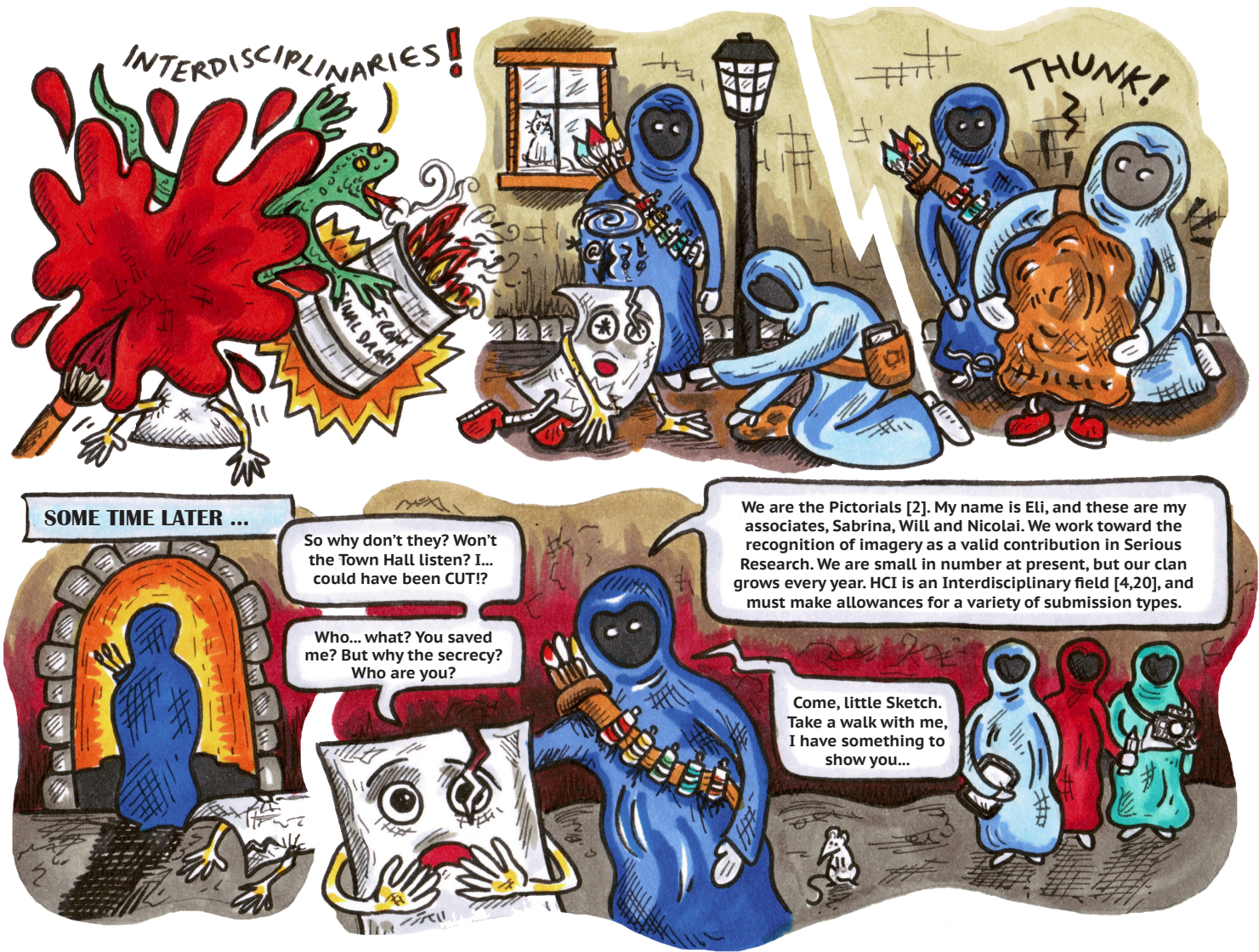
H.5.m. Information interfaces and presentation: Misc.













