Breakout 7: Human-centered computing (Bob Sproull, leader)
    James Allen, U of Rochester, AI, natural language
    Mike Gorman, NSF, social psychology, collaboration
    Eli Blevis, U. Indiana, HCI, designer
    Sushil Prasad, Ga. State, parallel and distributed computing

better design can help
    Blevis example of programmable thermostat
    rather than buttons, just two temp dials that you can make hotter, colder

operating complex systems
    hire a local teenager to program your system
    take user through scenarios and ask for user decisions => learn rules
    can extract constraints; preferences by scenarios
    concrete scenarios are better than rules
    can learn from real episodes, past history, get consumer to critique
    example: (Allen) transport planning; have built research prototypes
    dubbed "dialog-based collaboration"

social networking?
    can this be turned to advantage? now, the successful ones just evolve
    ride-sharing group: coming to trust your driver
    Leo Bonnania (sp?) at MIT Media Lab

investigate how humans will adapt to severe climate change
    gaming to explore how to operate in futures
    a la Sim City, World of Warcraft
    what makes games compelling?

information feedback channels are increasingly noisy, untrustworthy
    (Obama birth, autism caused by vaccine, conspiracy theories)
    how to trust data

decision support -- in presence of lots more data
    even figuring out a winter weather forecast today can be hard
    visualization of data deluge

*understanding* scientific data (and not drawing erroneous or conspiratorial conclusions)
    part of society understanding, adapting, becoming sustainable

Extended HCC (coined by Bill Tomlinson)
    computer mediates communication to not just individuals but social groups,
    planet, even other species (fish ladder?)

distance collaboration
    the perennial savior -- still not done well
    differentiate collaboration needs by task