『 清华信息大讲堂第112讲－NEC第9讲 』

■ **报告题目**：人类的核心工作：通过HCI 的创新

■ **报告人** ：杰斯丁·卡塞尔

■ **报告时间**：2013年9月9日 星期一 16:00pm-17:30pm

■ **报告地点**：东阶梯教室

摘 要：

At the Human-Computer Interaction Institute at Carnegie Mellon University we approach innovation through promoting collaboration among experts from different fields. We create an ecosystem of fields that includes computer scientists but also designers, psychologists, cognitive scientists, game designers, and others who in working together reach a deep understanding of human behavior, needs and desires, and use that to understand existent technologies, and create the most cutting edge new technologies.

In this talk, I use examples from recent research by faculty at Carnegie Mellon's HCII to illustrate dimensions of this approach. I'll draw from work exploring the nature of rapport between people and computers, investigating community and leadership online, selling virtual possessions, creating mobile devices to increase health and well-being, and enhancing creativity in designers.

简 介：

Justine Cassell is the Charles M. Geschke Director o f the Human Computer Interaction Institute in the School of Computer Science at Carnegie Mellon University. Cassell was faculty at Northwestern University from 2003 to 2010 where she was the founding director of the Center for Technology and Social Behavior and the joint PhD in Technology and Social Behavior. Before that she was a tenured professor at the MIT Media Lab. Cassell received the Edgerton Prize at MIT, is an ACM and CRA Distinguished Lecturer, was honored in 2008 with the "Women of Vision" award from the Anita Borg Institute, in 2011 was named to the World Economic Forum Global Agenda Council on Robotics and Smart Devices, and in 2012 was named a fellow of the AAAS. Cassell has spoken at the World Economic Forum in Davos in 2012 and 2013 on human-computer interaction.

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