AIS Transactions on Human-Computer Interaction

Editors-in-Chief

Dennis Galletta, University of Pittsburgh, USA
Research Expertise/Areas:
• End-user attitudes, behavior, and performance
• Human-computer interaction
• Web delay
• Spreadsheet errors
• Cognitive fit
• Online advertising
Research Methods:
• Experiments
• Surveys
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Joe Valacich, University of Arizona, USA
Research Expertise/Areas:
• Human Computer Interaction
• Technology-mediated group decision-making
• Electronic commerce
• Cyber security
• Deception detection
Research Methods:
• Lab experiment
• Field experiment
• Survey
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Past Editors-in-Chief

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Research Expertise/Areas:
• Cognitive, affective, motivational aspects in HCI
• Intellectual development of the information related fields
• Human-centered system development methodology
• Design theories and methods
Research Methods:
• Survey
• Lab experiment
• Field experiment
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Senior Editor Board

Fred Davis, University of Arkansas, USA
Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Behavioral information security and information assurance; privacy and trust in human technology interaction
- User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
• Integrated and/or innovative approaches, guidelines, and standards or metrics for human centered analysis, design, construction, evaluation, and use of interactive devices and information systems
• The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
• Implications and consequences of technological change on individuals, groups, society, and socio-technical units
• Software learning and training issues such as perceptual, cognitive, and motivational aspects of learning

Research Methods:
• Surveys
• Experiments
• Interviews
• Brain Scanning

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Traci Hess, University of Massachusetts Amherst, USA
Research Expertise/Areas:
• The impact of interfaces/technology on user acceptance, behavior, and performance
• Decision aids
• Social media
• Trust and human-computer interaction

Research Methods:
• Experiments
• Surveys

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Shuk Ying (Susanna) Ho, Australian National University, Australia
Research Expertise/Areas:
• Human information interaction
• Human information seeking
• Web navigation behaviors
• Information visualization
• Evaluation for various interface designs in business
• The impact of interfaces/information technology on people's behavior, performance, perception, and productivity

Research Methods:
• Experiments

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Mohamed Khalifa, University of Wollongong in Dubai, United Arab Emirates
Research Expertise/Areas:
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
• Social media; social computing; virtual communities
• User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
• The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
• Software learning and training issues such as perceptual, cognitive, and motivational aspects of learning

Research Methods:
Jinwoo Kim, Yonsei University, Korea
Research Expertise/Areas:
- Co-design and collective innovation
- Co-experience
- Co-ownership in the Internet
- Online group creativity
- Online pro-social behavior
Research Methods:
- Field and lab experiments
- Case study research
- Qualitative research method
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Paul Benjamin Lowry, City University of Hong Kong, China
Research Expertise/Areas:
- Design issues of security, privacy, and deception
- IT policy compliance, computer abuse, protection motivation, accountability
- Collaboration, communication, self-disclosure, social media
- Affect, fear, intrinsic motivations, hedonic systems
- Trust/distrust, ambivalence, branding
Research Methods:
- Online experimentation
- Survey
- Path modelling
- Theory building
- Meta-analysis
- Design science
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Anne Massey, Indiana University, USA
Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- User interface design and evaluation for various applications in business, managerial organizational, educational, social, cultural, non-work, and other domains
- Social media; social computing; virtual communities
- The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
Research Methods:
- Case studies
- Questionnaire/survey
- Laboratory/field experiments
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Fiona Fui-Hoon Nah, University of Nebraska-Lincoln, USA
Research Expertise/Areas:
- 3D Virtual Worlds / Metaverse
- E-commerce
Research Methods:
- Experiment
- Survey
- Case study

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Lorne Olfman, Claremont Graduate University, USA
Research Expertise/Areas:
- End-user training
- Knowledge management and organizational memory
- Online learning systems
- Organizational learning
- Social software
- Systems analysis and design

Research Methods:
- Experiments
- Action Research

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Kar Yan Tam, Hong Kong University of Science & Technology, China
Research Expertise/Areas:
- Electronic Commerce
- Adoption of Information Technologies
- Web Personalization and HCI

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Dov Te'eni, Tel-Aviv University, Israel
Research Expertise/Areas:
- Decision making
- Collaboration
- Communication
- Feedback

Research Methods:
- Experimental
- Theory development
- Design

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Jason Bennett Thatcher, USA
Research Expertise/Areas:
- User acceptance, behavior, and performance
- Trust and distrust in information technology
- Job design and technology use
- Strategic applications of IT in organizations
- Technostress

