

# Attention and Memory

Lecture 20, Week 11
March 18, 2015
CSC318H1S
Velian Pandeliev

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• I pitch = 4%, 2 pitches = 5%

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 Phase 2 and Phase 3 feedback on TEAMMATES

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 Phase 2 and Phase 3 feedback on TEAMMATES

The strike: options

# Marking Scheme

		Worth
AI	Introductions	2%
PI	Groups formed	5%
A2	Lit review	10%
P2	Instruments	8%
A3	Research	10%
P3	Design requirements	8%
A4	Low-fidelity prototype	10%
P4	System prototype	8%
A5	Reflection	4%
P5	Final deliverables	20%
	Group evaluations	5%
	Tutorial participation	5%
	Class participation	5%

Phase 4 is due in four stages:

 Last Friday: Conduct informal evaluation with stakeholders, group members or usability experts.

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- Today at noon: submit Phase 4, including prototypes.

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- Today at noon: submit Phase 4, including prototypes.
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- Submit group evaluations for Phase 4.

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Your reflection of your participation will make up your **Assignment 5** submission.

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Bring enough (~5) copies of your consent forms and research instruments (questionnaires, protocols, interviews).

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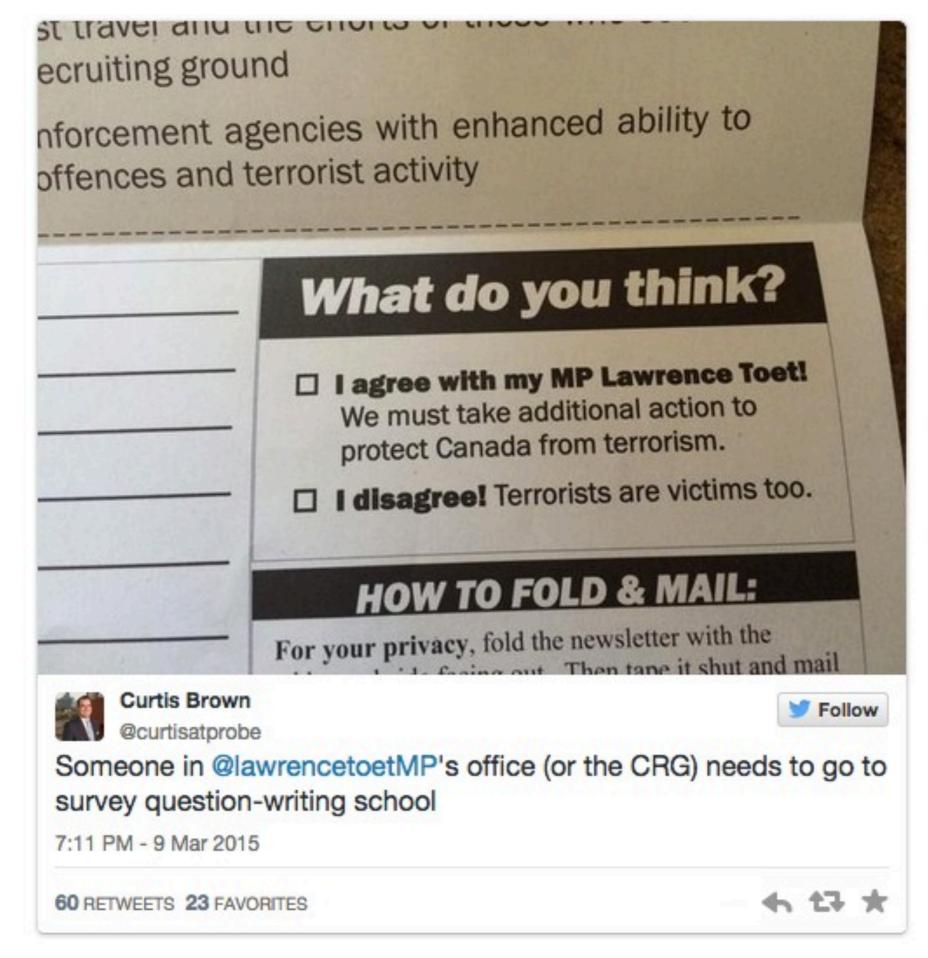
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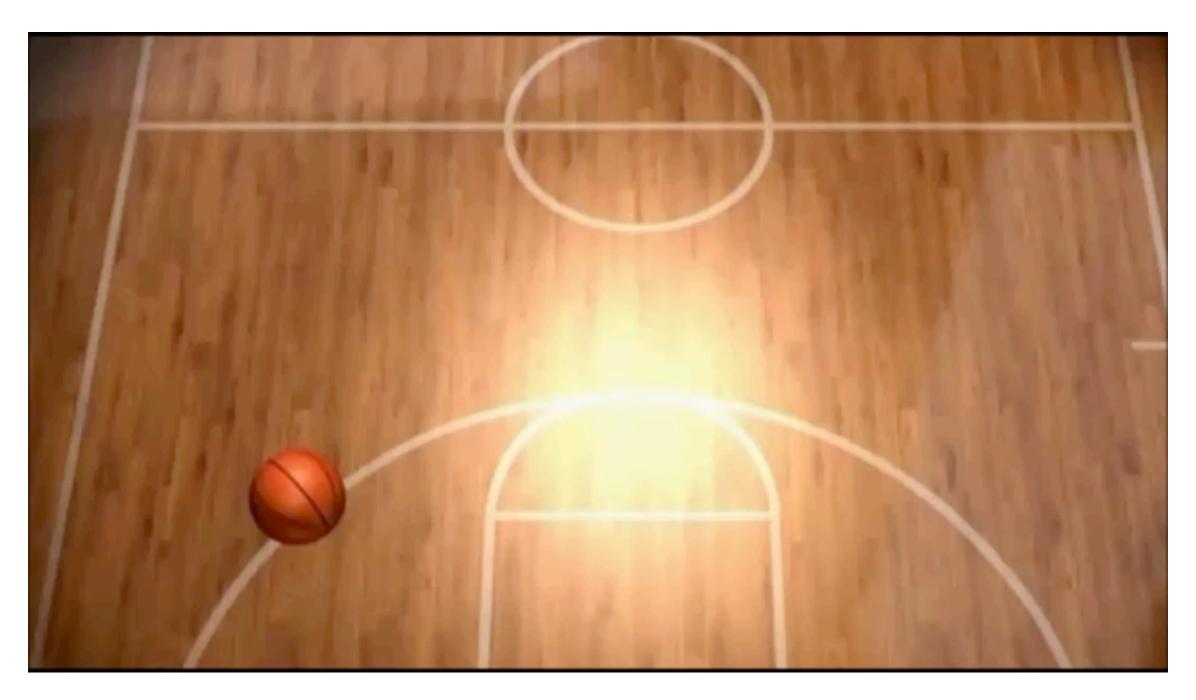
You will include the results of this research in your **Phase 5** submission.



