The annual CHI conference is the leading forum for the presentation of original designs and research in all aspects of computer-human interaction. The program this year will consist of pre-conference tutorials on April 13 and 14, followed by April 15-17 by technical sessions, debates, symposia, video and live demonstrations of user interface design, and poster sessions.

The conference is sponsored by the Association for Computing Machinery's Special Interest Group on Computer and Human Interaction (ACM/SIGCHI) in cooperation with the Human Factors Society and ACM/SIGGRAPH.

CHI '86 TUTORIALS
SUNDAY AFTERNOON, APRIL 13, 1986

1  Designing Graphical User Interfaces
   (Bill Verplank, Xerox Office Systems, Palo Alto, CA)
   Presents general principles of graphic interface design, using Xerox STAR as main example. Specific screen design techniques are explained in context of these principles. For interface and graphics designers, applications programmers involved in design of graphical user interfaces.

2  The Concepts of Object-Oriented Programming
   (Tom Love, PPI, Sandy Hook, CT)
   A new programming technology, OOP, is being used to build icon-based user-interfaces. This technical introduction provides examples from Smalltalk, Macintosh and Objective-C. No previous experience in OOP is necessary.

3  Digital Typography: A Primer
   (Richard Rubinstein, Digital Equipment Corporation, Marlboro, MA)
   A thorough introduction to digital typography, providing the background for understanding digital output of text; synthesizing from disciplines of typography, perceptual psychology and computer systems. For computer scientists, interface specialists and others, appreciation of human perception and computing helpful but not essential.

4  Natural Language Interfaces
   (Raul Smith, Northeastern University, Boston, MA)
   Identifies interface environments where natural language is appropriate, presents knowledge for design of such interfaces, and presents instances of application. For those new to the area; programming background will be helpful.

5  Online Documentation and HELP Systems
   (Lian Walker, Symbolics Inc., Cambridge, MA)
   Classification of online documentation and help strategies; issues in design and implementation of help systems. For designers, documents and interested managers seeking information to analyze a project's online help needs.

6  How to Use Sociology and Anthropology to Study the Computer-Human Interface (Charles Grantham, Honeywell Inc., Minneapolis, MN and Jerry Vaske, Honeywell Information Systems Inc., Billerica, MA)
   Practical applications of social psychology, social organizational theory and anthropology to the study of computer-human interaction, presented in an understandable language. For those designing software for the less technical user.

7  Introduction to the Art and Science of User Interface Design
   (Tyler Blake, California State University Northridge)
   Introduction to and overview of interface design philosophy. Includes research findings, methodological techniques and real-world examples. For those new to the craft.

8  Interactive Technologies
   (Bill Buxton and Ron Baecker, University of Toronto, Ontario, Canada)
   Examines interactive technologies, manual, audio, and visual, as they support the human-computer dialect: what they offer and how to choose. For those with some experience in user interface design and interactive graphics but without in-depth technical background.

9  Fundamentals of Human Factors Criteria for User Interface Design: The Nuts and Bolts (Doug Harris, Anacapa Sciences Inc., Santa Barbara, CA)
   Describes design principles and fundamental categories of human factors criteria for user interface design. Provides context and methods for application of principles and criteria. Basic material for the novice.

10 An Overview of Artificial Intelligence
    (Elliot Soloway, Yale University, New Haven, CT)
    An understanding of key AI techniques and of the types of problems for which they might be appropriate. A basic presentation; programming experience is helpful but not necessary.

11 How to Study User-Computer Systems
    (Richard Pew, Bolt, Beranek and Newman Inc., Cambridge, MA)
    The use of observational and data collection techniques relating to human use of interactive systems (e.g. verbal protocols, task analysis, scenarios, activity analysis). For the developer who wants to learn systematic methods for collecting data on human use of interactive systems.

12 Building Expert Systems: Extracting Expertise from the Experts (Judith Reitman-olson, University of Michigan, Ann Arbor, MI)
   Addresses an important aspect of building an expert system, that of discovering what the expert knows. Introduces vocabulary and research results, teaches methods used to extract knowledge. For the prospective designer of expert systems; some knowledge of expert systems will be useful.
MONDAY AFTERNOON, APRIL 14, 1986

13 User Interface Design II: Design Methods and Case Histories
   (Tyler Blake, California State University Northridge)
   Survey of useful design methods with application examples. Includes problems,
exercises, sample solutions and group discussion. Continues, but stands alone from,
   the morning session, or for those with some previous experience.

14 Selected Theories, Techniques and Tools
   (Bill Buxton and Ron Baecker, University of Toronto, Ontario, Canada)
   A theory of computer-human dialog design in which certain underlying principles are
   applied: chunking, phrasing, tension, closure. Discusses the nature of prototyping
   and the application of user interface management tools to the theory. Some
   experience in user interface design and interactive graphics necessary. Independent
   of the morning session.

15 Human Factors in Computer Systems: A Management Overview
   (James Foley, George Washington University, Washington, DC)
   Focuses on the process of managing the design and implementation of user-
   computer interfaces; design methodologies, rapid prototyping, experimental
   approaches, software implementation tools, documentation requirements and design
   guidelines. For practicing and aspiring managers of software development teams.

CONFERENCE MATERIALS
Conference registration includes three days of sessions, proceedings, demonstrations
and a reception. Conference attendees qualify for a discounted rate on the tutorials,
which are available for a separate fee. Registration for tutorials is limited and on a first
come, first served basis.

CHI '86 REGISTRATION FORM

REGISTRATION INFORMATION
Registration may be completed in advance by mailing the registration form and fee on or
before April 1, 1986. Reduced rates are available for registrations postmarked on or before
March 1, 1986. Registration forms will be processed only if accompanied by full payment. Payment
submitted separately is not acceptable.

REGISTRATION is also available at the door. No phone registrations will be accepted.

PAYMENTS
Payments can be made by cash, travelers checks, personal or company checks, or money
orders. Purchase orders, charge cards and government vouchers will not be accepted.

Society member must be returned by mail with a money order or check payable to CHI '86.

NOTE: The conference attendance list may be made available to outside organizations. Check
here if you DO NOT want your name to appear on this list.

TRAVEL ARRANGEMENTS
Travel discounts have been arranged with United Airlines. Please call Travel in the
Main office to make your reservations at (800) 323-4378. If calling within Illinois or
Canada, call collect at (312) 328-2562.

For hotel information, please call the Marriott Copley Place, 110 Huntington Avenue,
Boston, MA 02116; (617) 236-5600 or (800) 228-9290. Be sure to specify CHI '86.

Rates: Singles $85 Doubles $95

Society Membership: ACM SIGCHI SIGGRAPH HFS
(Please circle all of which you are a member. Member rates apply.)

REGISTRATION CATEGORY: Student Member Non-member (circle one)
If student: A current student ID must be presented at registration.

TUTORIAL SELECTION: Circle First Choice
   Monday morning April 14, 1986
   1 2 3 4 5 6 7 8 9 10 11 12
   Monday afternoon April 14, 1986
   13 14 15 16 17 18

REGISTRATION STATUS: Conference Only Tutorials Only Conference Plus Tutorials
   (circle one)

FEES
   Postmarked on or before March 1
   Postmarked After March 1
   $111

   Conference Registration Only $145 $175
   Conference + 1 Tutorial $235 $280
   Conference + 2 Tutorials $325 $385
   Conference + 3 Tutorials $415 $490
   1 Tutorial Only $130 $155
   2 Tutorials Only $260 $310
   3 Tutorials Only $390 $465

PAYMENT ENCLOSED: $