Research Methods:
- Surveys
- Qualitative

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Noam Tractinsky, Ben-Gurion University of the Negev, Israel
Research Expertise/Areas:
- Aesthetics
- User experience
- Interface/interaction design
Research Methods:
- Experimental studies
- Prefer not to handle qualitative studies
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Viswanath Venkatesh, University of Arkansas, USA
Research Expertise/Areas:
- The diffusion of technologies in organizations and society by focusing on complex technology implementations (e.g., ERP)
- Business process change
- Social networks
- End-user training, user acceptance, gender and age differences, usability, and online consumer behavior
Research Methods:
- Surveys
- Experiments
- Field studies
- Social network analysis
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Research Expertise/Areas:
- End-user programming/end-user development
- Software development
- Usable security
- Gender differences in technology use
- Trust and credibility on the Internet
- Training
Research Methods:
- Lab studies - quantitative and qualitative
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Mun Yi, Korea Advanced Institute of Science and Technology, Republic of Korea
Research Expertise/Areas:
- Technology adoption and diffusion
- IT training and skill acquisition
- User experience
- Knowledge engineering and management
Research Methods:
- Lab experiment
- Field survey
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Research Expertise/Areas:
- Social Cognitive Theory
- Technology acceptance/adoptions
- Technology use and performance effects
- Latent variable techniques
- Decision support / decision aids
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Michel Avital, Copenhagen Business School, Denmark
Research Expertise/Areas:
- Innovation, IT induced innovation, generative interfaces, creativity support systems, open-innovation architectures, mass-innovation support
- Collaboration, collaborative systems, participative architectures, mass-collaboration support
- Socio-technical considerations of HCI
Research Methods:
- Positive methodologies (Positive Organizational Scholarship, Appreciative Inquiry, etc)
- Theory development, Framework development
- Qualitative studies, Interpretive approaches
- Survey studies, Structural Equation Modeling
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Hock Chuan Chan, National University of Singapore
Research Expertise/Areas:
- HCI for data models and languages
- Model and information visualization, particularly for spreadsheets
- Information systems acceptance
- Cognitive, motivational and affective aspects of HCI
- Virtual community
Research methods:
- Mostly surveys and experiments
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Christy M.K. Cheung, Hong Kong Baptist University, China
Research Expertise/Areas:
- Social media; social computing; virtual communities
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Gender and information technology
Research Methods:
- Survey
- Experiment
- Longitudinal study
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Michael Davern, University of Melbourne, Australia
Research Expertise/Areas:
- HCI in decision support
- Innovation and evolution of technology usage behavior
- Issues of task, user, and technology fit
- Perceptions, performance and productivity with technology
• Controlling user behaviour/system restrictiveness
• Behavior in information environments
• Cognitive aspects of human interaction with technology

Research Methods:
• Experiments (including verbal protocol analysis)
• Surveys
• Theory only
• Case studies

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Carina de Villiers, University of Pretoria, South Africa

Research Expertise/Areas:
• Theoretical aspects of informatics
• The socio-economic impact and implications of information systems and information technology
• Information Technology in the service of the organisation and society
• Knowledge discovery from data to enhance organisational decision making

Research Methods:
• Multi-methodological (Pluralist) but with a bias towards interpretative research

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Xiaowen Fang, DePaul University, USA

Research Expertise/Areas:
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
• User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
• Social media; social computing; virtual communities

Research Methods:
• Quantitative Methods
• Empirical methods

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Matt Germonprez, University of Wisconsin Eau Claire, USA

Research Expertise/Areas:
• HCI Theory
• HCI Review
• Emerging technologies and the impact on design, development, and implementation
• The behavioural, cognitive, motivational and affective aspects of human and technology interaction
• User task analysis and modeling; fit between representations and task types
• Social media; social computing; virtual communities

Research Methods:
• Interpretive and critical methods

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Jennifer Gerow, Virginia Military Institute, USA

Research Expertise/Areas:
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
Software learning and training issues such as perceptual, cognitive, and motivational aspects of learning
Social media; social computing; virtual communities
Behavioral information security and information assurance; privacy and trust in human technology interaction
Implications and consequences of technological change on individuals, groups, society, and socio-technical units

Research Methods:
The elderly, the young, and special needs populations for new applications, modalities, and multimedia interaction

