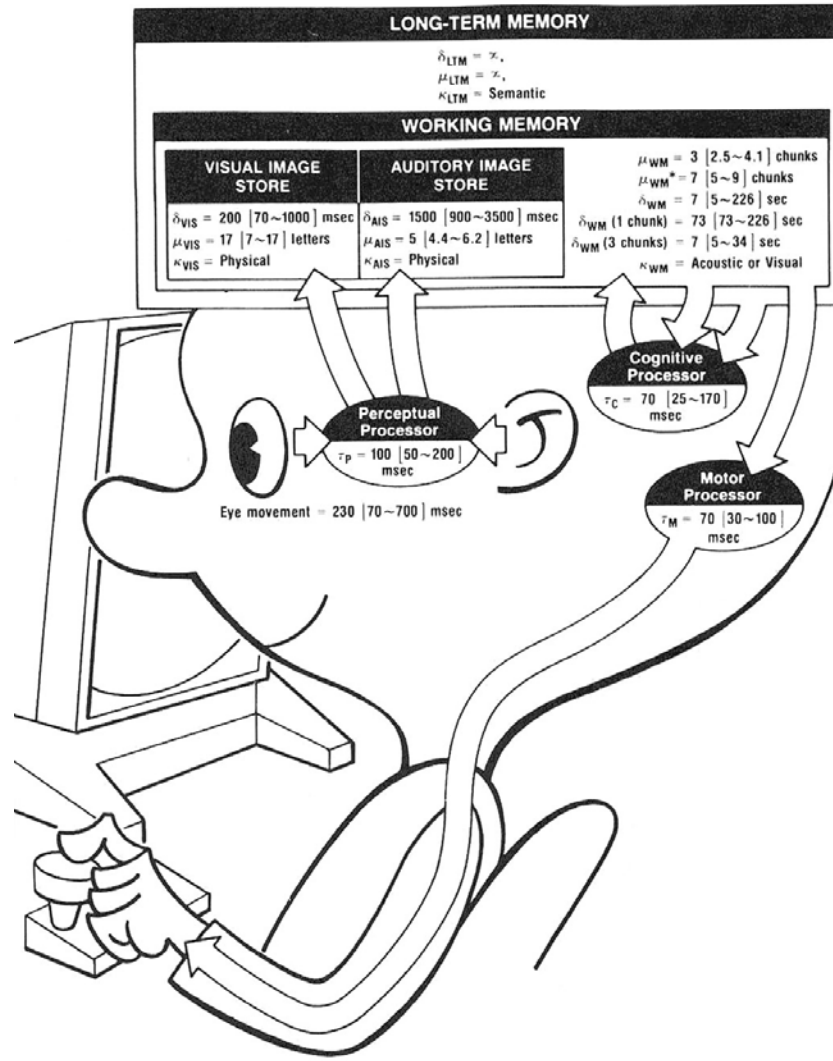


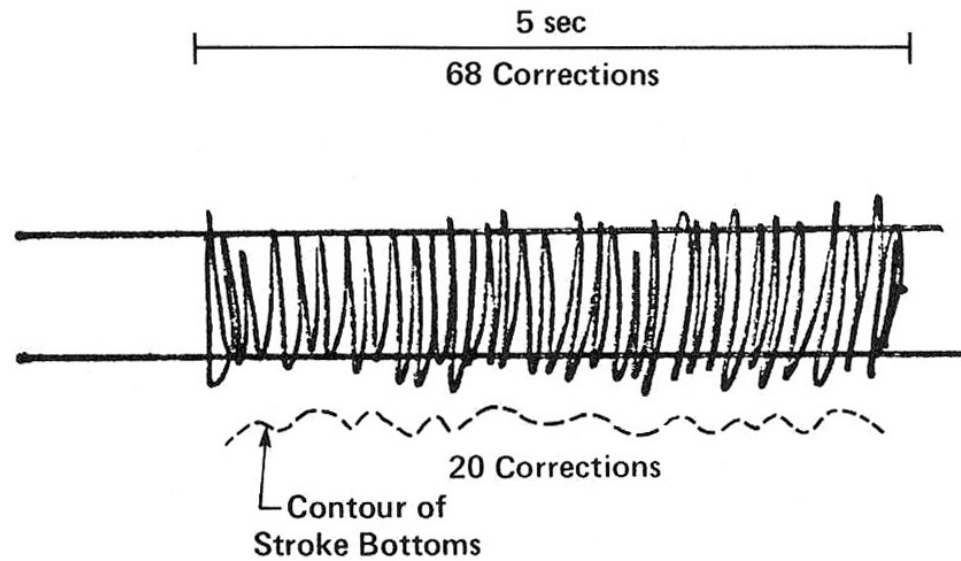
Questions?

