The Editor's Spotlight: TOCHI Issue 25:2

Perfect Storm. Well, my digital calendar pretty much looks like it's been hit by a bomb cyclone of late, and my analog life has taken a bit of a beating as well. So my remarks this month will be brief.

But I must confess I did manage to squeeze a family vacation in along the way, to the Big Island of Hawai'i, which was wonderful. Yet while we were away a series of windstorms battered my home, felling a large double-topped tree on our back deck. The thing bristled with limbs, each densely festooned by insanely sharp needles that would put an ornery porcupine to shame. By the time I'd finished cleaning up the mess my arms were a palimpsest of scratches upon scratches.

My house escaped mostly unscathed but sadly, the tree fall lead to the death of my daughter's beloved pet rabbit, Dorothy Flufflebum Hinckley (Dottie). We miss the sweetheart terribly, a lop-ear with chocolate fur so soft that it seemed to coax all the hard edges off the world.

May she rest in peace.

Recognition of the Highest Order. In my opinion, the geopolitical events of 2018 have left a great deal to be desired, but at least as far as the representation of TOCHI's Editorial Board in the annual SIGCHI Awards goes, this year's been not too shabby at all:

—Steve Feiner of Columbia University was recognized with one of the highest distinctions in our field, a SIGCHI Lifetime Achievement Award.

I was especially pleased to see Steve recognized in this way because he was someone that I looked up as I was coming out of grad school. I've gotten to know him (and many of his students) over the years, and I've always found his remarks at program committee meetings (not to mention those he makes in TOCHI decision letters!) to be particularly wise.

Steve is especially well known for his work in computer graphics, including many firsts in augmented reality, but he's truly a brilliant researcher with insights on most any HCI topic. Congratulations Steve!

As well, the CHI Academy inducted two more of our board members this year, which gives both of them long-overdue recognition as key leaders in the field of human-computer interaction:

—Ed H. Chi, of Google Research, was recognized for his sustained contributions to HCI. Ed's proven himself a star in whatever sub-field he tackles, from his web information and analytics work in the first half of his career, to the social media modeling and crowd sourcing methodologies that have been his focus over the past decade or so. The research he's directed at Google has also led to significant improvements in recommender systems deployed in commercial products such as YouTube, the Google Play Store, and Google+.

—Albrecht Schmidt, of Ludwig-Maximilians-Universität München in Germany, is a researcher I'm especially proud to see recognized as a SIGCHI Academy member, because his pioneering work on implicit sensing (and in particular, using sensors to infer mobile context) was a key precursor to my own early work on mobile sensing. It seemed that whatever nifty idea I could come up with, I'd dig a little more in the literature, only to inevitably discover some paper where Albrecht had at least partially scooped me.

But, if I'm going to get melon-balled, there's no more magnanimous researcher on this planet that I'd rather tip my cap to.

Albrecht has also done brilliant work that spans ubiquitous computing, automotive user interfaces, tangibles, interactive public displays, and even physiological interfaces. Indeed, the great diversity of topics he's studied deeply makes him incredibly valuable to TOCHI's editorial board.

You can read more about their great contributions, and those of all the other terrific contributors to the CHI community who were recognized this year, at https://sigchi.org/awards/sigchi-award-recipients/2018-sigchi-awards/.

A Burgeoning TOCHI Family. After another record-setting annum at TOCHI, with submissions up more than 10% year-over-year, I am happy (if not relieved!) to welcome a half-dozen distinguished academics to our editorial board. The expertise, wisdom, and rich diversity and breadth of topics that each brings to our board is sorely needed, and very much welcome. So please join me in greeting:

—Brian P. Bailey (University of Illinois, United States);
  https://cs.illinois.edu/directory/profile/bpbailey
—Barry Brown (Stockholm University, Sweden);
  http://barrybrown.se/
—Carl Gutwin (University of Saskatchewan, Canada);
  http://hci.usask.ca/people/view.php?id=2
—Gillian Hayes (University of California, Irvine, United States);
  http://www.gillianhayes.com/
—Anne Marie Piper (Northwestern University, United States); and
  https://communication.northwestern.edu/faculty/AnnePiper
—Koji Yatani (University of Tokyo, Japan).
  http://iis-lab.org/member/koji-yatani/

I'm thrilled to have each of them aboard, and humbled by all that they bring to the journal. We are very fortunate to have such great minds that are willing to serve our academic community in this way.

