

HCIC 2020 Call for Participation

# Building Alliances, Working with Difference: Inclusivity/Accessibility

Location: Pajaro Dunes, Watsonville, CA

Dates: 21–25 June 2020

Inclusion and accessibility are growing priorities in almost every sector of society. The interaction of technology, policy, social justice, and human passion shapes what inclusion and accessibility mean, how they can be done, and how they are communicated and understood. In some cases, technology promotes inclusion and accessibility. For example, remote meetings can enable wider global participation in academic conferences and Program Committee meetings and are also beneficial for people who have care responsibilities and disabilities that make travel difficult. And technology increases economic participation: small businesses can reach larger audiences, and online browsing and delivered goods can make shopping easier when navigating to and through physical stores is difficult.

However, the quick and often black-boxed way technical innovation can propel innovative solutions can have negative consequences, often exacerbating marginalization by those already systematically disadvantaged. For example, if someone with disabilities cannot use a technology when it is released, that one experience adds to the myriad of experiences they have accumulated already. They may have encountered barriers during their education and misperceptions of their capabilities by people they meet, so even if our knowledge of marginalization is learned from hearing a few stories, we have to situate those stories within the persistent systems that make such experiences regular occurrences for systematically disadvantaged people.

Since any "universal" technology (or design approach) requires a conceptual model of people and their needs, we may unintentionally homogenize or colonize peoples, nations, and cultures whom we (again unintentionally) exclude from design activities. For example, removing burdensome travel and adding meeting software with sophisticated capabilities may impose expectations of increased and multitask engagement, and much technology is still released before it is usable by people with disabilities. As another example, increased commerce can cheapen labor and can further distance consumers from those who prepare their orders. These tensions raise important questions about who will benefit most from technology and how to design technology to counteract and prevent these inequities.

At HCIC 2020, we will bring together a program of research which explores how HCI impacts inclusion/accessibility. First, we will examine how the field already makes sense of inclusion and accessibility and second, we will discuss how we can promote alliances among different people while recognizing and resisting the ranking of such differences which predict unequitable power circulation. Our integration of inclusion and accessibility into inclusion/accessibility is intentional and two-fold. First, many diversity and inclusion efforts do not consider people with disabilities among those they intend to amplify and benefit. Second, much accessibility research in HCI is not intersectional and may best serve disabled people with the most privilege. This means that often, when we aim to increase representation, we do so for one group at a time, such as women, racial and ethnic minorities or the LGBT community. In so doing, we ignore everyone's complex identities and those who tend to benefit most are those who experience primarily one form of, rather than multiple forms of oppression. We believe synergy will

engage important conversations on HCI's role in promoting inclusion/accessibility in such a way that is intersectional and thoughtful, leveraging the increasing power and capabilities of technology while slowing down to proactively consider tradeoffs and scaffold careful deployments.

While our combined theme attempts to nuance the ways inclusion/accessibility are often conceived on their own, we recognize that aspects of the context make this somewhat reductive, disappearing important aspects of power and privilege. For example, HCIC attendance requires affiliation with a member institution, peer review, and travel. Further, while merging disability and access into inclusion programs which often seek to increase the representation of and relevance for people with minoritized genders, races, classes, religions, sexual identities, and national origins, we recognize that we are not naming all identities and experiences which have historically been underrepresented in HCI. As such, we welcome submissions that contest the very boundaries we are drawing with this CFP.