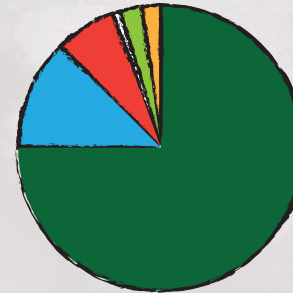




Papers analysed by percentage space given to each type of output



**SIGCHI**  
10 Most Downloaded  
(last 6 weeks)  
Range: 1990-2017



...we'll get there – but the Publishers... well, that's another story...

...which means researchers strive toward rigour and accessible work. We cannot lay the blame with them however! We hold workshops [12], courses [13], even release comics [1,8,15,19]...

...sure they like us when they need us, to fill a gap, or if there's a Design paper [6], but there are calls for HCI to be a type of science [4]...

There are some great powers at work, little one. The References are seen as adding great value to research culture...

But didn't the References win the right to exist tax free [18] what's to stop us having the same?















## Acknowledgements

This work was supported by the HighWire Centre for Doctoral Training Centre, Grant #EP/G037582/1, and in part by SMART technologies, the NSERC grants 227720 and 364086, and the AITF grant 14924. This work does not reflect the views of the funders. We thank the reviewers of this work for their insights, and hope that this provocation has inspired debate in this area.

## References

1. Benjamin Bach, Nathalie Henry Riche, Sheelagh Carpendale, and Hanspeter Pfister. 2017. The Emerging Genre of Data Comics. *IEEE Computer Graphics and Applications*. 38, 3, 6-13. IEEE. DOI: <https://doi.org/10.1109/MCG.2017.33>
2. Eli Blevis, Sabrina Hauser, and William Odom. 2015. Sharing the hidden treasure in pictorials. *interactions* 22, 3 (April 2015), 32-43. DOI: <https://doi.org/10.1145/2755534>
3. Bill Buxton. 2010. Sketching user experiences: getting the design right and the right design. *Morgan Kaufmann*.
4. John M. Carroll, ed. 2003. HCI models, theories, and frameworks: Toward a multidisciplinary science. *Morgan Kaufmann*.
5. CSUR. ACM Computing Surveys. Website. Retrieved 4 January 2018 from <https://csur.acm.org/authors.cfm>
6. Brock Craft and Paul Cairns. 2009. Sketching sketching: outlines of a collaborative design method. In *Proceedings of the 23rd British HCI Group Annual Conference on People and Computers: Celebrating People and Technology (BCS-HCI '09)*. British Computer Society, Swinton, UK, UK, 65-72.
7. DIS. 2018. ACM Designing Interactive Systems. Website. Retrieved January 3 2018 from <http://dis2018.org/submi/pictorials.html>



