

# 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>

This is the author's version of the work. It is posted here for your personal use. Not for redistribution. The definitive Version of Record was published in *CHI'18 Extended Abstracts*, <https://doi.org/10.1145/3170427.3188408>

## Abstract

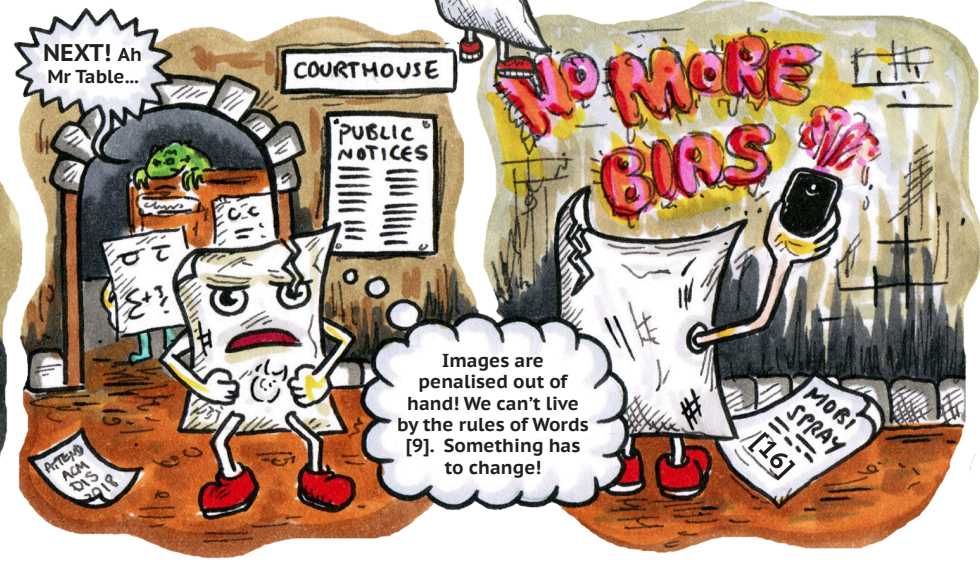
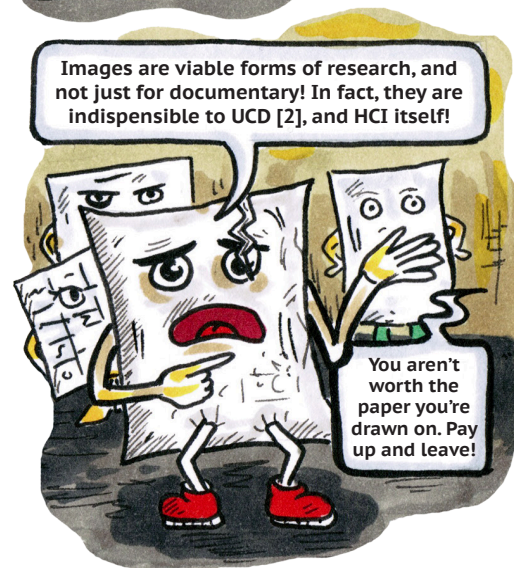
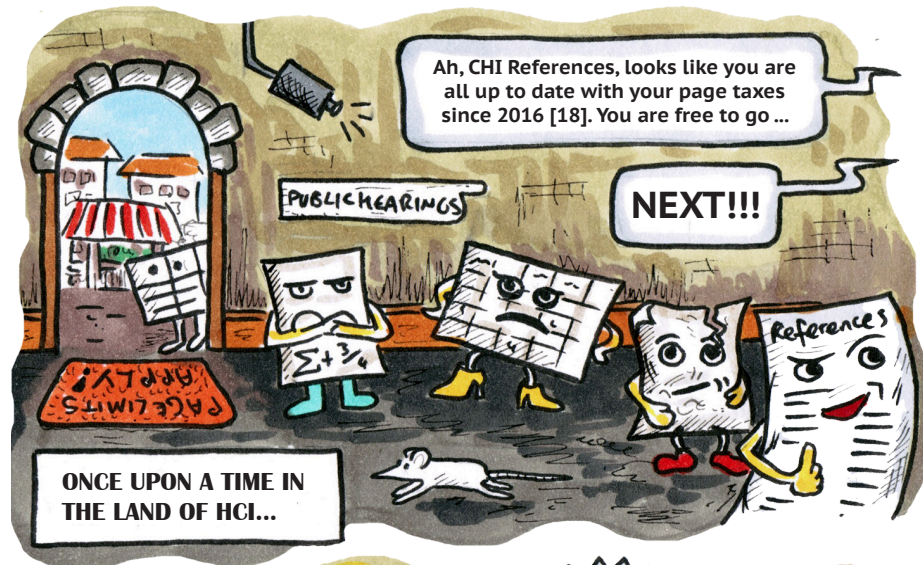