## Possible Topics

**Design and Technology:** How does HCI research leverage the power and capability of technology to enable or prevent use by, and representation of, minoritized communities and how does HCI research communicate what inclusion/accessibility means? How can we identify and grow application areas for design and development, and how can we proactively reduce potentially harmful consequences? How can design and technology reveal/suppress the needs and creative expression of minoritized communities? For example, design and technology may not only serve as an end-product but can also reveal current states and future possibilities. How do we release outputs that give users the power or powers to repair breakdowns and hack augmentations? How do we keep the things we put out in the world local and affordable when mass distribution may reach more communities and lower costs of production? How can we make real-world impact when the conversion from a research prototype to a widely available system may require corporate buy-in that may increase consumer cost, and disappear or misappropriate the labor and creativity already too often extracted from minoritized communities? In what ways can HCI research rework and perpetuate how inclusion/accessibility are (mis)understood and promoted through technology? For example, commitments to ensuring our work is accessible to and benefits those most negatively impacted, are often not directly or sufficiently supported or incentivized by academic structures such as publishing and promotion. How do we churn 'blue sky' ideas to strategically create a more equitable future for the long-term while responding to urgent local concerns of systematically disadvantaged communities? What are case studies that incorporated the needs of an under-represented group? What lessons can we learn from such case studies?

**Participation/Methods:** How does HCI research open and foreclose the ways people with different identities and experiences can participate? How do we make visible/possible inclusion/accessibility at each step of our process? For example, many methods and activities require certain abilities or literacies that may result in inclusion/accessibility being perceived as possible only through the outputs of our work, neglecting the opportunities for inclusion/accessibility in the process of creation. What are examples of inclusive/accessible design processes and methods and what lessons can we learn from them? How can we build in accountability around inclusion/accessibility during our design and research processes, especially when we do not have sufficient representation of the people we are trying to impact positively? How do we entangle inclusion/accessibility research with efforts to increase the number of underrepresented people in HCI, and what can we do to redistribute power to those most negatively impacted when they are not represented among our ranks?

**Labor of Inclusive/Accessible HCI Research and Diversity Work:** How does HCI research both ease and amplify labor around inclusion/accessibility? What are tensions between the power of technology to enable access by people with disabilities and other minorities while AI, the gig economy, and decreased worker protections for many of the people who make such information access possible come with downsides? For example, AI judgments and surveillance disproportionately negatively impact trans, feminine, and/or people of color (who may also have disabilities). Also, jobs related to these surveillance technologies are often precarious and may be harmful to the workers. Who does the labor of raising awareness about the importance of inclusion/accessibility? What are reports of experiences doing diversity work from points of view from both people who have the identity they are educating about and those who do not? What are the successful techniques for doing this important work and lessons learned? How does such labor need to be redistributed and recognized?

**Alliances and Intersections:** How does HCI research make (im)possible building relationships across difference? For example, since needs among groups may cause tensions, how can those tensions be explored for solidarity and compromises rather than ignored, given that ignoring often increases the risk that different needs will be pitted against each other? How does HCI research recognize versus disappear people's multifaceted identities? How does HCI research both prefer and resist single-issue responses? Earlier in this Call, we noted that membership and travel to HCIC involve privilege: How can HCIC institutions and their membership broaden our own inclusiveness to enfranchise our local and distant communities, directly or indirectly, in HCIC contributions?

**Progress:** What are the projects that you are doing that advance inclusion/access?

**Guidelines:** What research/design methodologies and guidelines can the HCI community use to advance the inclusivity and accessibility of the systems that they create?

## Submission Formats

We encourage provocative points of view that will foster lively deliberation. We invite proposals for the following three venues/formats for exploration of these topics: presentations, demos, and "poster-boasters", but keep in mind that we are open to other formats such as debates, sketches, stories or role-play (see demos below). All submissions should be sent to [hcic-pc@googlegroups.com](mailto:hcic-pc@googlegroups.com) by the specified deadlines. For all categories of submission, please contact us if you would like to consult with us about your ideas in advance of submission.

For all formats, authors are strongly encouraged to submit files that comply with SIGACCESS's guide for preparing an accessible submission which can be found by visiting this link. This request will help curate a program which is reviewable and engageable by a wider variety of HCI researchers.

<https://www.sigaccess.org/welcome-to-sigaccess/resources/accessible-pdf-author-guide/>

Final versions of all submissions that will be posted on the HCIC website should similarly follow the accessibility guidelines.

