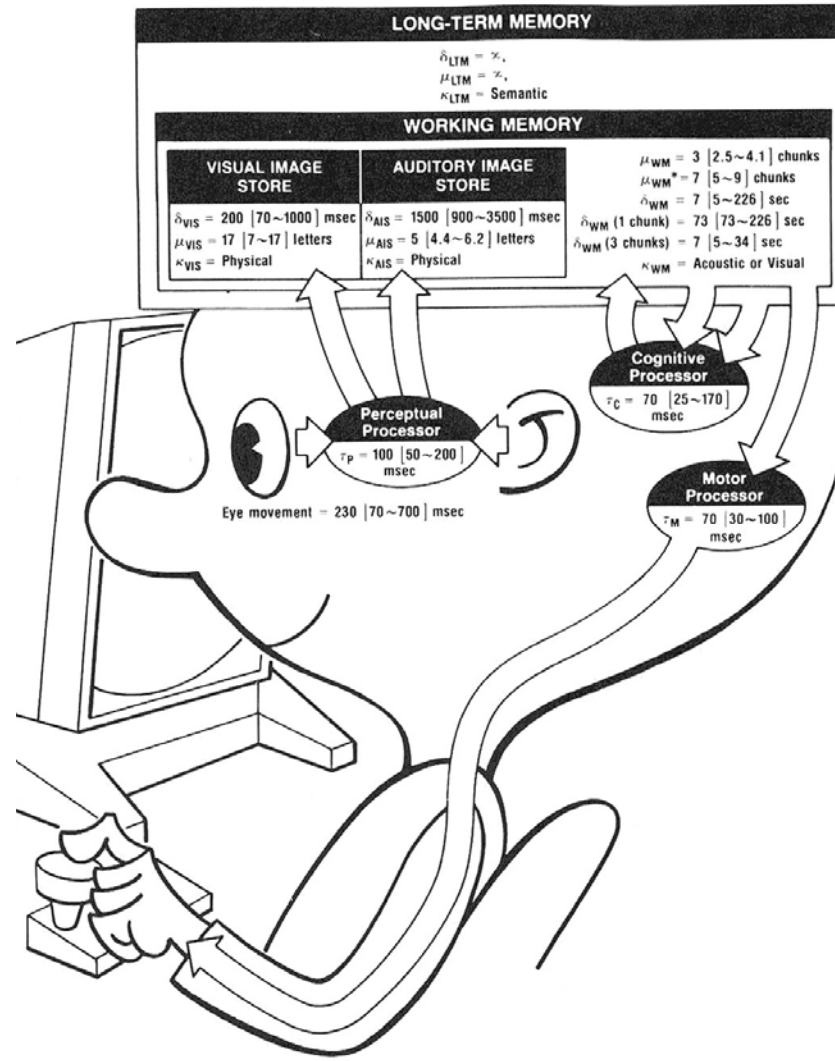