## Perception

Source: Brain Games

## Perception



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Input

Input

Processing

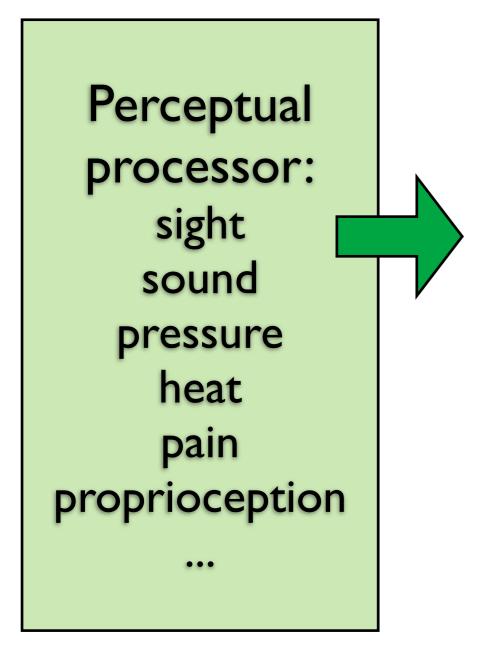
Input

Processing

```
Perceptual
 processor:
    sight
    sound
   pressure
     heat
     pain
proprioception
```