- Homework #3 out
- Project #2

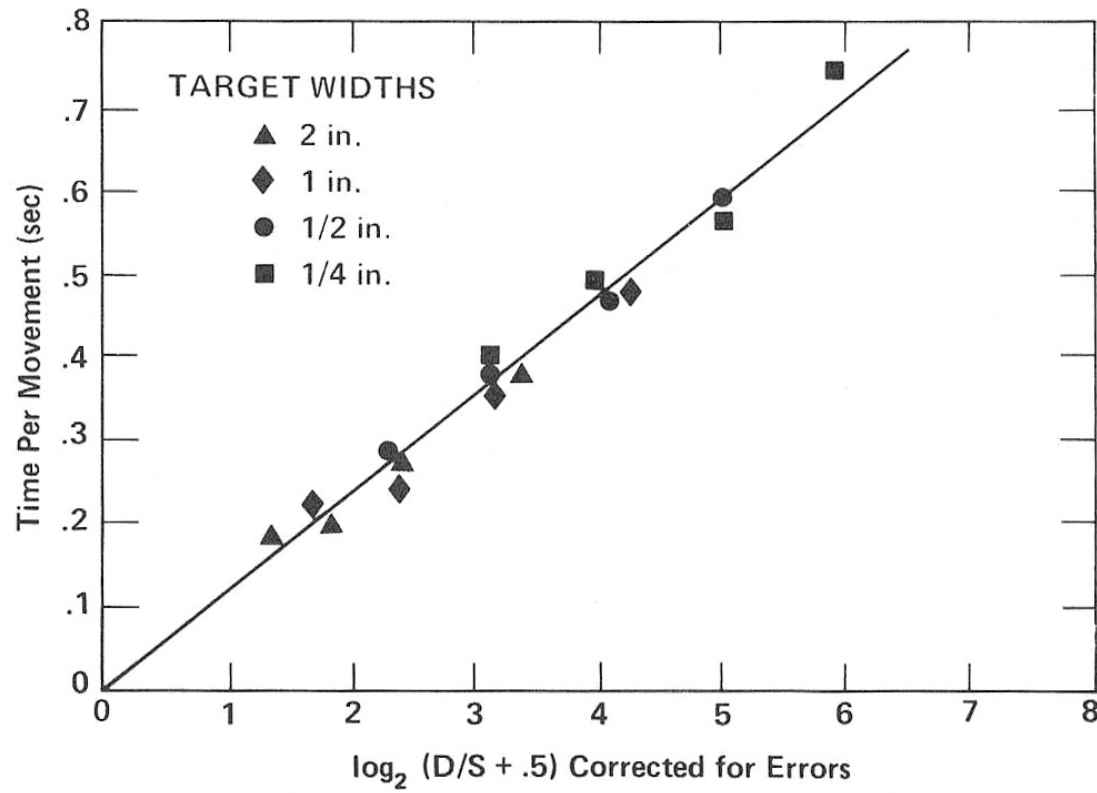
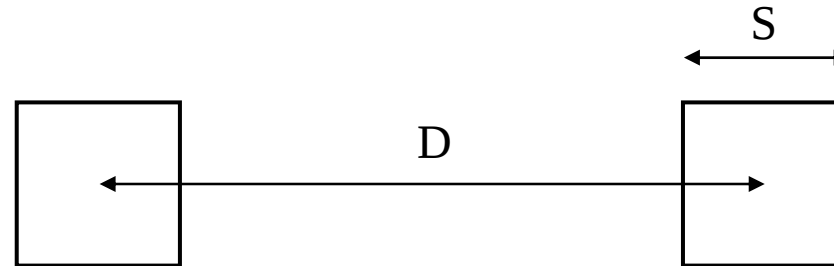
Human Information Processor II (Card, Moran, Newell)