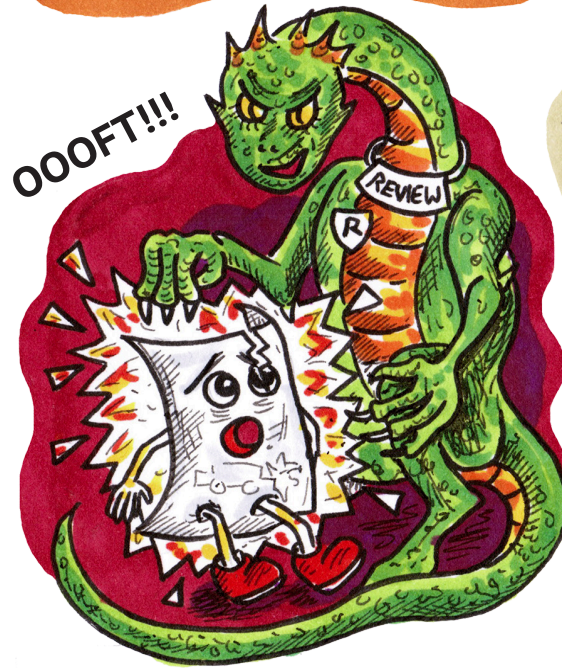
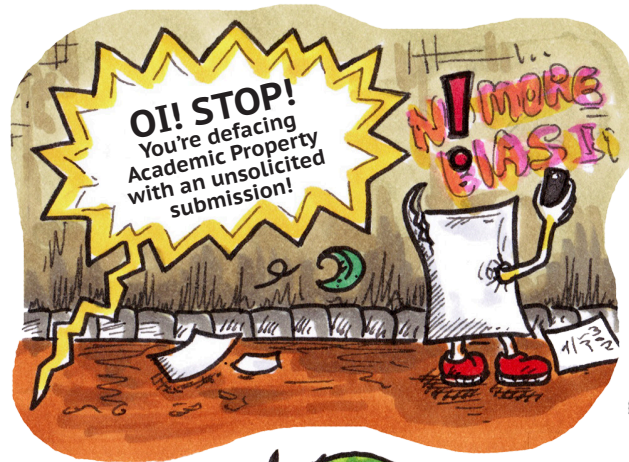
## Author Keywords

Sketching; Comics; Pictorials; Publishing;

## ACM Classification Keywords

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







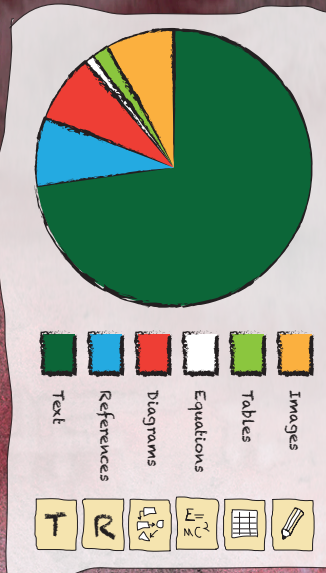
...there were some victories, like with DIS conference [7]...

...we used sketches to analyse data, as pioneered by our allies, Lee et al. [11]...

We've been watching them for years... waiting... analysing... these are our paper archives [17]...



Papers analysed by percentage space given to each type of output

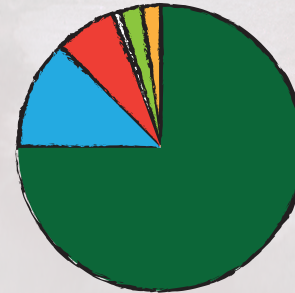


SIGCHI 10 Most Cited  
Range: 1986-2008

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]...