8. Thomas Dykes, Jayne Wallace, Mark Blythe, and James Thomas. 2016. Paper Street View: A Guided Tour of Design and Making Using Comics. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS '16)*. ACM, New York, NY, USA, 334-346. DOI: <https://doi.org/10.1145/2901790.2901904>
9. IEEE. 2017. IEEE Selected Areas in Communications. Website. Retrieved January 3, 2018 from <https://www.comsoc.org/jsac/rule-thumb-pagecount>
10. Ben Jonson. 2002. Sketching now. *International Journal of Art & Design Education*. 21, no. 3, 246-253. DOI: <https://doi.org/10.1111/1468-5949.00321>
11. Bongshin Lee, Rubaiat Habib Kazi, and Greg Smith. 2013. SketchStory: Telling more engaging stories with data through freeform sketching. *IEEE Transactions on Visualization and Computer Graphics*. 19, 12, 2416-2425. IEEE. DOI: <https://doi.org/10.1109/TVCG.2013.191>
12. Makayla Lewis, Miriam Sturdee, Jason Alexander, Jelle Van Dijk, Majken Kirkegård Rasmussen, and Thuong Hoang. 2017. SketchingDIS: Hand-drawn Sketching in HCI. In *Proceedings of the 2017 ACM Conference Companion Publication on Designing Interactive Systems*. ACM, New York, NY, USA, 356-359. DOI: <https://doi.org/10.1145/3064857.3064863>
13. Nicolai Marquardt. 2017. Sketching User Experiences: Hands-on Course of Sketching Techniques for HCI Research. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA, 1261-1263. DOI: <https://doi.org/10.1145/3027063.3027107>
14. Kumiyo Nakakoji, Atsu Tanaka, and Daniel Fallman. 2006. "Sketching" nurturing creativity: commonalities in art, design, engineering and research. In *CHI '06 Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA, 1715-1718. DOI: <http://dx.doi.org/10.1145/1125451.1125770>
15. Duncan Rowland, Dan Porter, Mel Gibson, Kevin Walker, Joshua Underwood, Rose Luckin, Hilary Smith, Geraldine Fitzpatrick, Judith Good, Brendan Walker, Alan Chamberlain, Stefan Rennick Egglesstone, Joe Marshall, Holger Schnädelbach, and Steve Benford. 2010. Sequential art for science and CHI. In *CHI '10 Extended Abstracts on Human Factors in Computing Systems*. 2651-2660. ACM. DOI: <https://doi.org/10.1145/1753846.1753848>
16. Jürgen Scheible and Timo Ojala. 2009. MobiSpray: mobile phone as virtual spray can for painting BIG anytime anywhere on anything. *Leonardo*, 42, 4332-341. MIT Press. DOI: <https://doi.org/10.1162/leon.2009.42.4.332>
17. SIGCHI. 2017. ACM Special Interest Groups: SIGCHI Special Interest Group on Computer-Human Interaction. Website. Retrieved January 2, 2018 from <https://dl.acm.org/sig.cfm?id=SP923>
18. SIGCHI. 2015. SIGCHI Blog. Retrieved January 2, 2018. <http://sigchi.tumblr.com/post/108282241520/changes-to-the-submission-and-review-process-for>
19. Miriam Sturdee, Paul Coulton, Joseph G. Lindley, Mike Stead, Haider Ali, and Andy Hudson-Smith. 2016. *Design Fiction: How to Build a Voight-Kampff Machine*. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA, 375-386. DOI: <https://doi.org/10.1145/2851581.2892574>
20. Peter Wright, Mark Blythe, and John McCarthy. 2005. User experience and the idea of design in HCI. In *International Workshop on Design, Specification, and Verification of Interactive Systems*, 1-14. Springer, Berlin, Heidelberg. DOI: [https://doi.org/10.1007/11752707\\_1](https://doi.org/10.1007/11752707_1)



# Commentary

For alt.chi paper  
*Sketch & The Lizard King:  
 Supporting Image Inclusion in  
 HCI Publishing*

**Reuben Kirkham**

Open Lab, Newcastle University  
 Newcastle upon Tyne, England  
[reuben.kirkham@newcastle.ac.uk](mailto:reuben.kirkham@newcastle.ac.uk)

This paper is cute, but not clever, for reasons I shall explain...

The authors make two proposals by the means of a cartoon/comic. The first is to add an extra page for images to each main tracking CHI paper. The second is to add a pictorial track to CHI.

There might be arguments for and against both proposals. However, the authors inadvertently demonstrate a major counter argument. Rather than presenting a balanced analysis of their proposals, the authors present a superficial argument, which is essentially no more than an assertion that something should be done because the authors say so, accompanied by some pretty pictures. If the authors had relied more on the written word, then they would have had an argument. Instead, the use of imagery has led them to put the cart before the horse. It is one thing to illustrate an argument, but quite another to allow illustrations to dictate the argument itself.

Turning to the main track, there are serious potential problems in encouraging more imagery. Pictures are less accessible for people with visual impairments, a problem that they community is trying to address. Not to mention that others with disabilities might also have difficulty in producing sketches. Given the authors claim that their approach should be accepted for reasons of 'diversity', this is rather ironic.

