

call for papers
special issue of Human-Computer Interaction

Transnational HCI: Humans, Computers and Interactions Considered Globally

Special issue editors

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HCI researchers are increasingly interested in understanding the role of technology in relation to global processes. ICT4D (Information and Communication Technologies for Development), emerging markets, new forms of mobility, and the internationalization of organizations dominate contemporary conversations about information and communication technology. Whether in academia or industry, all agree that technology design and research today must consider the role these globalizing processes play in the way people collaborate, interact and exchange ideas across national and cultural boundaries. We therefore seek high quality, thoughtful and original work for a special issue of Human-Computer Interaction on the topic of *Transnational HCI*.

HCI research in transnational contexts faces several challenges that this special issue aims to address. Recent work in our community has pointed to the limitations of current theoretical models and methodological tools for analyzing, describing and designing in the context of global technological change. Previously adopted taxonomic views of culture and notions such as designing for a developing world are now being examined critically. Taking global and transnational issues seriously requires starting with an understanding that a location, organizational unit or ethnographic site is inherently culturally diverse and multi-sited, requiring new tools, methods and perspectives. When the scope of our contemporary projects includes multiple locales, divergent values, and user groups that challenge the traditional user-designer dichotomy, our responsibilities as researchers and designers demand reconsideration, reflective engagement, and new accountabilities.

HCI researchers have already started to draw upon work in cultural anthropology, transnational studies, feminist theory, postcolonial studies, and media and cultural studies in order to develop a new sensibility towards these complex sites. But when tools migrate across disciplines they often require redefinition in their new context. It remains unclear how these analytical tools translate into HCI research and design implications; what does “going global” mean for common HCI themes, concerns and methods, such as participatory design, use-design relations, appropriation, remote and co-located collaboration? In addition, our field as a whole has a unique position that can speak to design and technology development as it unfolds *in practice*. HCI has had only limited visibility (or at times none at all) in other disciplinary debates on transnational and global developments, but we have an opportunity to produce valuable contributions in other overlapping fields as well.

The focus of this special issue is on the relations between transnational processes and technology practice, design and research. We are especially interested in characterizing the theoretical, methodological, and empirical challenges of our work in transnational settings in a way that will be useful for future research and design in this area. For example, what analytical and methodological frames from within the HCI tradition offer new approaches to this empirical context, and which of our existing frames require reconsideration? How does “Transnational HCI” engage with or

challenge ICT4D or Reflexive HCI? Thinking interdisciplinarily, what can the broader HCI community learn by drawing on work in other disciplines, such as information studies, anthropology, media and cultural studies, communications, science and technology studies? How can HCI contribute a novel perspective on transnationalism and technology to those disciplines as well?

We encourage papers that represent a variety of disciplinary perspectives and analytical approaches. True to the “transnational” perspective, submissions do not have to be limited to “developing world” sites. Examples of topics that fall into the scope of this special issue include but are not limited to:

- The network society: global flows, frictions and politics in local-global technology use
- Cross-cultural collaboration and culture as encounter
- Communication and collaboration across boundaries (not just the nation-state)
- Diaspora communities, the politics of international migration, and technology
- Use of information and communication technologies in censorship state zones
- The role of information and communication technologies in reconfiguring “the local”
- Political, local and translocal in new technological sites
- Technology design and use in constructing, reproducing, or enforcing notions of global connectedness or local community
- The role of technology in preserving versus undermining cultural identity
- Mobility and circulation in constructing or moving between the local and the global
- Methods for analysis and design in complex, hybrid, or virtual transnational spaces
- The relationship between the researcher, designer and user in transnational collaborative projects

This special issue follows upon two successful workshops: the Ubicomp 2010 workshop “Transnational Times” organized by Shklovski, Lindtner, Vertesi, and Dourish, and the CHI 2011 workshop “Transnational HCI” organized by Vertesi, Lindtner and Shklovski.

Timeline

Call for proposals:	October 1, 2011
Deadline for proposals:	December 1, 2011
Response to authors:	January 5, 2012
Full papers due:	April 2, 2012
Reviews to authors:	July 16, 2012
Revised papers due:	October 15, 2012
Reviews to authors:	February 15, 2013
Final papers due:	April 1, 2013

Submission of proposals

Proposals should be at least 1000 words and provide a clear indication of what the paper will be about. Proposals should be submitted by email to the special issue editors (transnationaltimes@gmail.com). Mention explicitly in the email that your submission is intended for this special issue. We will evaluate the proposals for relevance to the special issue themes and provide guidance. The full paper submissions will be peer reviewed to the usual standards of HCI.