

# Workshop on SIGCHI Public Policy

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Designing user interfaces to technology is a political act. It is political because it influences - sometimes even determines - what people can and cannot do. Human-machine interface issues play an important role in a variety of public policy discussions including domains such as accessibility, privacy, voting and elections – and even spam, spy ware and viruses.

One year ago, SIGCHI formed a committee on U.S. Public Policy. In the first year, we created a new social impact award, wrote several articles, and held a SIG at CHI 2005 attended by about 30 people. We now propose to hold a one-day workshop on U.S. and international issues motivated by the interest at that SIG where the majority of people expressed interest in attending a workshop at the next CHI.

The major goals of the workshop will be to:

- Learn about each other's public policy work related to CHI
- Define an agenda for the next year's work by this group
- Work on how to coordinate with international CHI policy groups

## ***Before the workshop:***

Each potential attendee will be required to submit a one-page position paper by emailing it to Ben Bederson ([bederson@umd.edu](mailto:bederson@umd.edu)) by January 18<sup>th</sup>, 2006 that responds to the following two questions:

1. What are the important issues in CHI and policy, and how might we address them?
2. If *you* have done any work that relates to public policy issues in the field of HCI, or are planning on doing any work in this area, please describe it.

We will then select a maximum of 20 people based on who we think is most likely to help the public policy committee form and implement a plan of action for the next year.

For more information, see [www.sigchi.org/uspolicy](http://www.sigchi.org/uspolicy)