

## Call to order

The 2<sup>nd</sup> 2023 meeting of [IEEE CTSoc Human-Machine Interaction and User Experience Technical Committee \(HMI\)](#) was held on [Zoom](#) on [2023-11-02 11:05AM - 12:18AM UTC](#).

## Attendees

1. David Murphy (Chair)
2. Kingkarn Sookhanaphibam (Vice-Chair)
3. Davide Calandra (Secretary)
4. Kenichiro Ito
5. Vivek Kant
6. Federico Manuri
7. Tatsuya Yamazaki
8. Mechelle Gittens

## Agenda Items

- Minutes from previous meeting
- Matters Arising
- Introduction of new HMI-TC members
- Membership Update
- Update from Technical Committee Board
- Call for volunteers
- Call for Guest Editors and Special Issues - CEM
- Technical Talks
- Social Media Presence
- Member Engagement Recognition
- AOB

### 1. Welcome by Chair [7min]

David Murphy (Chair) welcomes the participants.

The Chair starts sharing a presentation and presents the meeting agenda.

### 3. Minutes from previous meeting [5min]

The Chair displays the minutes related to the previous meeting and asks if they are acceptable to everyone. No one has any objections, and they are considered approved.

The Chair asks if anyone has anything to add regarding the topics of the previous meeting.

### 2. Introduce new HMI TC members and Membership Update [20min]

The Chair welcomes the new members:

- Mr. Federico De Lorenzis
- Dr. Federico Manuri
- Dr. Debayjoty Pal
- Prof. Huang-Chia Shih

The Chair invites Federico Manuri to introduce himself. Federico introduces himself and his research interests.

The Chair presents a sector-based breakdown of the TC membership, with academia being the dominant category.

The Chair states that the inclusion of research student participation is important.

It was also noted that there is currently an underrepresentation of industry within the TC. Efforts should be made to engage industry stakeholders, identify sources of motivation, and create opportunities for their involvement, with standards involvement being one potential avenue.

Finally, as expected, government agencies are not prominently represented due to the technical nature of the committee.

When analyzing the breakdown by country, Italy and Japan emerge as the most strongly represented, while other countries exhibit a noticeable lack of representation.

The Chair inquires about the reason for Italy's significant representation. Davide (TC Secretary) provides an explanation, stating that they are personally making efforts to engage potential colleagues who are interested and working in the field.

The Chair asks with Federico, a recent member from Italy, who confirms that he was invited in this manner by the Secretary.

The Chair asks about the reason for the Japan too, to Kenichiro Ito. Kenichiro mentions the presence of an important conference in Osaka (Global Conference on Consumer Electronics) that generally brings in new members to CTSoc and indirectly to the various TCs.

Vivek brings up a point for discussion. While IEEE is still predominantly associated with engineering, ACM has broadened its focus to encompass diverse fields such as anthropology and sociology. This shift indicates a growing recognition of the need to explore the human dimension of technology. He observed that individuals attending HCI conferences tend to have different interests and backgrounds compared to those participating in human factors conferences. This divergence suggests that these two kinds of conferences cater to distinct groups with varying perspectives and objectives within the context of HMI.

Vivek states that there is currently insufficient attention given to the field of User Experience, and this gap should be addressed by involving experts from sociology, design, and psychology. He notes that there are individuals who are actively engaged in experimental work in these areas and suggests that we should create opportunities to engage them in our efforts.

Additionally, Vivek proposes the idea of encouraging IEEE journals to publish more papers on User Experience. He points out that these journals tend to prioritize engineering-focused content and undervalue the significance of the human experience aspect.

The Chair agrees with Vivek, remembering that User Experience is also in the name of the TC, and says that one action item could be to advocate within CTSoc for the editorial boards to become more open and receptive to papers, presentations and publications involving User Experience. If little progress is made in this regard, we should push for the creation of a dedicated publication journal, especially if it is perceived that TC members are not being adequately served.

### **3. Recruitment of new TC members [1min]**

The Chair shows the recruitment webpage and encourages members to share it with their colleagues.

### **4. Update on TC Board Meeting [20 min]**

The Chair reports on the recent board meeting (26<sup>th</sup> Oct 2023), touching upon several key points.

The discussion was centered around technical talks, with a particular focus on the need for rescheduling. It was emphasized that these talks should not be given exclusively by TC officers.

The Chair elaborated on the potential benefits of this opportunity and calls for interested candidates among members to come forward.

He also highlights the significance of IEEE GEM (CTSoc Gaming, Entertainment and Media) conference, pointing out the potential for in-person meetings.

He reports that the VAM-TC is actively involved in developing standards related to healthcare within the metaverse, which is an extraordinary networking opportunity.

A call for volunteers and participation in IEEE GEM 24 was announced.

The board issued a call for submissions for a special issue of CEMag (Consumer Electronics Magazine).

Vivek suggests that we should collectively choose a common topic at the TC level for the webinar, such as "User Experience." This way, members can subsequently propose their contributions related to that theme but specific to their own expertise, enabling a more diverse range of submissions.

The Chair asks to anyone interested to send a description and it will be discussed.

### **5. Social Media and member's networks [5min]**

The Chair suggests creating a role for a social media officer to enhance our presence and engagement on social platforms.

### **6. Member Engagement Recognition [15min]**

The Chair asks about strategies to actively involve members.

He discusses various potential approaches, emphasizing the constraints of budget considerations, and suggests alternative incentives, like providing titles, assigning work packages, organizing the webinar, and generating publications related to HMI themes. He invites suggestions from the members.

Federico puts forward the idea of turning the webinar into an invited speech. He also proposes the creation of technical tasks, citing as an example the possibility to design new evaluation methodologies (e.g., questionnaires) in the HMI field, also ensuring their validation.

David asks the Vice-chair (Kingkarn Sookhanaphibam) to provide an update of the Special Interest Group on the Metaverse (SIGM) activities. Kingkarn mentions the recent inclusion of the VAM-TC in the initiative, and that at this moment, the activities of the SIGM concern the development of standards pertaining to metaverse healthcare.

## 7. Discussion [5min]

The Chair asks for further questions in an open feedback session.

The Secretary mentions that he participated to the organization, as a Co-Chair, along with some members of the VAM-TC and ENT-TC, of the special session SS-07 at ICCE Las Vegas 2024 (Consumer Technologies in Education and Training). He intended to report this during the last board meeting, which, however, concluded without any reporting from the officers.

Meeting is adjourned by the Chair.