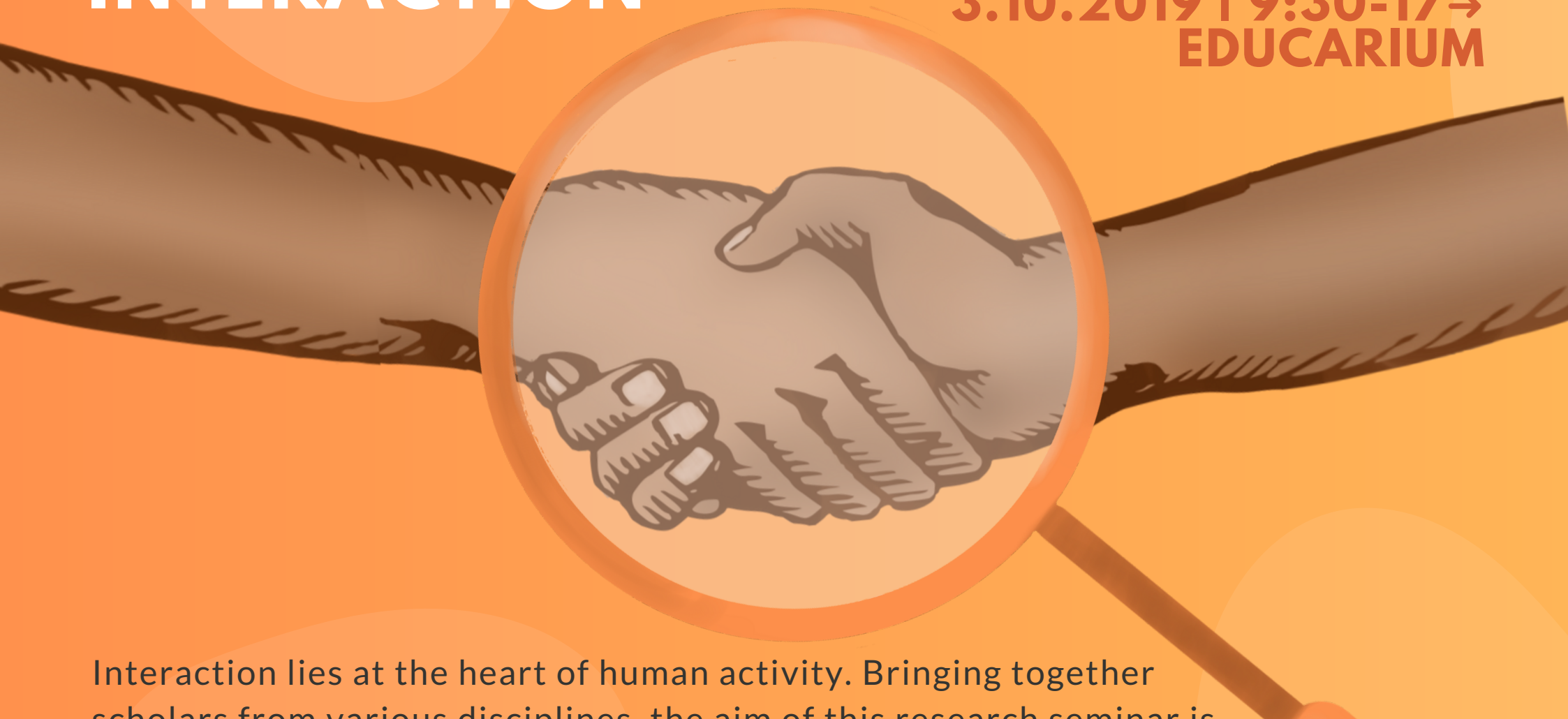
INTERDISCIPLINARY RESEARCH PERSPECTIVES ON HUMAN INTERACTION

3.10.2019 | 9:30-17→
EDUCARIUM



Interaction lies at the heart of human activity. Bringing together scholars from various disciplines, the aim of this research seminar is to share theoretical and methodological understandings of research on interaction at both the micro and macro levels. The seminar consists of keynote talks, hands-on workshops, a panel discussion, and a great deal of opportunities to network with co-participants. What are the frames of living, learning, and working in interaction both now and in the future?

The seminar is open for public.

THE PROGRAM

09:30 **REGISTRATION AND COFFEE**

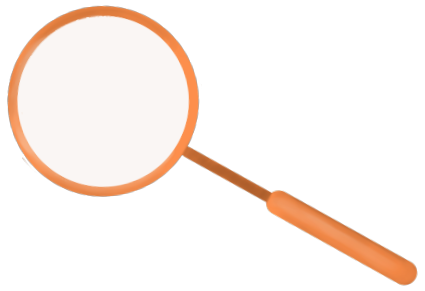
10:00 **WELCOMING WORDS & KEYNOTE SPEECHES**

Melisa Stevanovic, *University of Helsinki*
Joint decision making in interaction

Arto Laitinen, *University of Tampere*
Human sociality and interaction with robots

KEYNOTES | INFORMATION

JOINT DECISION MAKING IN INTERACTION



Melisa Stevanovic, *University of Helsinki*

Melisa Stevanovic is a university research fellow and lecturer at the Faculty of Social Sciences. She conducts empirical social interaction research. She is currently involved in projects 'Social inclusion, interaction, and mental illness' and 'Participation, joint decision making and social interaction deficits'.