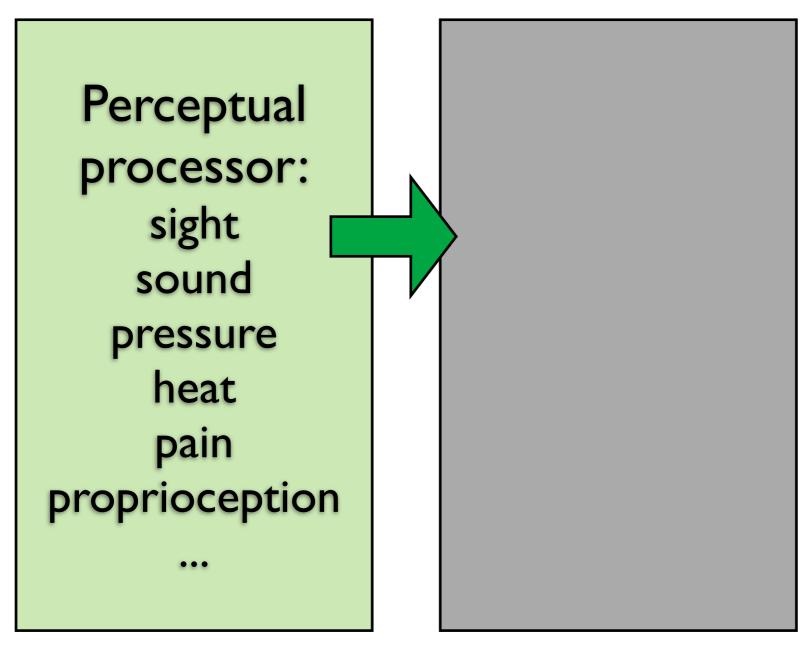
Input

Processing



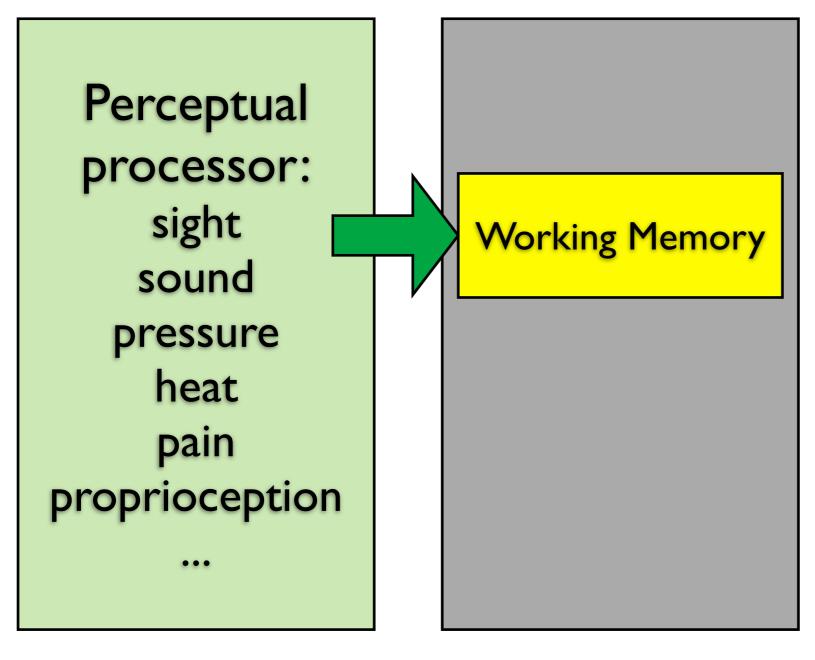
Input

Processing



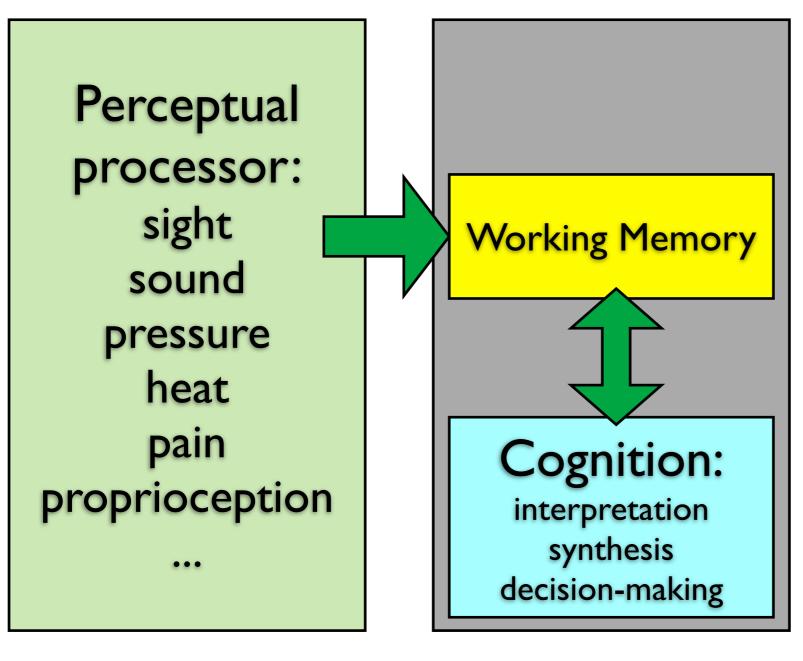
Input

Processing



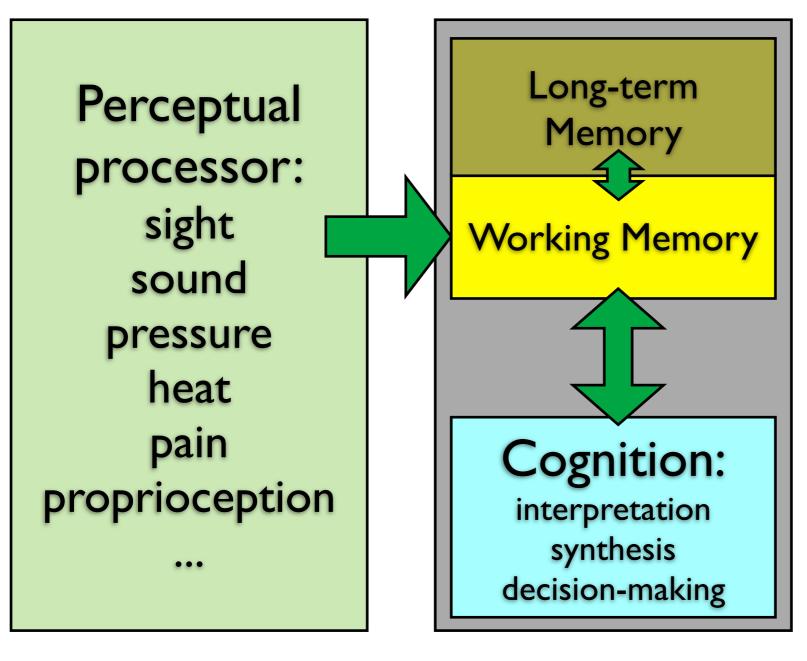
Input

Processing



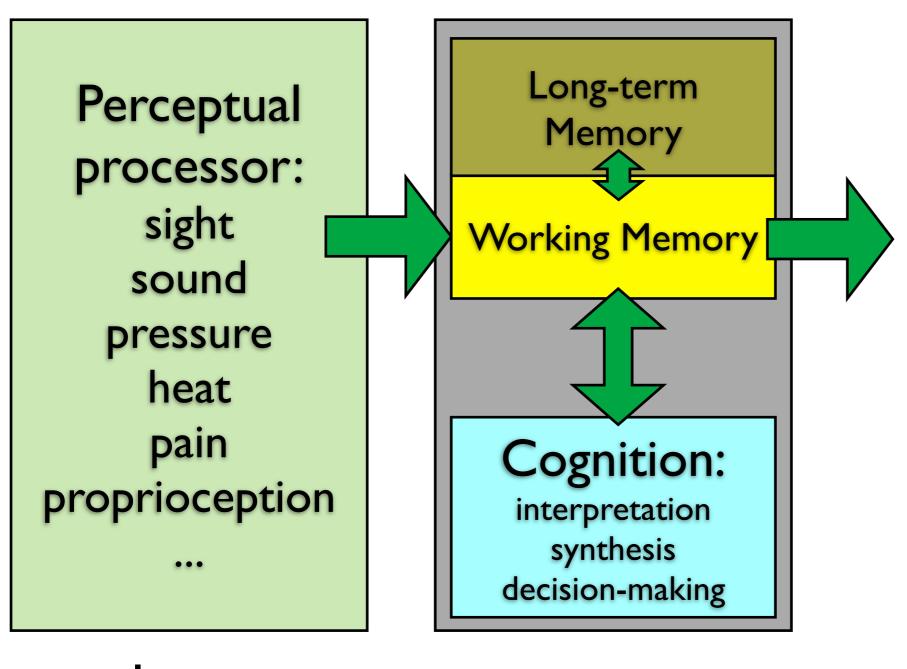