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Suparna Goswami, Technische Universität München, Germany
Research Expertise/Areas:
The behavioral, cognitive, motivational and affective aspects of human and technology interaction
Social media; social computing; virtual communities
User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
Social media; social computing; virtual communities
The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
Implications and consequences of technological change on individuals, groups, society, and socio-technical units
Implications and consequences of technological change on individuals, groups, society, and socio-technical units

Research Methods:
Research methods: Survey research, field and laboratory experiments, protocol analysis, and interviews

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Khaled Hassanein, McMaster University, Canada
Research Expertise/Areas:
The behavioral, cognitive, motivational and affective aspects of human and technology interaction
privacy and trust in human technology interaction
User interface design and evaluation for various applications
The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
The elderly, the young, and special needs populations for new applications, modalities, and multimedia interaction

Research Methods:
Technology adoption models development
Validation through SEM techniques

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Milena Head, McMaster University, Canada
Research Expertise/Areas:
User interface design and evaluation
Hedonic and utilitarian aspects of human technology interaction
Trust in human technology interaction
Web navigation behaviors
Information visualization
• Social media; social computing; virtual communities
• Impact of interfaces on people's attitudes and behaviors
• Individual differences (Gender, Age, Cultural influences)

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Netta Iivari, Oulu University, Finland
Research Expertise/Areas:
• User-centered/participatory/cooperative design
• User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
• Information systems usability engineering
• Contexts of design and use; organizational, cultural, social, political, virtual, etc.
• Gender and information technology

Research Methods:
• Qualitative, interpretive research
• Critical research
• Case study research
• Ethnography
• Discourse analysis
• Grounded theory

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Zhenhui Jack Jiang, National University of Singapore, Singapore
Research Expertise/Areas:
• User interface design and evaluation for various applications in business
• The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
• Social media; social computing; virtual communities
• Privacy and trust in human technology interaction

Research Methods:
• Experimental methods

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Richard Johnson, SUNY at Albany, USA
Research Expertise/Areas:
• The impact of interfaces on user attitudes, behavior, & performance
• Psychology and Interface Design
• Social Responses toward Computing
• End user training & Computer self-efficacy
• E-learning

Research Methods:
• Experiments
• Surveys

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Weiling Ke, Clarkson University, USA
Research Expertise/Areas:
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
• User task analysis and modeling; fit between representations and task types
• Software learning and training issues such as perceptual, cognitive, and motivational aspects of learning

Research Methods:
• Experiments
Surveys
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Sherrie Komiak, Memorial University of Newfoundland, Canada
Research Expertise/Areas:
- Trust in human technology interaction
- Personalization technology in electronic commerce
- The behavioral, cognitive, and affective aspects of human and technology interaction
- User task analysis and modeling; fit between representations and task types
- The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
Research Methods:
- Experiments
- Surveys
- Protocol analysis
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Na Li, Baker College, USA
Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Information visualization
- Privacy and trust in human technology interaction
- User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
- The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
Research Methods:
- Empirical Methods
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Ji-Ye Mao, Renmin University, China
Research Expertise/Areas:
- Design and evaluation of information systems, their usefulness and usability along with their behavioral and cognitive bases
- User-centered design methodologies
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Scott McCoy, College of William and Mary, USA
Research Expertise/Areas:
- Cross Cultural Issues in IS
- Human Computer Interaction (HCI)
- Telecommunications Policy
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Greg D. Moody, University of Nevada, Las Vegas, USA
Research Expertise/Areas:
- Psychological theories
- Individual and team use and behaviors
- Empirical, survey and experiment
- Privacy and security
Control
E-commerce

Research Method:
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Robert F. Otondo, Mississippi State University, USA
Research Expertise/Areas:
- Cognitive research in IS
- Social media
- DSS
- RFID
Research Method:
- Multilevel modeling and analysis
- SEM
- Qualitative analysis
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Lingyun Qiu, Peking University, China
Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Social media; social computing; virtual communities
- Integrated and/or innovative approaches, guidelines, and standards or metrics for human centered analysis, design, construction, evaluation, and use of interactive devices and information systems
- HCI Issues in the context of electronic commerce / mobile commerce
- Online consumer behavior
Research Methods:
- Lab/field experiment
- Survey
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Sheizaf Rafaeli, University of Haifa, Israel
Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Social media; social computing; virtual communities
- Implications and consequences of technological change on individuals, groups, society, and socio-technical units
- Interactivity
- Computer Mediated Communication
- Social network
Research Methods:
- I am partial to anything quantitative, but I can work with almost any method
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René Riedl, Johannes Kepler University Linz, Austria
Research Expertise/Areas:
- NeuroIS
- Human Information and Decision Behavior
- Design Science
• Neuroimaging and Neurophysiological Tools (in particular, EEG, Eyetracking, fMRI, and GSR)
• Computerized Process Tracing (Clickstream Analysis)