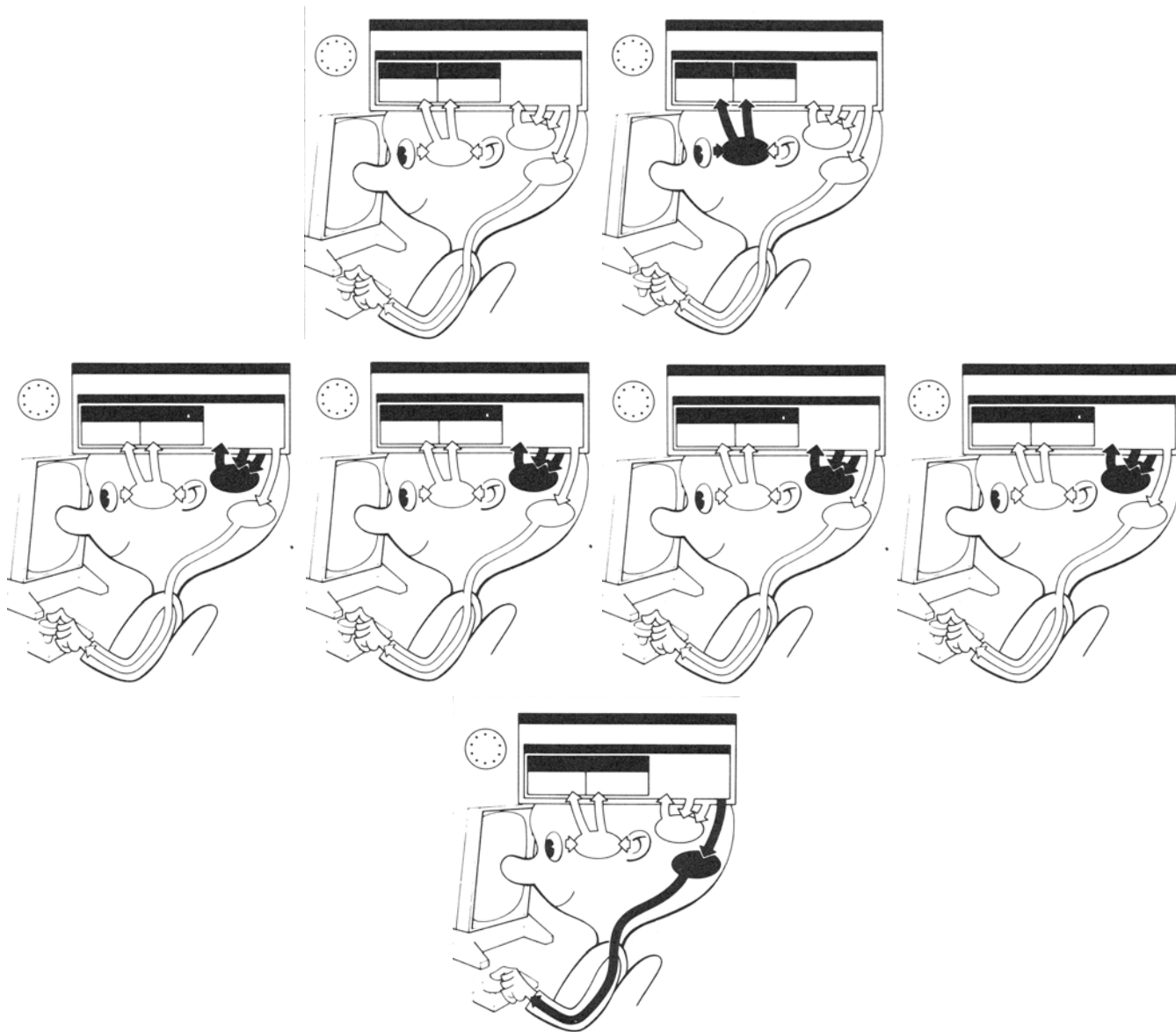
Questions?