Input

Processing



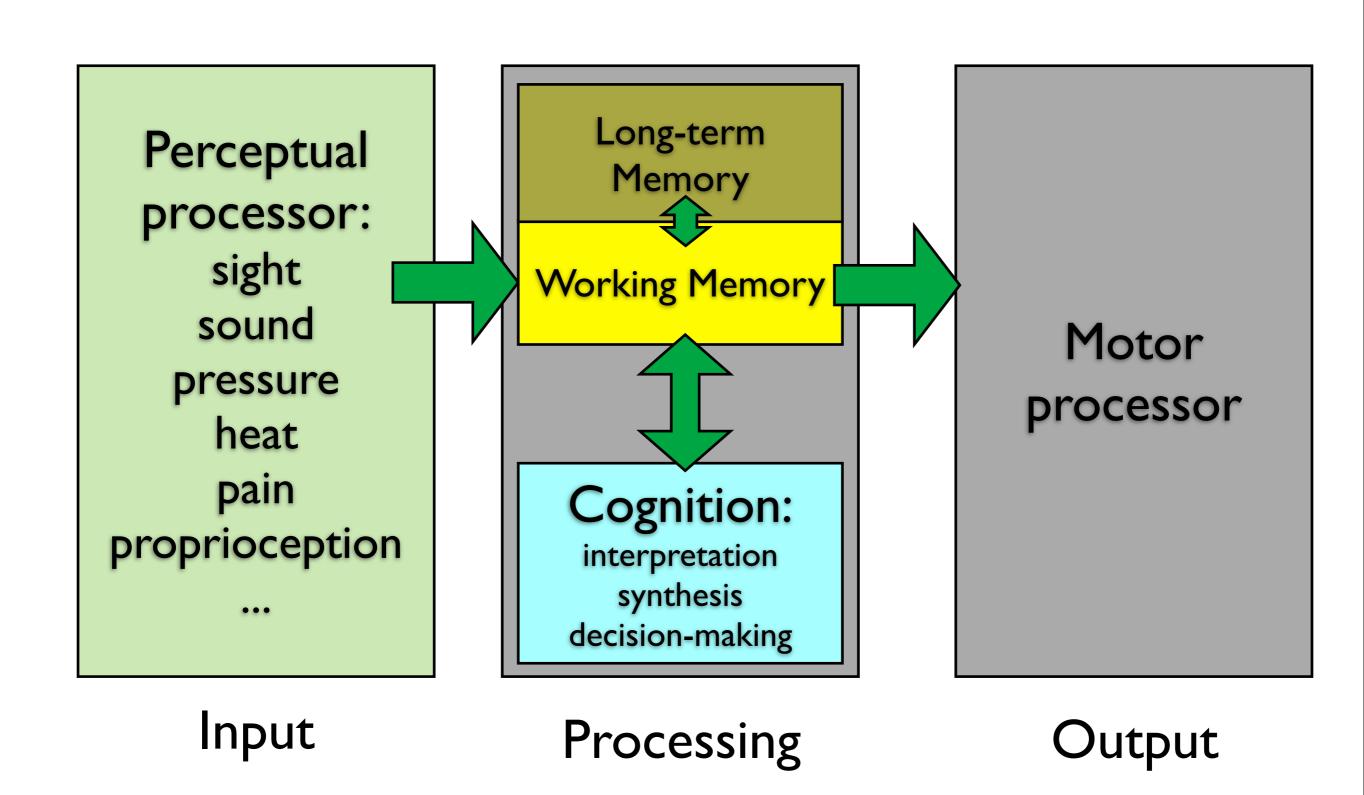
Input

Processing



Input

Processing



Working memory

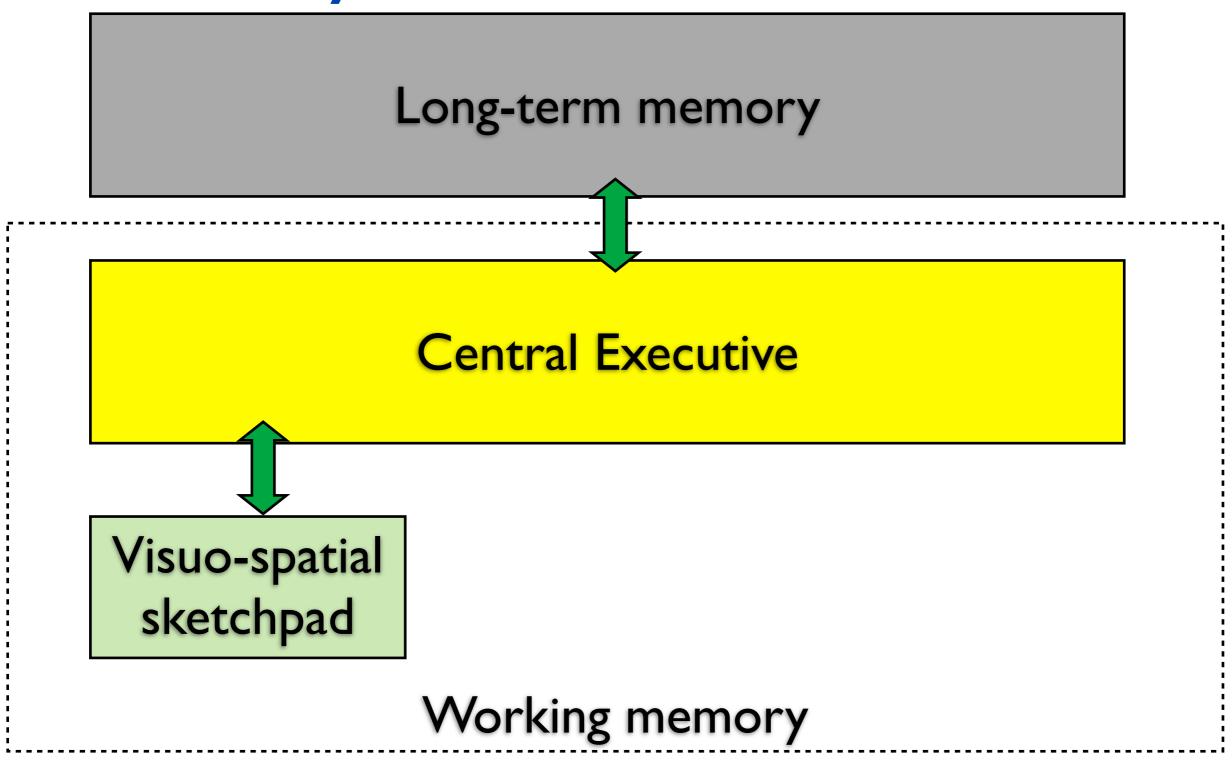
Central Executive

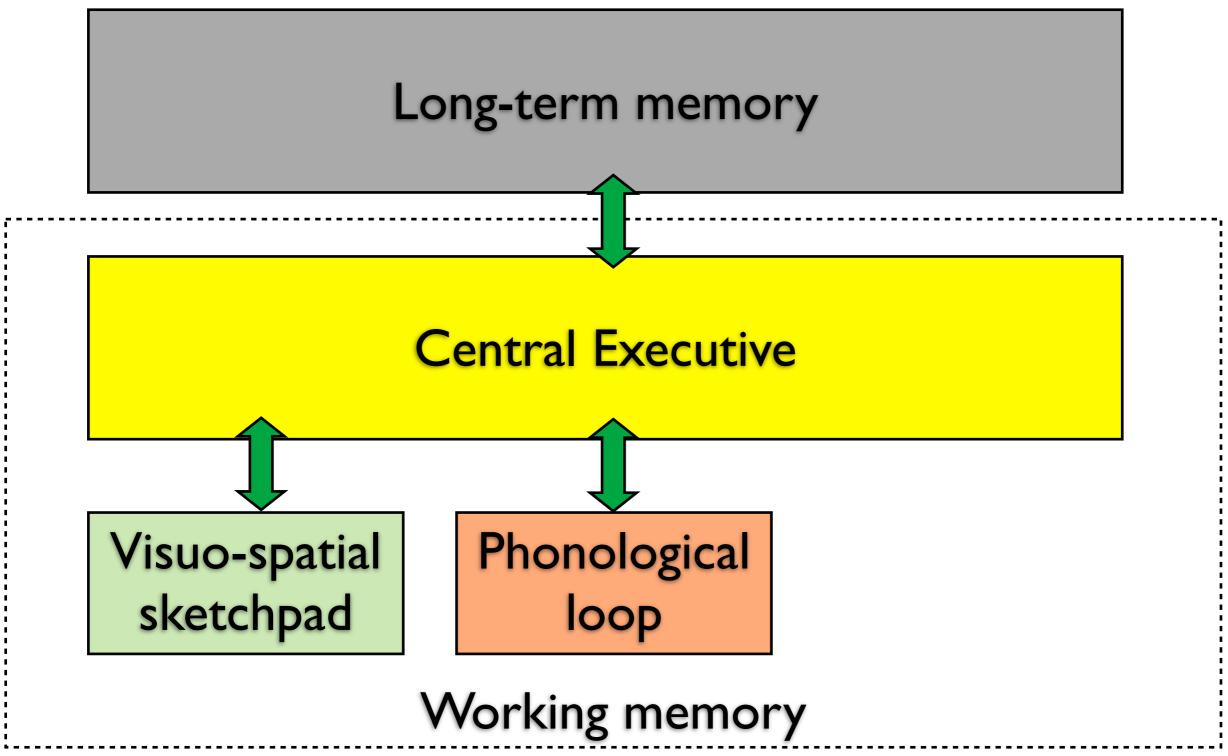
Working memory

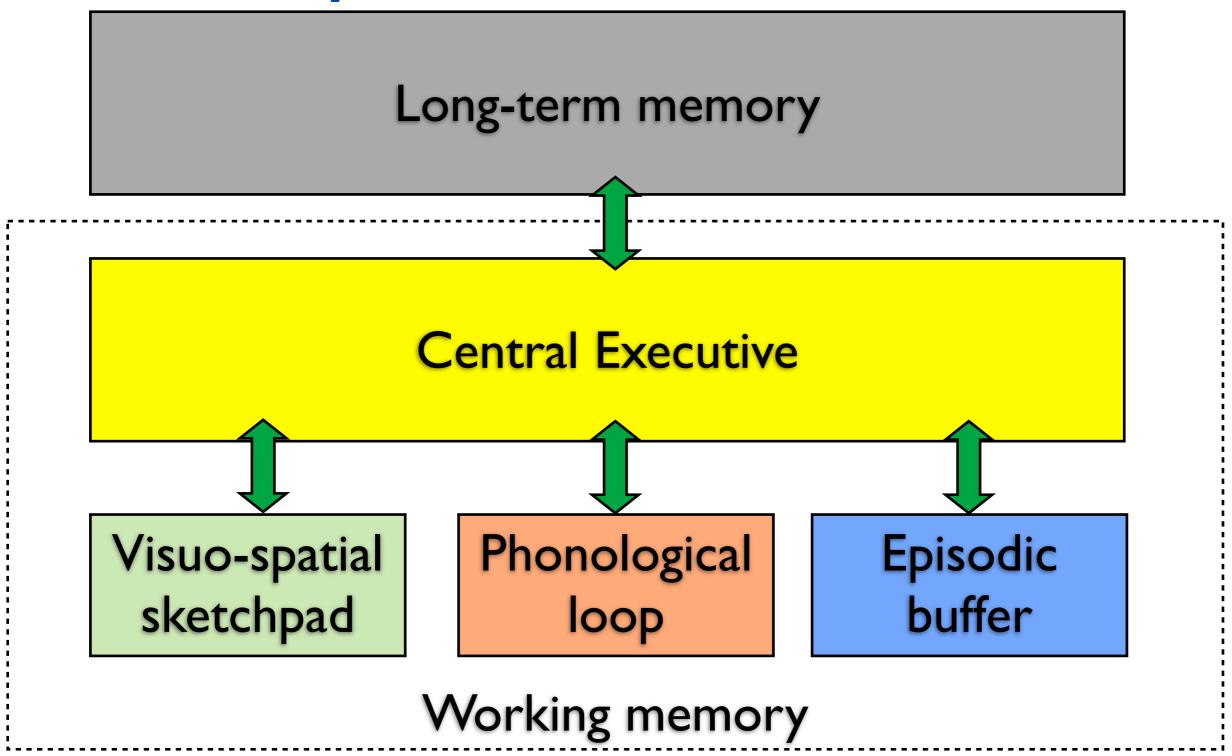
Long-term memory