Research Methods:
• Behavioral Lab Experiments

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Khawaja Saeed, Wichita State University, USA
Research Expertise/Areas:
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
• User task analysis and modeling; fit between representations and task types
• Digital documents/genres; human information seeking and web navigation behaviors; human information interaction; information visualization
• Social media; social computing; virtual communities
• Behavioral information security and information assurance; privacy and trust in human technology interaction
• The impact of interfaces/information technology on people’s attitude, behavior, performance, perception, and productivity
• Post adoption information system usage and behavior

Research Methods:
• Survey Method
• Experiments
• Case Studies

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Shu Schiller, Wright State University, USA
Research Expertise/Areas:
• Virtual communities; virtual worlds; virtual teams
• Social media; social computing
• Young adults and their interaction with information systems
• Green I.S.

Research Methods:
• Survey methods
• Interviews and focus groups
• Discourse/conversational analysis
• Phenomenology

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Hong Sheng, Missouri University of Science and Technology, USA
Research Expertise/Areas:
• User interface design and usability evaluation
• Trust, privacy, and deception in human technology interaction
• Information presentation and decision making
• Understanding users’ emotional responses in Human-computer Interaction
• Eye tracking and Human computer interaction

Research Methods:
• Integrating physiological measures with conventional methods for HCI research

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Stefan Smolnik, European Business School, Germany
Research Expertise/Areas:
• Social media; social computing; virtual communities
• Digital documents/genres; human information seeking and web navigation behaviors; human information interaction; information visualization
• Integrated and/or innovative approaches, guidelines, and standards or metrics for human centered analysis, design, construction, evaluation, and use of interactive devices and information systems
• The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity

Research Methods:
• Case study and qualitative research
• Design science and conceptual modeling

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Jeff Stanton, Syracuse University, USA
Research Expertise/Areas:
• Impacts of organizational behavior on information security
• Cognitive-affective models of motivation, evaluation, and behavior
• Organizational and societal impacts of engineering, science, and technology

Research Methods:
• Psychometrics and statistics
• Response rates and data quality in web-based research

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Heshan Sun, Clemson University, USA
Research Expertise/Areas:
• Post-adoptive system use and its impact on individuals, groups, and organizations
• The behavioral, cognitive, motivational and affective aspects of human and technology interaction
• The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity.

Research methods:
• Usually quantitative, using survey or experiment data.

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Horst Treiblmaier, Purdue University, USA
Research Expertise/Areas:
• Affective aspects of human and technology interaction User experience
• Web navigation behaviors
• Privacy and trust
• Web site usability
• User interface design

Research Methods:
• Covariance-Based Structural Equation Modeling
• PLS

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Ozgur Turetken, Ryerson University, Canada
Research Expertise/Areas:
• Digital documents/genres; human information seeking and web navigation behaviors; human information interaction; information visualization
• Social media; social computing; virtual communities
• User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity

Research Methods:
- Model development (quantitative, prototype, conceptual)
- Experimental research (mostly with positivistic/quantitative analysis)

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Fahri Yetim, University of Oulu, Finland

Research Expertise/Areas:
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Human-centered systems design and evaluation, participatory and value sensitive design
- Design theories and methods
- Socio-technical considerations of HCI
- Implications and consequences of IT
- Cross Cultural Issues in IS

Research Methods:
- Design,
- Qualitative, interpretive research
- Critical research

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Cheng Zhang, Fudan University, China

Research Expertise/Areas:
- Behavioral aspects in HCI
- IT diffusion
- IT product design and brand strategy
- Online social network

Research Methods:
- Survey
- Lab experiment
- Social network analysis

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Meiyun Zuo, Renmin University, China

Research Expertise/Areas:
- The elderly, the young, and special needs populations for new applications, modalities, and multimedia interaction
- The behavioral, cognitive, motivational and affective aspects of human and technology interaction
- Social media; social computing; virtual communities
- The impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
- Implications and consequences of technological change on individuals, groups, society, and socio-technical units

Research Methods:
- Survey
- Case study
- Experiment
- Social network analysis

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