- Project #2

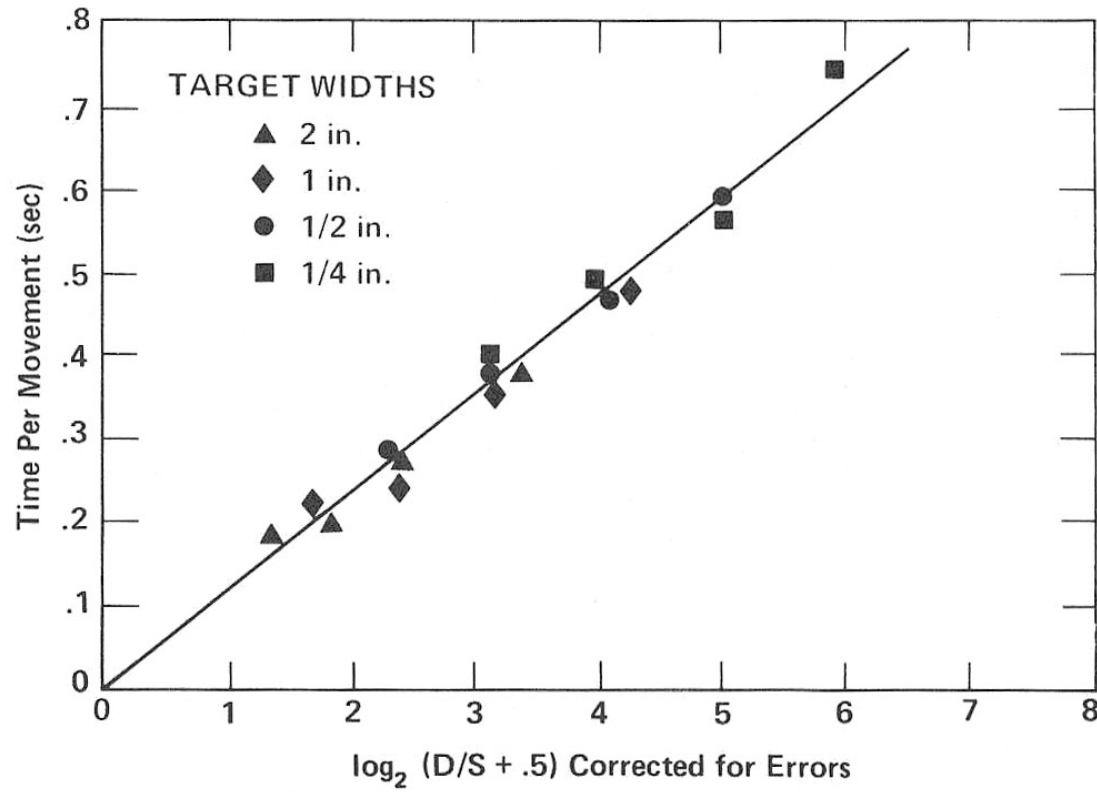
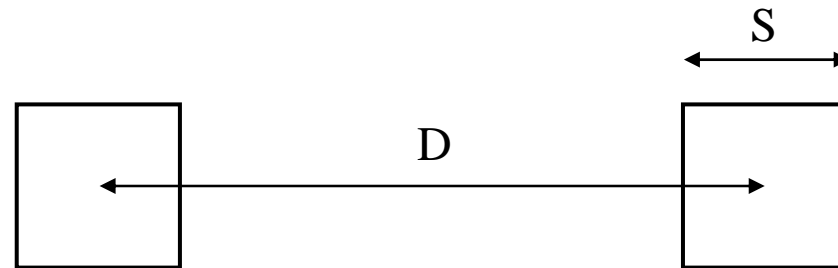
Human Information Processor (Card, Moran, Newell)



Put it together: Are A and B letters?

