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 25 pre-conference tutorials and workshops on May 15 and 16, followed May 17-19 by technical paper and panel sessions, live and video demonstrations of user interface design, special interest group meetings, poster sessions, a doctoral consortium, and a book exhibit.

CHI '88 is especially pleased to announce that this year's invited keynote speakers include Fred Brooks, Jr., author of The Mythical Man-Month; and Nicholas Negroponte, director of the MIT Media Laboratory.

Washington in May is a perfect time to experience a diversity of cultural, educational, and recreational activities. The Omni Shoreham Hotel is centrally located to provide easy access to the city and its environs, and is directly adjacent to the Washington rapid transit line. Make your plans now to join us in May in the nation's capital.

**CHI '88 Tutorials**

**SUNDAY, MAY 15**

**HALF DAY, AFTERNOON SESSIONS**

**Workshop In User Interface Design**
(Tyler Blake, California State University, Northridge, CA)
Case studies, interactive class exercises, and simulations addressing practical problems and techniques in the design of user interfaces.

**Rapid Prototyping for User Interface Design**
(Daniel J. Rosenberg and James Wilson, Eastman Kodak, Rochester, NY, and Michael A. Nelson, Nelson Associates, Yellow Springs, OH)
Introduction to the rapid prototyping approach to designing user interfaces—advantages and disadvantages, major classes of prototyping tools, and combining prototyping with traditional life cycle methods.

**Neural Networks and the Human-Machine Interface**
(Charles C. Jorgensen, Thomson-csf, Palo Alto, CA)
A general introduction to neural networks plus discussion of areas in which they are applicable to human-computer interfaces, such as pattern recognition, natural language, task allocation, and robotics.

**Design and Use of Hypermedia Systems**
(Robert Akcsyn, Knowledge Systems, Murrysville, PA)
Introduction to terminology and concepts of hypermedia (and hypertext) systems, alternative design approaches, and examination of current hypermedia systems.

**The Current Psychology of Programming**
(Bill Curtis, MCC, Austin, TX)
Recent research results on psychological aspects of programming, cognitive processes, experimental results, and field research with implications for software development technology and environments.

**FULL DAY SESSIONS**

**Human-Computer Interaction Techniques and Technologies**
(William Buxton, Xerox EUROPARC, Cambridge, England, Ronald Baackecker, University of Toronto, Toronto, Canada, and Brad Myers, Carnegie Mellon University, Pittsburgh, PA)
Intermediate level examination of interactive techniques via different communication channels—visual, audio, and touch; technologies and theories as they support human-computer dialogue.

**Applying Human Factors Tools and Techniques to User Interface Design**
(Arlene F. Aucella, AFA Design Consultants, Hamilton, MA)
Introductory level view of the tools and techniques of the human factors engineer involved in user interface design and their application to the real-world product development environment.

**Using Object-Oriented User Interface Toolkits**
(Kurt J. Schmucker, Productivity Products International, Sandy Hook, CN)
Intermediate level introduction to user interface toolkits, such as MacApp; how to select and use them in building interfaces.
HALF DAY, MORNING SESSIONS

User-Computer Interface Design
(John D. Foley, George Washington University, Washington, DC)
Introduction to top-down design methodology for user-computer interfaces, including requirements definition and conceptual, functional, and dialogue design, with particular emphasis on graphical interfaces.

Basic Cognitive Psychology
(John Jonides, University of Michigan, Ann Arbor, MI)
An introductory tour of the range of research topics and phenomena studied by cognitive psychologists—decision-making, reasoning, memory, and perception—for those with interest (but not necessarily a background) in cognitive psychology.

Intelligent Interfaces
(James R. Miller, MCC, Austin, TX, and Robert Neches, USC Information Sciences Institute, Marina del Rey, CA)
Application of AI techniques to human-computer interfaces to make systems easier to learn and use; comparison of intelligent assistants vs. power tool approaches.

Voice Interfaces
(Chris Schmandt, Massachusetts Institute of Technology, Cambridge, MA)
Speech production and perception, speech technologies for synthesis, recognition, and digitization, and human factors issues such as appropriateness of voice channel, interruptibility of dialogues, and syntax.

FULL DAY SESSIONS

Basic Principles and Guidelines in User Interface Design
(Deborah J. Mayhew, Deborah J. Mayhew & Associates, Belmont, MA)
Introductory level survey of the known guidelines and principles for designing better interactive user interfaces, for software designers and developers with little or no human factors background.

Usability Engineering
(John Bennett, IBM Almaden Research Center, San Jose, CA, Keith Butler, Boeing Advanced Technology, Seattle, WA, and John Whiteside, Digital Equipment Corporation, Nashua, NH)
Presentation of a comprehensive, systematic method for developing more usable systems and products; includes case histories and class exercise.

User Interfaces in Window Systems: Architecture and Implementation
(Jerry Farrell and Mike Schwartz, Sun Microsystems, Mountain View, CA)
Intermediate level description of the state of the art in window systems and toolkits, alternative underlying architectural mechanisms, and interface facilities available to applications running in a window system.

User Interface Management Systems
(Dan R. Olsen, Jr., Brigham Young University, Provo, UT, David J. Kaslik, Boeing Computer Services, Seattle, WA, and James R. Phyne, IBM Watson Research Center, Yorktown Heights, NY)
Intermediate level presentation of what a UIMS is and how it can affect the development of interactive application programs; basic issues in UIMS research; how a UIMS is implemented; and the basic UIMS dialogue models.

REGISTRATION

Registration may be completed in advance by mailing the registration form and fee before April 27, 1988. Reduced rates are available for registrations (with enclosed payment) postmarked on or before April 6, 1988. Registering before the April 27, 1988, deadline will speed your on-site conference registration. Members of ACM/SIGCHI, ACM/SIGGRAPH, and the Human Factors Society will receive an Advance Program, containing the registration form and hotel and transportation information in January, 1988. Others should contact:

Gail A. Chmura, Executive Administrator, CHI '88, 5214 Monroe Drive, Springfield, VA 22151, chmura.chi@xerox.com

FEES (in U.S. dollars)

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