Put it together: basic reaction time

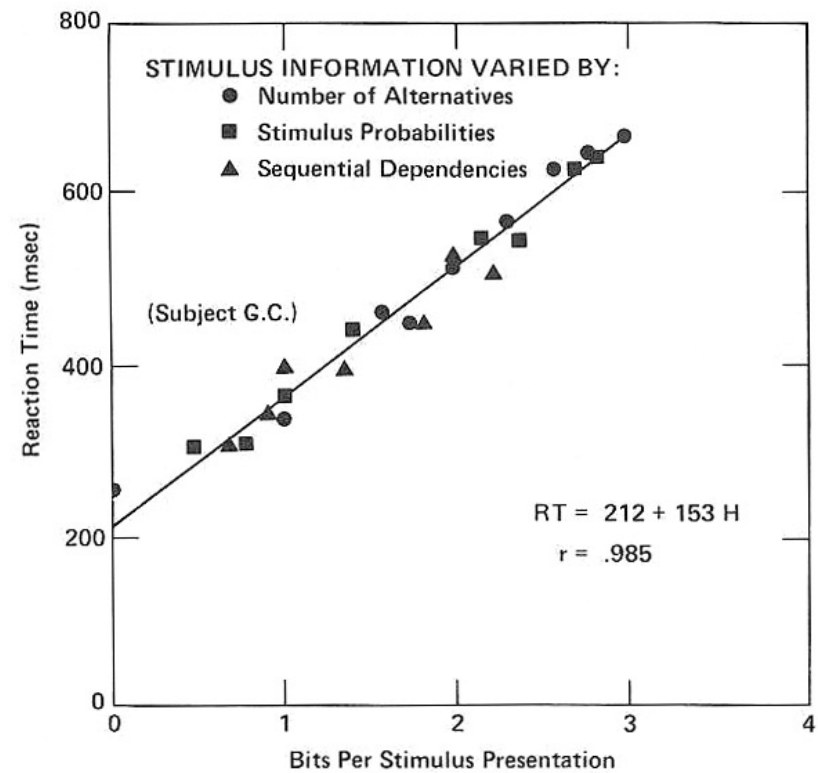
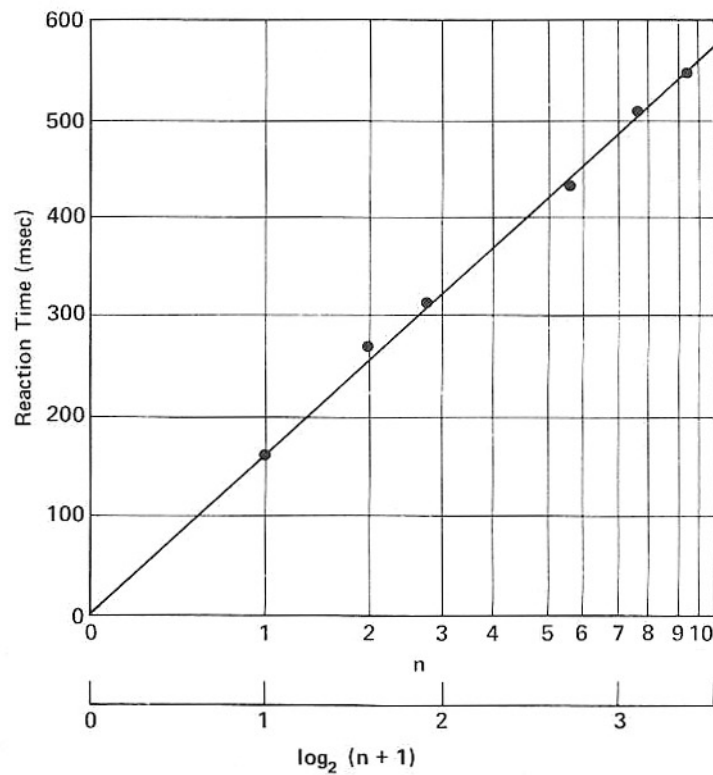


Put it together: Fitts' law (tapping task)