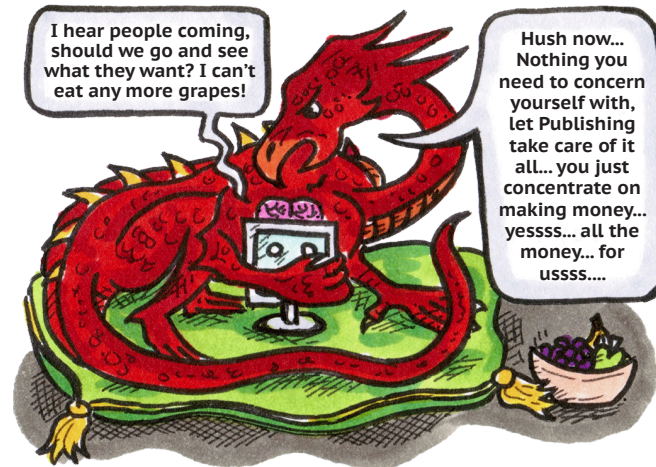
...sure they like us when they need us, to fill a gap, or if there's a Design paper [6], but there are calls for HCI to be a type of science [4]...

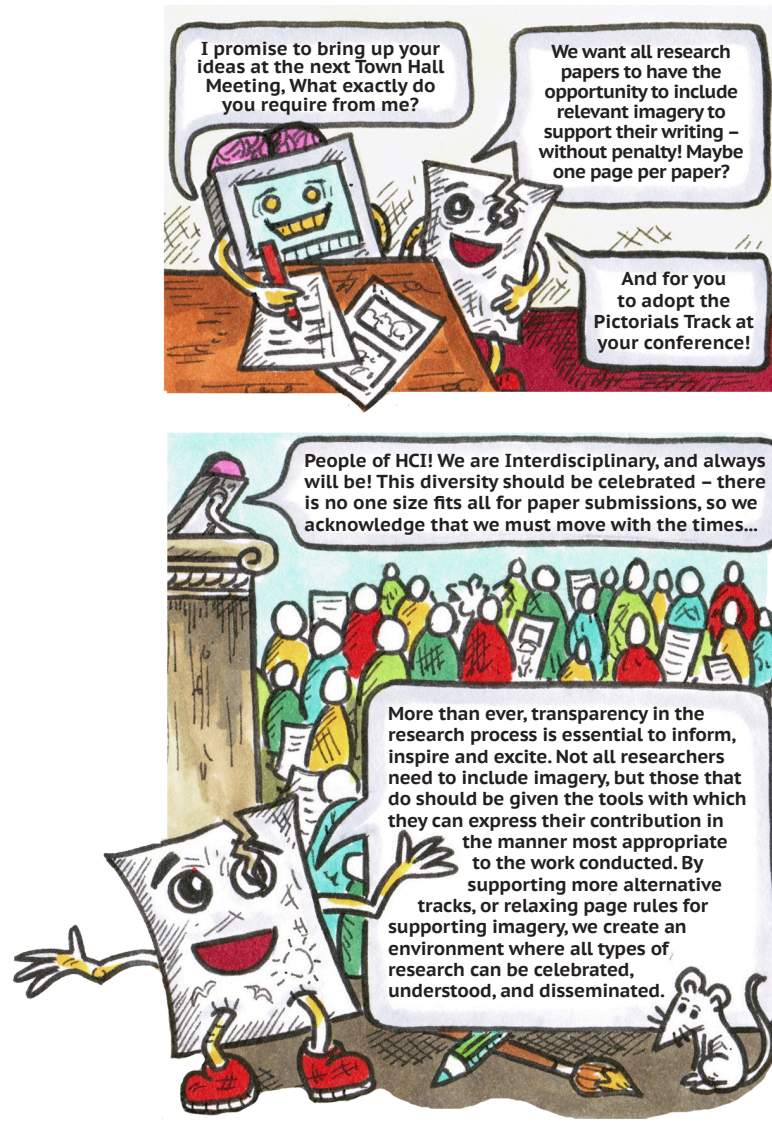
There are some great powers at work, little one. The References are seen as adding great value to research culture...

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 Blevins, 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, Atau 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 Egglestone, 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)