**Thinking and behaving like a (user) researcher**

## Cairns, Cox, Brumby & Thimbleby

This case study relates to the topic “HCI: User-centered design & testing” “Statistical methods for HCI” in the CS2013 curriculum working document

What we tried successfully

* Writing a book with lots of authors
* Running workshops where people bring their problems (more of a dialogue)
* Fantasy abstracts as short writing exercises

Changes that we made

* Introducing a series of iterations to the writing of abstracts
* Developed separate approaches tailored to our home institutions

Readings we found interesting

* Plato
* Abelson, Statistics as Principled Argument
* Popper, The Logic of Scientific Discovery
* Hacking, Representing and Intervening
* Autobiographies and musings of decent scientists - esp. Benjamin Franklin,Marie Curie, Peter Medawar, Littlewood, Poincare, Polya, Feynman, Peter Medawar, James D. Watson, Don Knuth, and Daniel Kahneman, and the ACM Turing Award Lectures, esp. Tony Hoare

Tips and strategies we found useful

* Relate everything to specific research problems, ideally the students’ own problems
* Get people to prepare their first fantasy abstract in advance of a session
* Get students to critique each other’s abstracts
* Bring our own work for criticism particularly early drafts
* Each other’s perspectives

What we found challenging

* Getting authors to stick to the brief of what a chapter should look like
* Introducing students to pluralistic approaches
* That students wanted definitive answers on how to do research
* Lack of time to critique a large number of students’ abstracts in person

What did not work for us

* A straight lecture course – too much to cover at an unknown depth

What would have helped us

* A way to run a study there and then!
* A better culture of creativity in HE