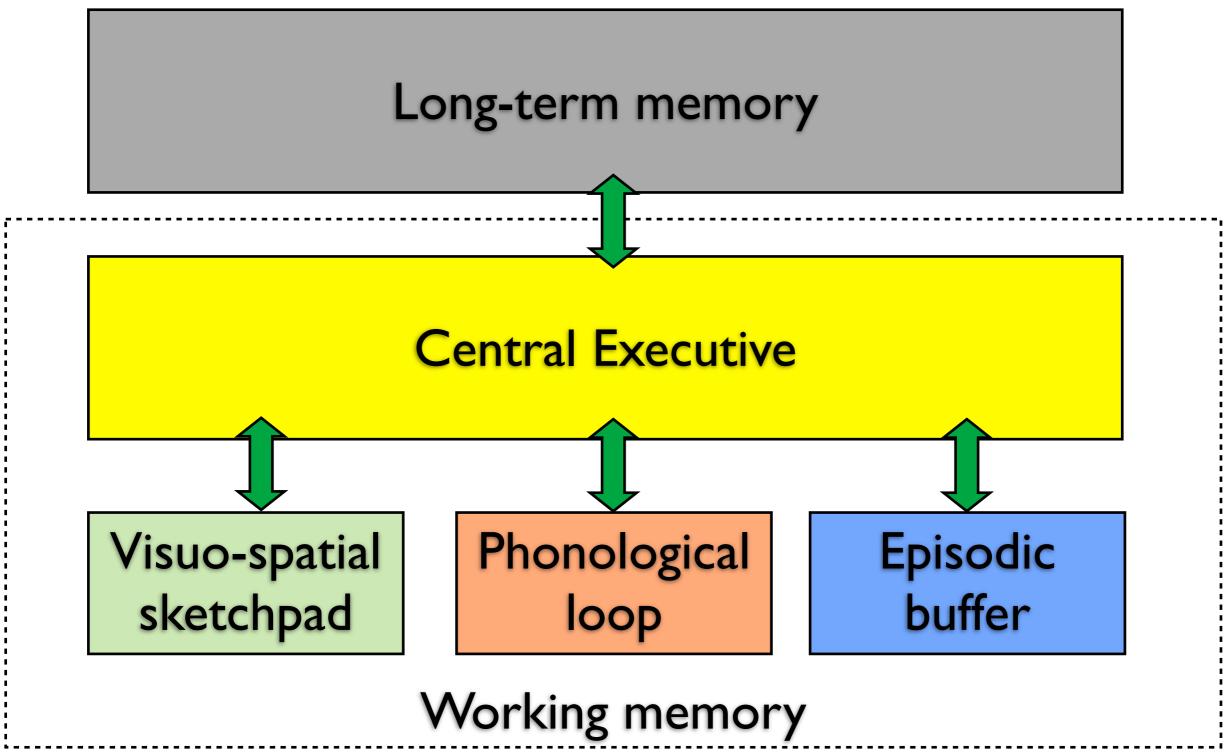
Central Executive

Working memory









[Baddeley & Hitch 1974]

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Is conversing on a cell phone worse than in person?

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How do/can we use visuo-spatial skills to aid memory?