Hick's law

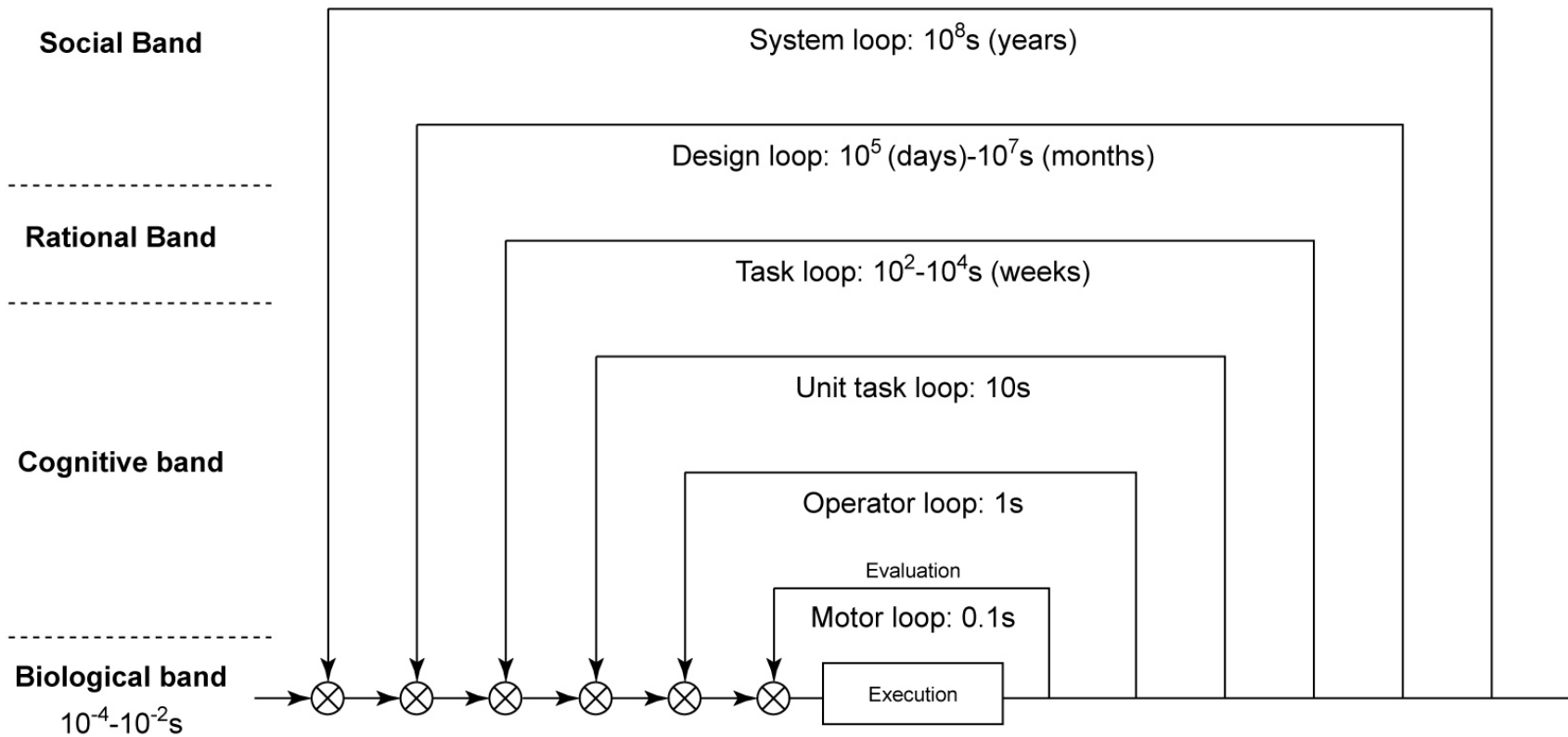
- Cost of taking a decision



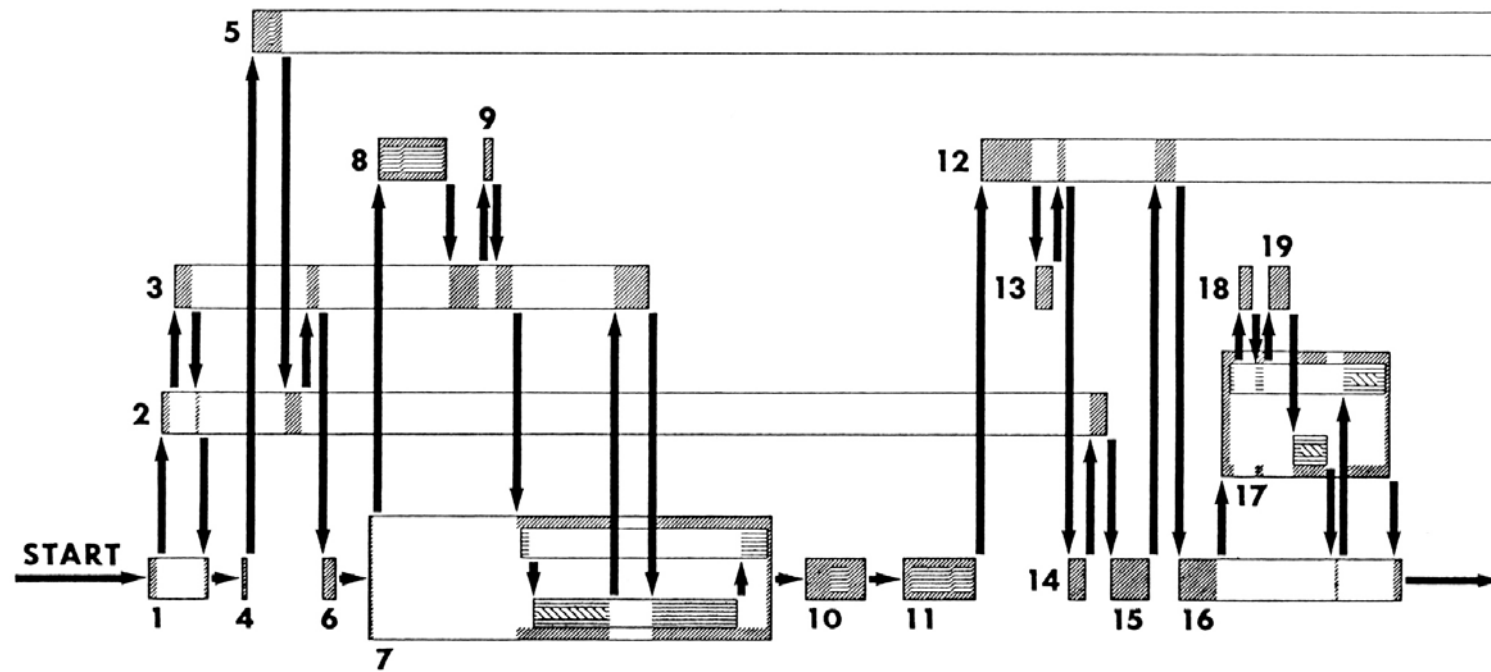
Scope and Caveats

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

