Interactivity Supplement CHI 2012

CONTACT INFO

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DESCRIPTION

Title: Computationally Exploring Social Discrimination with the *Mimesis* System

Project Description: *Mimesis* is an interactive narrative system that explores social discrimination, specifically the phenomenon referred to in social psychology discourses as *microaggression*. *Mimesis* integrates with Facebook in order to use real-world information from the user's social networking profile to generate a character that appears within a metaphorical narrative environment. *Mimesis* aims to explore the efficacy of computational identity representation systems as tools for bringing about conceptual change related to awareness and attitudes toward social discrimination. *Mimesis* contributes to theory relating cognitive science models of categorization, psychological models of social discrimination, HCI approaches to user modeling, user analysis, diversity, and metaphor-based design.

PRESENTATION HISTORY

This will be the first public presentation of the Mimesis system.

ENVISIONED INTERACTION

We plan to invite CHI attendees to interact directly with our system, individually playing through a series of encounters using 3-5 physically tethered iOS devices that will be provided for public use within our booth. Members of the *Mimesis* research and development team will be available to answer questions and discuss the specific strategies used in implementing the system. At least one computer will be used to exhibit the development environment used in creating *Mimesis*, which can also be used to exhibit portions of the *Mimesis* codebase.

TECHNICAL REQUIREMENTS

At a minimum, our presentation requires access to two three-prong power outlets (we will provide surge protectors to allow for more devices to be plugged in at once), an 802.11b wireless network (low bandwidth is acceptable), and about 96 sq. ft. of space (see floor plan below).

If available, we would also request one or two tables for laying out the iOS devices that will be used in our demonstration. We would use an interior booth wall, if available, to display a research poster about the project.

Our demo contains sound, but does not require a quiet space; we will provide headphones for attendees who wish to hear our audio content without disturbance. Our demo does not require any special lighting arrangements. Our demo would require access to a wireless network, but our data usage would be low (no more than a few kilobytes per playthrough) and our demo would not emit any radio interference. Our demo does not require any special considerations for attendee or demonstrator safety.

Our demo would be a self-contained 5-minute playthrough, which could be experienced by 3-5 attendees at a time (device availability and space allowing). Attendees would be encouraged to stay and ask questions of the research and development team after experiencing the demo, but would be asked to cede devices to other attendees so they too could experience the system.

We would be open to installing our demonstration for the duration of the conference, or for setting it up during designated Interactivity-Exploration times, depending on the wishes of the conference organizers. If leaving the demonstration in place, we would provide our own locks to secure our devices and materials.

FLOOR PLAN