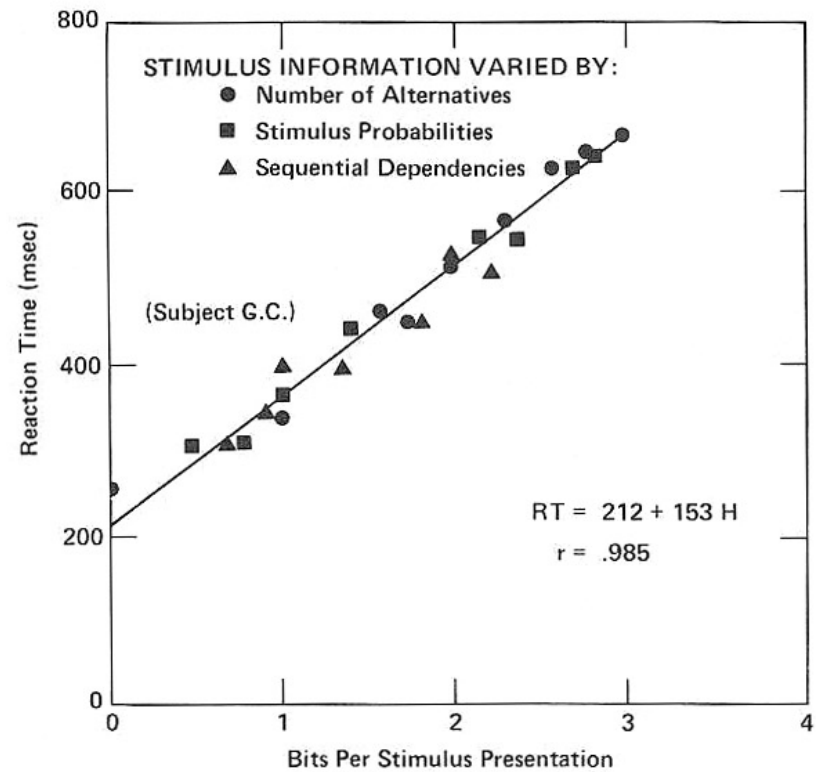
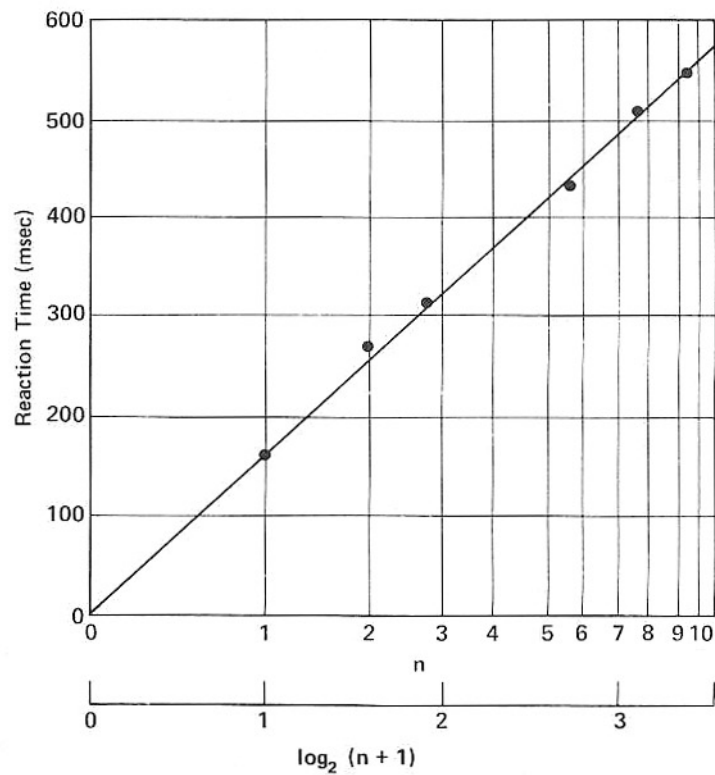


Put it together: Fitts' law (tapping task)



Hick's law

- Cost of taking a decision



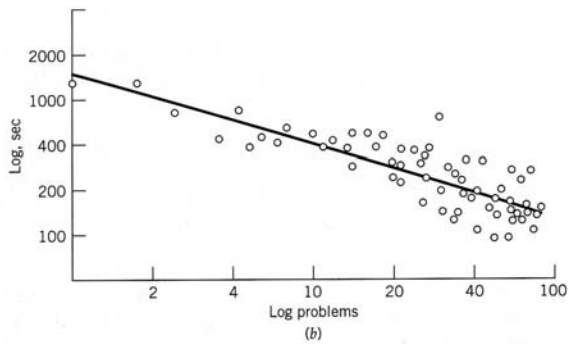
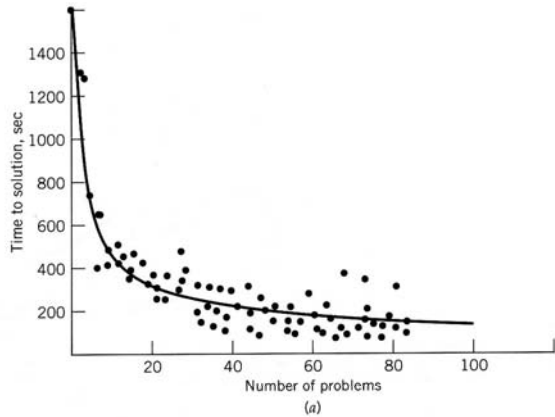
Scope and Caveats