Human interaction loops (Newell)



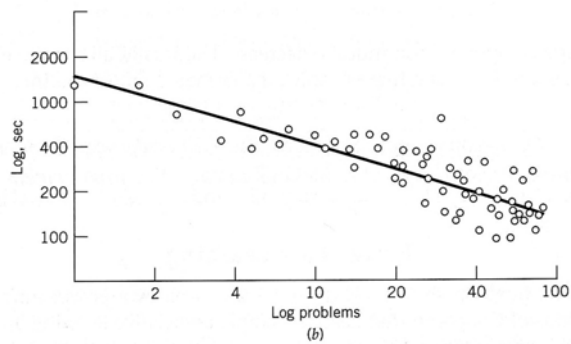
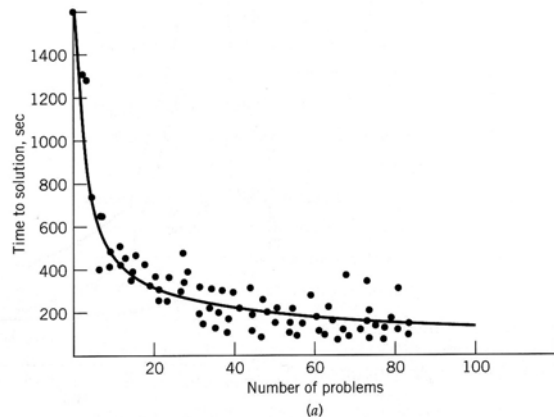
Task structure



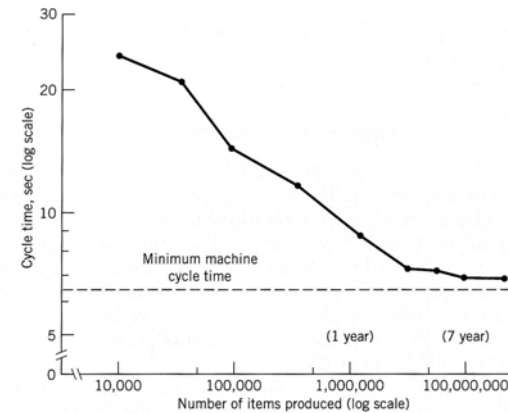
Learning

(“Learning and memory” Anderson)

