

## *Winner of the SIGCHI Finland thesis competition 2018*

**Receiver:** **Hanna Stenhammar**, Aalto University, School of Science,  
Degree Programme in Information Networks

**Title:** **Pictures of Illness: Photo Elicitation for Studying Patient Experience at Children's Hospital**

According to the author, the purpose of this study was to explore methods for studying children's patient experience. As part of national LAPSUS research project, the aim of this thesis was to investigate patient experience research approaches and techniques suitable for 6 to 10 year-old children while visiting the New Children's hospital. Based on extensive, useful as such, review of related work and expert evaluation, photo elicitation technique was selected and tested in-the-wild with 8 children. The method provided a novel way to access children's patient experience in an age-appropriate manner making it inspiring and fun for the children as well as for the hospital personnel.

The topic is highly relevant and interesting for the HCI community in Finland currently, when the New Children Hospital was recently opened. Poor understanding of child patient's experience as well as poor understanding of their anxiety, fear and pain can cause traumatic consequences for the child patients and their families. The topic is also important due to current change in the public health care system in Finland. The results of the thesis are convincing and the method seems to be suitable as a child-centered method of collecting children's patient experience in a hospital context. Specifically, the method provides a way to collect qualitative information about children's experiences. The richness of the data is demonstrated well through the user comments. Stenhammar also evaluates the feasibility of the method by incorporating the viewpoints from the health care personnel as well as critically examining the potential weaknesses of the method. The results can be used for practical improvements and future research may find better ways to deploy this method in practice.

The thesis is an excellent example of a Master's study. It is fluently written, easy to read and follow. The research questions are properly defined and the author has been able to cover them well in her work. Pointing out some disadvantages, currently the method's ability to discover unexpected and detailed things, that even very experienced professional's wouldn't know beforehand, seems to be somewhat limited. Perhaps, by using data-driven technologies this technique could be further developed to identify patterns that are impossible to recognise by humans. In addition, the design and implementation part of the tool was not included, although it was reported that the author discussed it with the developers. This would have been an interesting addition to the work. Altogether, this thesis has a strong academic approach both in research and in writing, which deserves recognition.

The assessments of the submitted theses and the selection of the winner were done by a panel of experts, including both researchers and practitioners in the HCI field. The competition was organised and sponsored by SIGCHI Finland. The members of the panel were:

- Marja Harjumaa, VTT Oulu
- Jonna Häkkinen, Lapin yliopisto
- Severi Uusitalo, Aalto-yliopisto
- Hannu Karvonen, VTT Espoo
- Janne Pitkänen, Adusso Oy, Helsinki
- Sari Kujala, Aalto-yliopisto
- Timo Tokkonen, SIGCHI Finland
- Tonja Molin-Juustila, Oulun yliopisto (chair of the panel)

## *Honourable mention in the SIGCHI Finland thesis competition 2018*

**Receiver:** **Janne Puntila**, University of Vaasa, The School of Technology and Innovations, Information Systems Science

**Title:** **Suunnitelma graafisesta ohjelmointiympäristöstä perusopetukseen käytettävyyden ehdoilla: Koodikoira**

The thesis reports a study on an interesting and current topic regarding the recent changes in the curriculum for the basic education in Finland. In 2014, coding and related topics have been included in the curriculum since the 1<sup>st</sup> grade. However, support for learning has been considered inadequate so far. Oftentimes non-Finnish tools are used, such as the visual programming environment Scratch (<https://scratch.mit.edu/>). Thus, in this constructive thesis, the usability and user experience of the early stage (1<sup>st</sup> grade) programming environment has been taken as the main starting point when planning and designing a new visual programming language, Koodikoira, to be implemented for primary education. Usability has been studied specifically from children's point of view. While the scientific contribution and discussion is missing from this study, the honourable mention in this study goes specifically to the way the challenging target group – children – have been addressed and studied as users of the programming language. Several different methods have been used. The results from the questionnaire for 39 children are reported nicely and clear. The design of the usability testing utilizing think-aloud protocol with 12 children in pairs has been thoroughly described making it easy to repeat in further studies with similar aims and target groups. The studies conducted are of fair size and they are reported and discussed to a depth required for a thesis as well. The results are convincing, supporting the development work and overall aims. References are carefully used throughout the thesis.

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- Severi Uusitalo, Aalto-yliopisto
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- Janne Pitkänen, Adusso Oy, Helsinki
- Sari Kujala, Aalto-yliopisto
- Timo Tokkonen, SIGCHI Finland
- Tonja Molin-Juustila, Oulun yliopisto (chair of the panel)