- Only a model
- Focus on low level phenomenon
 - Can be dwarfed by other considerations
 - *Learning*,
 - *Compatibility*
- Questions?

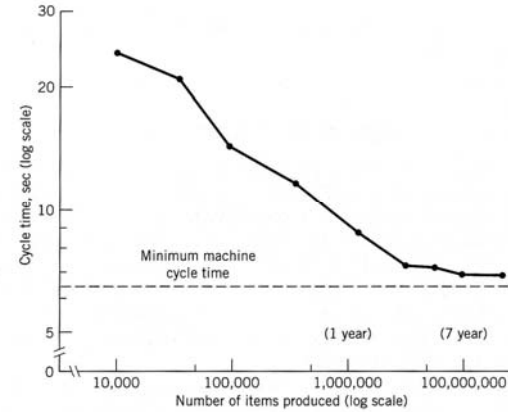
Learning

(“Learning and memory” Anderson)

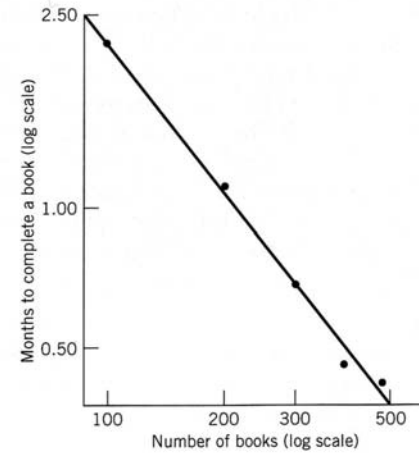
- Power law of learning



Problem solving



Manual skill



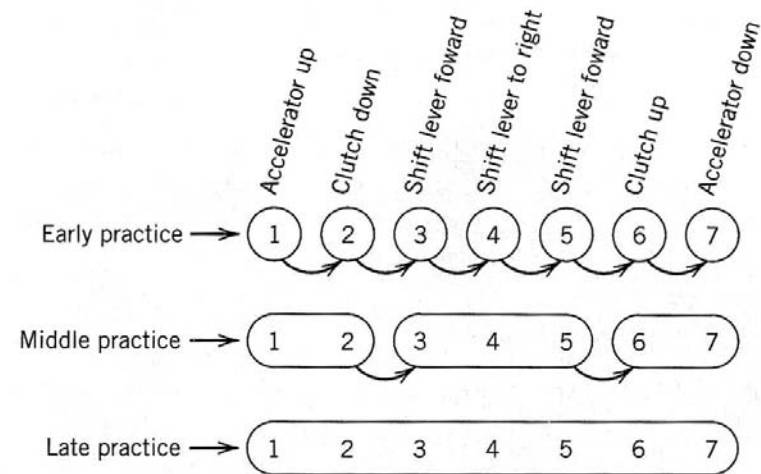
Writing books

Stages of skill acquisition

(“Learning and memory” Anderson)