The Wheel of Life Inevitably Turns. Sadly, all great things must come to an end. So I must take a moment here to offer a heartfelt *Thank You!* to Susanne Bødker, of the University of Aarhus in Denmark, who is retiring from TOCHI's Editorial Board after many years of distinguished service.

Indeed, she was the key organizer of February's landmark TOCHI issue on Re-imagining Participatory Design, a wonderful capstone on her long service to the journal. I wish Susanne the best in advancing her research, and hope that our paths will cross again, soon. It has been a true pleasure working with her.

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IN THE SPOTLIGHT: ONLINE HARASSMENT AND CONTENT MODERATION: THE CASE OF BLOCKLISTS

If you've been online anytime in the past decade, and you've paid attention at all, perhaps you've noticed that that all is not well in the world of social media.

Indeed, there's undeniable evidence at this point that bad actors, across the globe, are using online tools to sow discord and undermine democratic freedoms. The design and socio-technical systems surrounding social media have constituted a form of "societal fracking" that has embrittled the worldwide landscapes upon which trolls, harassers, and outright fascists have wrought their

havoc. Our field bears a heavy yoke of responsibility for addressing these insidious issues. In that sense, Brexit, Trumpism, and the rise of klepto-authoritarian regimes are HCI problems and in many ways are our field's responsibility to study, analyze, and solve.

This TOCHI article on online harassment in the era of Gamergate (and hence the period leading up to Brexit and the 2016 U.S. Presidential Election), then, is very much a canary from the coal-mine of democracy.

The work is exceptionally rich with deep qualitative observations and insights drawn from Twitter users who make use of blocklists (to block trolls and other suspected harassers en masse) that I found to be an absolutely riveting read. The writing is first rate, and the use of concrete details and the voices of the social media users affected throughout were very powerful. (Indeed, if you have personally suffered harassment of any form, be warned that some of the content discussed could act as a trigger.) But in my view, the authors do a wonderful job of surfacing these issues, and discussing in a balanced way this very gray era of ethical design. Indeed, the authors also interview individuals who are blocked, as well as the blockers, and discover that (for example) false-positive mass blocking can itself cut off vulnerable individuals (such as transgendered persons) from critical online communities of support.

In my view, every HCI researcher and practitioner should read this article and reflect deeply about what it means for the future of our field, if not our society.

The problems and their massive societal impact are no longer deniable.

And there are no easy answers.

HCI must rise to the challenge.

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Although I thought the above article critical to discuss here, TOCHI Issue 25:2 is packed with the usual diversity and excellence of scholarly thought. Yet my bomb-cycloned digital calendar conspires against the more expansive comments that these articles deserve. There's also great work on

- —increasing worker agency in crowdwork;
- —using physiological measures of mental workload to provide feedback during tasks;
- —hidden work that challenges scalability and sustainability in ambulatory assisted living;
- —using movement trajectory data to retrieve and analyze particular plays in sports (e.g., from a basketball game); as well as
- —methodologies for evaluating the impact of game type in digital educational games.

All right. That's it. I'm signing off.

It's a delightful spring-like day here in the Pacific Northwest. I've got a wonderful dog that my family ended up adopting in the course of our family vacation to Hawai'i, and our new pup "Kona" (not to mention your Friend and Humble Editor-in-Chief) both really need to go for a walk (grin).

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Ken Hinckley

Editor-in-Chief

Redmond, Washington
March10, 2018

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