

## acm Forum

allowed searching for full sentences. Thus, we could take a particularly cleverly worded string of buzzwords and instantly find the article it was lifted from.

- Cases where the students were expelled were clear-cut; the students had sent in whole articles, or the whole paper consisted of unattributed quotes. There were some borderline cases, where students had copied paragraphs from an article or unattributed summaries from ABI/Inform. Overall, we chose to err on the side of caution, being lenient in what we considered to be plagiarism.
- Even though use of online databases was a significant part of the course, it did not seem to occur to the students that copying from the databases or published literature could be traced.
- Lack of language ability seemed to be a strong motivator for plagiarism: Most of the expelled students had English as a second language.
- Students were generally aware they were doing something wrong, but did not think it would have consequences. We got the impression that this kind of behavior was relatively common, but that most teachers lack means to effectively check for plagiarism.
- There were some lighter moments: One student tried to defend himself saying that where he came from (a foreign country) this form of plagiarism was common and accepted. A telephone to that country's Embassy produced an educational representative who in unequivocal terms informed the student that such was not the case.

Lastly, though detecting and proving plagiarism is considerably easier with electronic databases, the human issues are as unpleasant as ever. Getting expelled from

the school was a considerable embarrassment for the students, and economically disadvantageous for some of them. Although my colleagues and I are glad we went through with the case, we do not remember that particular course with pleasure.

*Espen Andersen  
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### Thanks

While looking forward to each new issue of *Communications*, I must admit to putting more than a few of them aside over the years with the belief that I wasn't able to grasp what I had just read, nor could I imagine an application in my work area. Yet, over the last few years I've noticed I am increasingly finding more to read that is of interest to me in each issue. I particularly commend you on including the article, "Using Design Patterns to Develop Reusable Object-Oriented Communication Software," by Douglas Schmidt (Oct. 1995, p. 65).

I thought Schmidt's article was well written, very clear, and very interesting. I found his ability to pack incredible vocabulary and meaning into complete, coherent sentences to be at once amazing and fun to read. Also, the work is quite current, both in terms of Object-Oriented Analysis and Design concepts as well as the newer area of Design Patterns, and I very much enjoyed the discussion on REACTOR and the issues of using it on different platforms. I'd like to see more articles like this in future issues of *Communications*.

Keep up the good work!

*Garrett Hildebrand  
Irvine, CA*

### Meet the Participant-User

In her introduction to "Representations of Work" (Sept. 1995, p. 33), Lucy Suchman hesitates in her invocation of anthropological methods in HCI; she suggests

Morten Kyng's "emphasis on end-user cooperation in system design will likely strike many readers as an unrealistically stringent requirement . . ." To the contrary, I was struck in reading these articles by how much further we need to go in involving users in the development of human-computer interfaces.

Anthropologists and ethnomusicologists in recent years have worked as participant-observers, participating in the day-to-day activities of a culture so that they may know it from the inside. In developing the emerging field of Interface Studies, I seek to *engage the participant-user*. We can meet the users in life and empower them with extensible interfaces. As the role of computers in society has expanded, we can extend our view from representations of work to include representations of play and other rituals. By opening our perspective, we can create more deeply satisfying interactions among humans and machines.

*Andruid Kerne  
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### Digital Village

It has been many years since I have been actively involved with ACM, although I have remained a regular reader of ACM's publications. I became a member in 1958, and was the founder of SIGOPS, primarily because of my interest in online time sharing. Since 1975, I became active in the world of voice communications, primarily in the areas of voice messaging and automated call processing. Hal Berghel's excellent initial "Digital Village" column ("Maiden Voyage," Nov. 1995, p. 25) has stimulated my interest.

What I found missing from the article were explicit references to the potentials and issues for enterprise "digital commerce" in the Digital Village, as opposed to interpersonal social intercourse and information retrieval. Within that context, "non-real time" and