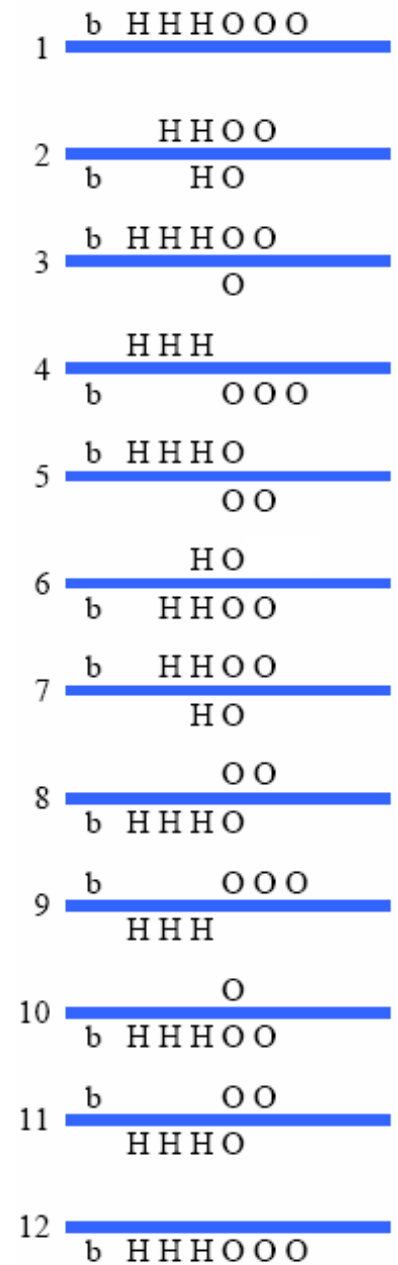
Example: Using a manual transmission

- Cognitive
 - Verbal representation of knowledge
- Associative
 - Proceduralization
 - *From rehearsal to recognition*
- Autonomous
 - More and more automated
 - Faster and faster
 - No cognitive involvement
 - *Difficult to describe what to do*



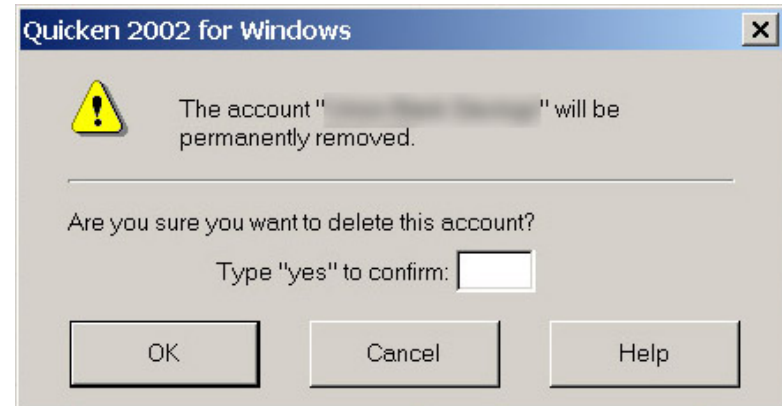
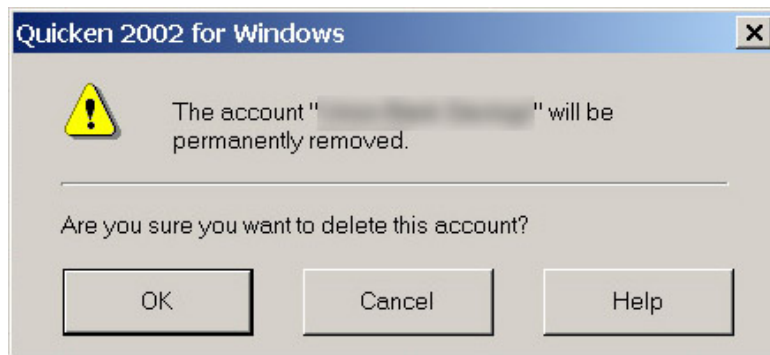
Problem solving

- Hobbits and Orcs crossing a river
 - What is the difficult step?
- Problem solving Framework
 - States
 - Goals
 - Operators
 - *Difference reduction*
 - *Sub-goaling*
 - Search



Implications: confirmation steps

- Pros and Cons?



- See also “The humane interface” Raskin, p23

Implications: dynamic menus

- Pros and Cons

