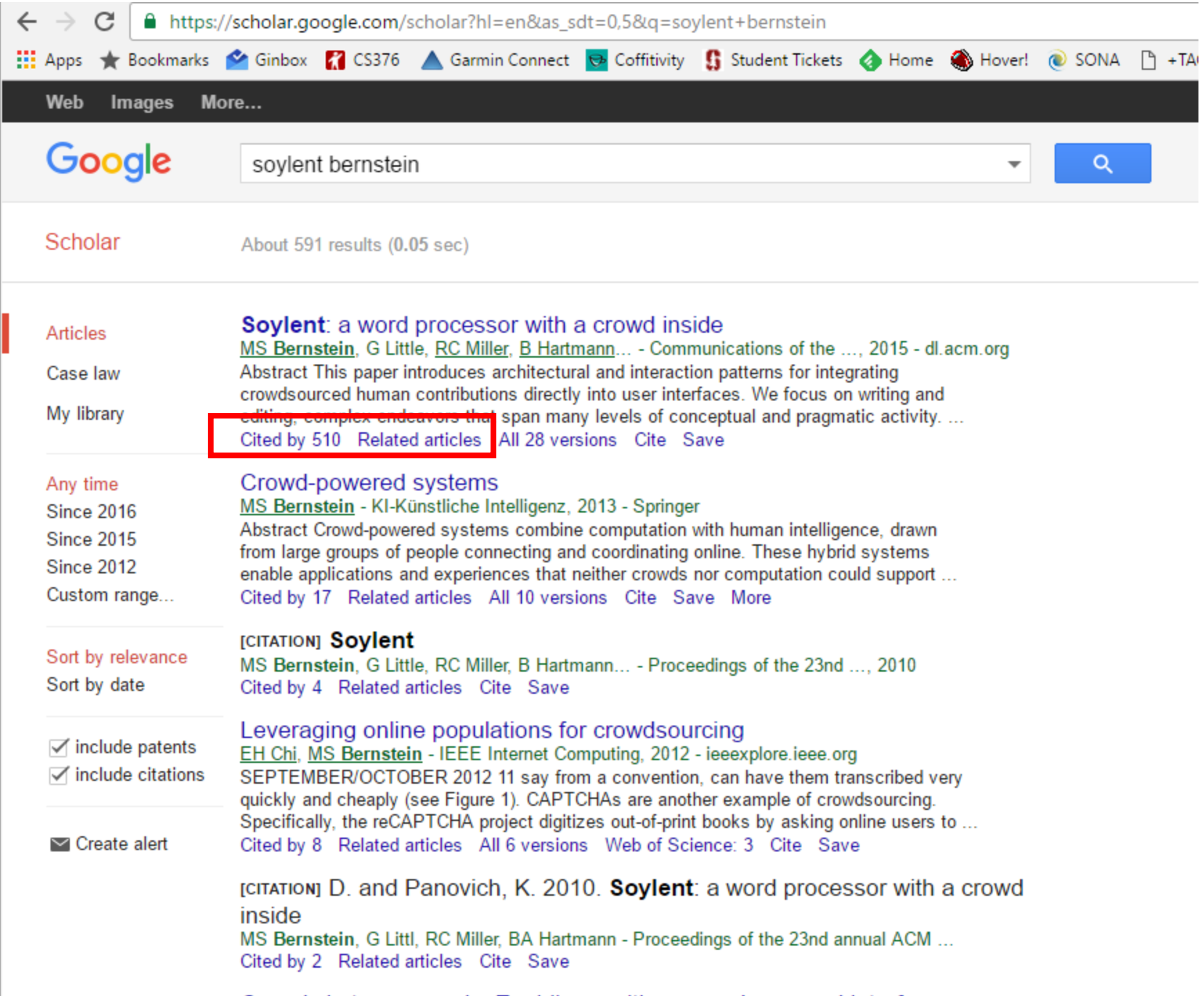
General Approach

- This might be obvious, but if you're going to base the idea on another paper, you need to read the other paper.
  - Pay attention to manipulation and measures, you might be able to use them

- Just proposing using a technology in a new place is not enough.
  - That works when the audience is different.
  - "New problem old technique" only works if the old technique is NOT KNOWN to HCI. Example: machine learning on electrical noise to detect electrical events in the home. You can't take an HCI technique and apply it to another HCI problem — that's no longer research.

- You can use the internet to help you do your homework.
  - I use it to help me grade your homework



So you read the article carefully, and it gave you some ideas…

Is what you're suggesting actually new?

Soylent: a word processor with a crowd inside

Full Text: PDF

see source materials below for more options

2010 Article

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Yukino Baba , Hisashi Kashima, Statistical quality estimation for general crowdsourcing tasks, Proceedings of the 19th ACM SIGKDD international conference on Knowledge discovery and data mining, August 11-14, 2013, Chicago, Illinois, USA

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(note 510 > 174, Google Scholar is more complete)

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A Review of Facebook Research in the Social Sciences

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Abstract

With over 800 million active users, Facebook is changing the way hundreds of millions of people relate to one another and share information. A rapidly growing body of research has accompanied the meteoric rise of Facebook as social scientists assess the impact of Facebook on social life. In addition, researchers have recognized the utility of Facebook as a novel tool to observe behavior in a naturalistic setting, test hypotheses, and recruit participants. However, research on Facebook emanates

Some Pitfalls

- Problem is underspecified—get precise with your language
  - Is the problem actually a problem?
  - Is the solution addressing the problem? Is the solution different enough?
  - Are you just writing an app
- No or very unclear DV
  - Measure “creativity” or “improved relationships”
  - “determine differences for different genders/ages/etc.”

- Beware the super sensors:
  - Sense the perfect golf swing
  - Sense the volume level of different instruments playing together
  - Sense emotions

Feasibility

- Materials
  - Teach kids “geometry” is too broad. Pick a concept
  - How long will it take for people to do your thing?
- Manipulation
  - can you actually change people’s facebook feed?
  - do you have access to an autonomous car that you can reprogram?
- Scope

- Population availability
  - need 60 autistic preschoolers = need different project
  - If you want to know about different ages, you have to sample accordingly, and that takes time
- Time to collect data (1-2 months is too long)
- Analysis
  - what data are you getting out of sensors? How are you going to turn that into information? How does that relate to your DV?