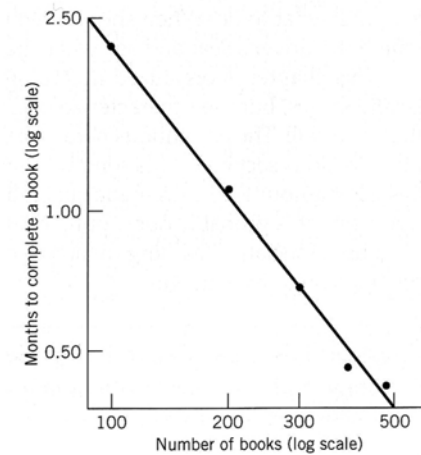
- Power law of learning



Problem solving



Manual skill



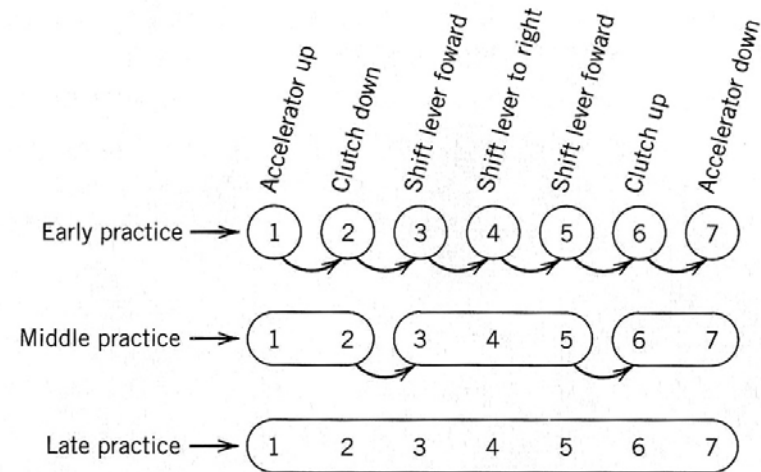
Writing books

Stages of skill acquisition

(“Learning and memory” Anderson)

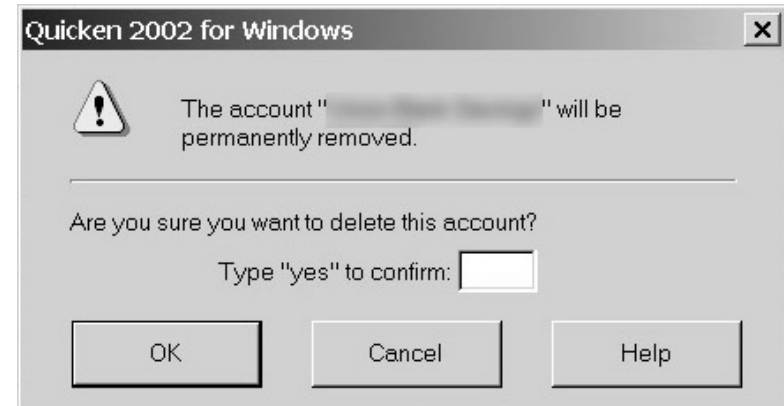
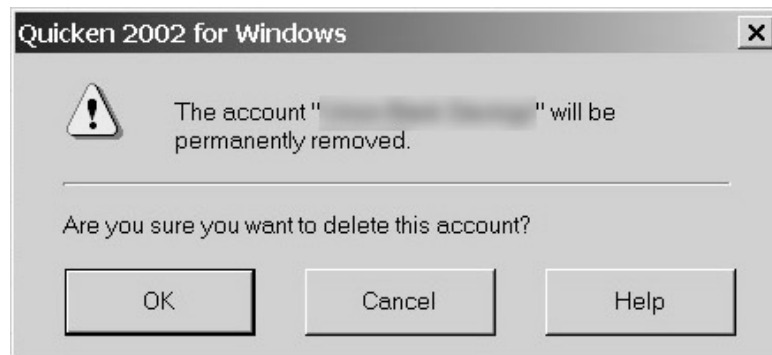
Example: Using a manual transmission

- 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*



Implications: confirmation steps

- Pros and Cons?



- See also “The humane interface” Raskin, p23

Implications: dynamic menus

- Pros and Cons