## Presentations

To propose a presentation, submit a pdf of a 2-3 page extended abstract discussing your idea. We invite challenging and provocative ideas. Controversial topics, fierce (but well-argued) challenges, and thoughts on inclusion/accessibility in HCI are strongly encouraged. Submissions may emphasize empirical results, theory, design fictions, integrative reviews, or other more challenging formats (please contact us before the deadline if you have questions).

The standard presentation format will consist of two parts. The author(s) will first present their work, followed by an organizer committee-invited discussant who will reflect on and expand the author's perspective. A presentation at HCIC has typically been 40 minutes, the discussant having 20 minutes, and open discussion having 30 minutes; this typical format may be tweaked. Time limits for each portion of the session will be determined as the program is developed and presenters will be given notice of how much time they have several weeks in advance of HCIC 2020.

Please submit an extended abstract in PDF form that includes:

1. A cover page with:
  - a. Title
  - b. Author(s) (please indicate those who will attend)
  - c. At least three keywords
  - d. A 150-word abstract
2. A 2-3 page extended abstract that describes your work and what you would like to present and discuss at HCIC 2020.

**Submission Deadline: March 13, 2020**

## Demonstrations

To propose a demo, please submit a 2-3 page extended abstract with images/sketches detailing what the demo is, what it is intended to illustrate, and how people will interact with your demo. Your demo can take a wide variety of forms. For example, it could be a technology, it could be a participatory game, it could be a participatory active improvisation, or it could be in the form of a scripted role-play. It should, however, clearly illustrate current or future roles HCI can play in promoting Accessibility and Inclusion.

1. A cover page with:
  - a. Title
  - b. Author(s) (please indicate those who will attend)
  - c. At least three keywords
  - d. A 150-word abstract
2. A 2-3 page description of your proposed demo including what the demo is intended to illustrate and how you intend people to interact with your demo. Please also specify A/V requirements for your demo. Note that wireless connectivity may be limited, so make sure your demo does not require an Internet connection.

**Submission Deadline: March 13, 2020**

## Boaster-Posters

A "boaster-poster" is a poster that describes your most current research endeavor and/or interest; it does not need to be related to the theme of the workshop. The idea is to foster dialogue about your topic of interest/research so you can meet like-minded HCIC 2020 attendees. The submission format for a "boaster-poster" is as follows: a short description of your perspective and interest in this area, plus a description of your work in the form of a poster - reduced to a single page (8.5 x11 inches) for the submission process. You can use images and text to frame and illustrate your ideas. (At the workshop, your poster should be approximately 2'x3'.) After the workshop, your poster will be published on the HCIC website; the final version may be updated from the original submission.

Boaster-posters offer an opportunity to showcase the work of new and experienced authors alike. A list with boaster-poster titles, authors, and abstracts will be distributed at the workshop, and the posters will be available for view during the HCIC workshop. We strongly encourage all student attendees to submit a boaster to HCIC, as boaster authors will have opportunities across the conference to discuss their work with other attendees.

Please send your submission in PDF form and include the following:

1. Cover page with:
  - a. Title
  - b. Author(s) (indicate those available to chat at the meeting)
  - c. At least three keywords
  - d. A 150-word abstract
2. A draft of your poster. Remember to consult the above-linked guide to prepare an accessible submission. For example, adding alt text descriptions of images on the poster will increase the variety of people who can engage with your content.

**Submission deadline: 7 June 2020**

All boaster-posters are automatically accepted. There is no review process.

## HCIC Rules

Only employees of member organizations may submit abstracts for this call. Abstracts may have non-member co-authors, but the board must approve attendance or co-presentation. Students are not eligible to submit proposals for presentations or demos. However, they are strongly encouraged to submit "boaster-posters," short descriptions of their interests and current work in the form of single-page posters. Students may also serve as co-authors along with a post-PhD author.

## Program Committee

Cynthia Bennett, Apple, Inc. and Carnegie Mellon University  
Patrick Carrington, Carnegie Mellon University  
Michael Muller, IBM Research  
[hcic-pc@googlegroups.com](mailto:hcic-pc@googlegroups.com)