Even putting these problems aside, the reality is that promoting one type of work often comes at the expense of another. There is a finite budget for HCI research. Funds that go on exploratory design work, or 'provocations', and so forth are funds that are not being directly spent on what some might consider to be more prescient matters, such as the development

of new assistive technologies, or systems aimed at addressing actual societal ills. The authors do not make any real argument as to why public funds should be spent in such a way, even though the main track has a substantial bearing on their distribution.

Where the authors are perhaps on stronger grounds is that page lengths are arbitrary and problematic. However, there are better reasons for removing page limits, including that they have been successfully removed elsewhere and they can amount to unfair discrimination (See Kirkham R, et al. Being reasonable: A manifesto for improving the inclusion of disabled people in SIGCHI conferences. In Alt.CHI 2015). In any event there is no reason why sketches cannot be attached as supplementary material.

The other proposal of the authors is to establish a pictorial track at CHI. This might be good, bad, or indifferent. Unlike the authors other proposal, there is some direct evidence that a Pictorials track can be sustained productively: DIS operates one. However, the authors do not explore or investigate the evidence to see if the same conclusion should be reached for CHI (which may have different needs and requirements to DIS). So, there is no real balanced argument: only an indication that the matter should be investigated. A decision can only be made by comparing the authors proposal with other potential options: adding a track takes resource and time which would be spent on something else.

The lesson of this story is perhaps this: changes to our peer review processes require a careful analysis. They should not be done on the basis that some (arbitrary) group of researchers would 'prefer' something, or it looks 'cute'.



# Commentary

For alt.chi paper

## ***Sketch & The Lizard King: Supporting Image Inclusion in HCI Publishing***

**Daniel Buzzo**

University of the West of England  
Coldharbour Lane  
Bristol, UK,  
daniel.buzzo@uwe.ac.uk

```

.sSSSSs.
.8, $$$ . . . sSSSSSS" ....;
o. ,@.. 88 =,$"$' ' ..sSSSSSSSSSSSSSSs. _'"
@@@, @@@. 88. ` ` ""|. .sSS$..sSSSSSSSSSSSSSS""
. @@@@q@ @ 8888o. .sSSSSSSSSSSSSSSSSSSSS$'
.: '@@@@3333. >SSSSSSSSSSSSSSSSSS$'
.: '@@@@333' ..>SSSSSSSSSSSSSSSSSS$'
.: '@@333. `., sSSSSSSSSSSSSSSSS$'
.: '@33 $S S.sSSSSSSSSSSSSSS$'
.S `Y ..` ,"$' `SSSSSSSSSSSSSS$
$S . .sSSs, . . sSSSSSSSSSSSS.
$S ., ,s ,SSSS, sSSs. sSSSSSSSSSS$.
/ /SSSSS.s. .sSSSSSSSSSSSSSSSSSSSSSSSS$.
f' `SSSSdN.sSS$` SSSSSSSSSSSSSSSSSSSSS$.
/// `SSSSSSSS$' `SSSSSSSSSSSSSSSSSSSS$.
/// `SSSS$' `SSSSSSSSSSSSSSSSSS$.
/ / SSSSSSSSSSSSSSSSS$.

`SSSSSSSSSSSSSSSSSSSS$.
SS$"" ?TSSSSS$
.$' ... ?S$#\
! -=SSSS$S
.! -=sSS$`S=-_ :
, .SS$`S, .l
, .SS$' .,
, ..SS$'
. sSS$`s .
. sSSSS$`Ss. ..$s
. sSSSS$`Ss=sSS$
. sSS$' , $Ss
` " .s$' $S$
, sSS$' . sSSs
` .s..s$' .s , $S
. sSS$' "sSS$,
- sSS$' .sSS$.
" .sSS$ .s$' , $.
$s.sSSSS$..... s$....s$.....

```

The central argument is sound, the presentation is interesting and provocative. I say accept, we are visual beings and text is not the only way.

:D