

## Approaches and Frameworks for HCI Research

This research textbook, designed for young human–computer interaction (HCI) researchers beginning their careers, surveys the research models and methods in use today and offers a general framework to bring together the disparate concepts. HCI spans many disciplines and professions, including information science, applied psychology, computer science, informatics, software engineering and social science, making it difficult for newcomers to get a good overview of the field and the available approaches. The book’s rigorous ‘approach-and-framework’ response is to the challenge of retaining growth and diversification in HCI research by building up a general framework from approaches for innovation, art, craft, applied, science and engineering. This general framework is compared with other HCI frameworks and theories for completeness and coherence, all within a historical perspective of dissemination success. Readers can use this as a model to design and assess their own research frameworks and theories against those reported in the literature.

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# Approaches and Frameworks for HCI Research

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To Doris, Hadley and Ben.  
And to Paola for listening.

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## Preface

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### About This Book

The title of this book, *Approaches and Frameworks for HCI Research*, makes clear its scope and content. The latter concerns both what it is and what it is not. It is about human–computer interaction (HCI) research, not just about HCI in general. However, both subjects are addressed. This distinguishes it from other attempts to address the two subjects, either as separate or as undifferentiated topics. Here, approaches are distinguished from frameworks. However, both are specified explicitly, including the relations between them.

The book presents an ‘approach-and-framework’ response to the HCI research challenge of addressing the increased growth and diversification of HCI. The response supports researchers building on and validating each other’s work. The aim is to decrease theory fragmentation and so to increase HCI discipline progress. The contrast is with HCI community progress, which continues apace.

It is a book for researchers, especially young researchers, and so might properly be described as a research textbook. In this respect, it is unique and different from other textbooks, which are aimed primarily at supporting the HCI teaching of undergraduate and masters’ students. This difference is reflected in its ‘how to do research’ aspects, exemplified by the research practice assignments and, in particular, the research design scenarios presented at the end of chapters. For this reason, the text is organised and written to support application of the approaches and frameworks proposed. Encouraging researchers to internalise the latter is part of that support. This is in addition to supporting researchers in their ability to understand and to reason about the approaches and frameworks.

Although intended primarily for researchers starting their careers in academia or industry, the textbook is also suitable for graduate and postgraduate

students being introduced to the world of research. It also aims to support the supervisors teaching them about HCI research and its relation to HCI more generally. In particular, the textbook supports students in learning how approaches and frameworks contribute to the planning and conduct of research in practice.

It is a good time to publish such a research textbook. It offers a clear alternative to the current ‘design-an-application-for-a-good-user-experience’ line of design practice research. The latter, whatever its strengths, notably fails to address the HCI research challenge identified earlier concerning poor discipline progress. It might even be said to contribute to that challenge by the very number of frameworks and theories that it has helped to engender. Indeed, it is hard, on occasion, to distinguish such design practice research from HCI design practice itself. The textbook’s strength lies in its recognition of the current differences between the many types of HCI approach to research appearing in the literature. Its strength also lies in the need for frameworks to apply to such approaches and so to support researchers building on and validating each other’s work.

### About the Author

The author feels able to write such a research textbook. The conception underlying the proposed relationship between approaches and frameworks for HCI research was developed by colleagues, PhD students and himself during their time at University College London. The conception has been used, then and since, for MSc and PhD student teaching, also for both academic and commercial research. The latter provides an extensive source of illustrations for the book together with the HCI research literature more generally.

### About the Readership

As indicated, the textbook is primarily for young HCI researchers and their supervisors, from both engineering and science academics to research and development innovators. The book is also for researchers in related disciplines seeking ways to contribute to HCI research. Such disciplines include information science, applied psychology, computer science, informatics, software engineering and social science. Researchers are expected to use the textbook for detailed and ongoing reference in support of their work.

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The book is offered as an affectionate, if somewhat belated, *festschrift* for colleagues and PhD students at the Ergonomics and HCI Unit/University College London (EU/UCL Unit) from 1979 to 2001. Their invaluable research contributions, and in particular my work with John Dowell, have made it possible.

I wish to acknowledge the journal *Interacting with Computers* and its erstwhile editor Dianne Murray for publishing in 2010 a Special Issue, entitled ‘Festschrift for John Long’. The idea originated with the guest editors, Alistair Sutcliffe and Ann Blandford.