Joint decision making takes place at the intersection of micro-processes of social interaction and macro-processes of democratic participation at the level of whole society. This talk seeks to unravel the details of how exactly the structural features of joint decision making reflect and construct specific relations of power or equalitybetween the participants.

Thereby, qualitative conversation-analytic study of sequences of naturally occurring joint decision-making interaction will be combined with statistical analysis of experimentally induced interactional data with eye tracking, motion capture, and physiological measurements.

HUMAN SOCIALITY AND INTERACTION WITH ROBOTS

Arto Laitinen, *University of Tampere*

Arto Laitinen is Professor in Social Philosophy, and vice director of the consortium "Robotics and the Future of Welfare Services" (Academy of Finland Strategic Research Council).

This talk will start from a theory concerning human sociality, a theory of relations of mutual recognition. It will ask to what extent human interaction with robots could be understood from within that paradigm, especially assuming that robots are not genuine persons, or possess the inner life of emotions. For example, does it make sense to "recognize" robots, or feel that one "gets recognition" from a robot?

12:00 **LUNCH BREAK**

13:00 **WORKSHOPS**

Each participant can participate in two methodology oriented workshops, registration in advance:

Video workflow and ELAN by Jaakko Hilppö, *University of Helsinki*
Eye tracking to study interaction by Johanna K. Kaakinen, *University of Turku*
Social network analysis by Tuire Palonen, *University of Turku*
Video card game by Sara Routarinne, *University of Turku*
Gridware and Observer XT tools to analyze interactions by Anu Kajamies and Tuike Iiskala, *University of Turku*

15:00 **COFFEE**

15:30 **PANEL DISCUSSION: "21ST CENTURY SKILLS - WAYS OF THINKING AND WORKING IN INTERACTION"**

Panelists:
Arto Laitinen, *University of Tampere*
Melisa Stevanovic, *University of Helsinki*
Sara Routarinne, *University of Turku*

Moderators:
Tuike Iiskala and Anu Kajamies, *University of Turku*

17:00 **RECEPTION IN PICCUMACCIA. WELCOME ALL!**

Self-paid buffet, approx. 25 €

WORKSHOPS | INFORMATION

Workshops

VIDEO WORKFLOW AND ELAN BY JAAKKO HILPPÖ

This workshop will provide a short overview of how to work with video data, from data source to presentation and publication, and the use of different software as part of the workflow.
In specific, the workshop will focus on ELAN (*https://tla.mpi.nl/tools/tla-tools/elan/*) as one particularly helpful software and provide participants an opportunity to learn how to use ELAN. Video data will be available for the participants as part of the workshop, but the participants are also encouraged to bring their own video data to work with.

EYE TRACKING TO STUDY INTERACTION BY JOHANNA K. KAAKINEN

This workshop presents a demo of eye tracking systems that be used to analyse the eye gaze behavior of an individual during interaction. Two systems will be presented: head-mounted eye tracking glasses that can be worn in naturalistic environments, and a small eye tracker that can be used for eye tracking while the participant is viewing a two-dimensional surface (e.g., a screen). There will be an opportunity to try out both systems, and we will discuss the possibilities and challenges of using eye tracking in interaction studies.

SOCIAL NETWORK ANALYSIS BY TUIRE PALONEN

Social network analysis (SNA) is a common name for collection of tools and methods of investigating social structures through the use of networks and graph theory. Along SNA, all kinds of social structures may be analyzed.
Examples, such as social media networks, information circulation, friendship networks, and disease transmission indicate richness of the field. There are two main approaches to study social networks: the whole networks and egocentric networks. In addition, the visualizations provide a means of qualitatively assessing networks by varying the visual representation of their nodes and edges to reflect attributes of interest. In the workshop the method will be presented and the participants can deepen their understanding of possibilities by using SNA tools.
Examples how to analyze one's social media networks by visualizing are demonstrated and can be tested by participants of the workshops. Ethical considerations are discussed and further elaborated.

VIDEO CARD GAME BY SARA ROUTARINNE

Video card game is originally a design method for creative and collaborative analysis of interactional data. It draws on interaction analysis (*Jordan & Henderson 1995*) and participatory design (*Ylirisku & Buur 2007*).
In the workshop the method will be presented and the participants will develop their understanding of the difference between interpretation and analytical observation. VCG bears some resemblance to the data session method in conversation analysis (*c.f. Antaki et al. 2008*): it allows unmotivated analysis of interaction as well as making insightful analytical connections between data pieces. The difference is in the organization of collaboration.

GRIDWARE AND OBSERVER XT TOOLS TO ANALYZE INTERACTIONS BY ANU KAJAMIES AND TUIKE IISKALA

This workshop presents Gridware (*http://130.15.96.140/SSG/)* and Observer XT *(https://www.noldus.com/human-behavior-research/products/the-observer-xt)* as tools to analyze and visualize evolving interaction processes.
We will provide methodological examples from educational context to capture teacher-student and student-student interaction dynamics. Participants can analyze interactions with Gridware to explore how this tool could be applied in different disciplines.

ORGANISATION AND CONTACT

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- Sara Routarinne | sara.routarinne@utu.fi

REGISTRATION | FREE

https://www.utu.fi/en/research/research-collegia/tias/events/interdisciplinary-perspectives-on-human-interaction-2019

UNIVERSITY OF TURKU

TIAS

Turku Institute for Advanced Studies, University of Turku

CeRLI

Center for Research on Learning and Instruction, Department of Teacher Education, University of Turku