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LTM is also not an addressable store.

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### Memory Activation

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**Practice:** your name has a high activation because you've had to recall it thousands of times.

**Recency:** recently recalled or encoded memories are "fresher" and more easily accessible.

**Context:** nodes that were encoded at the same time or are related are connected in memory. When one has a high activation, the activations of those around it increase and vice versa.

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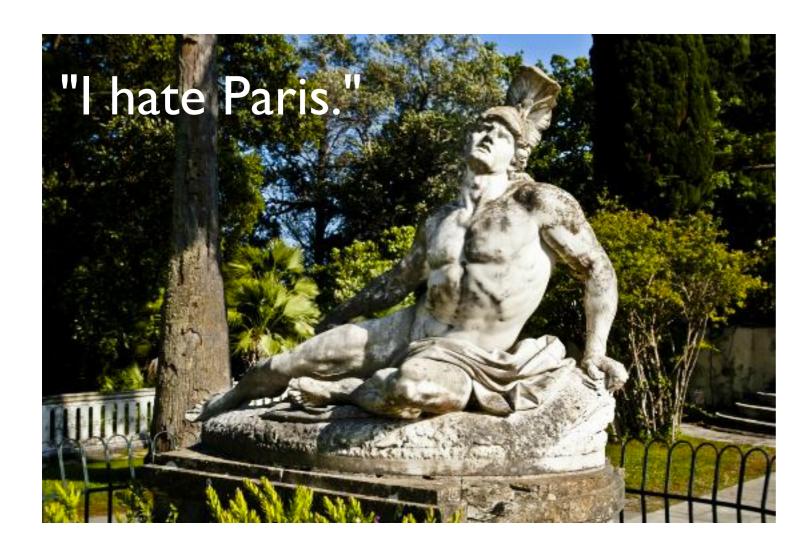
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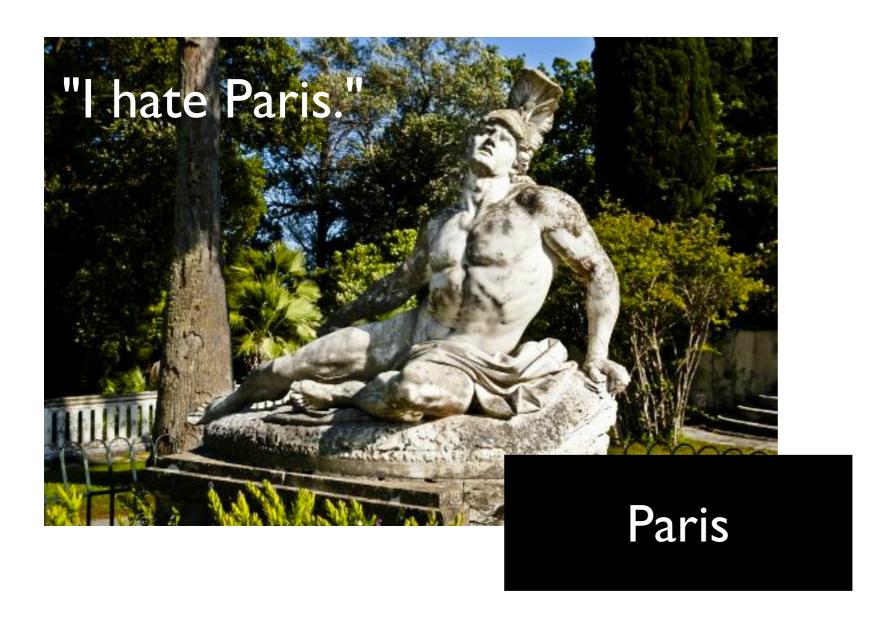
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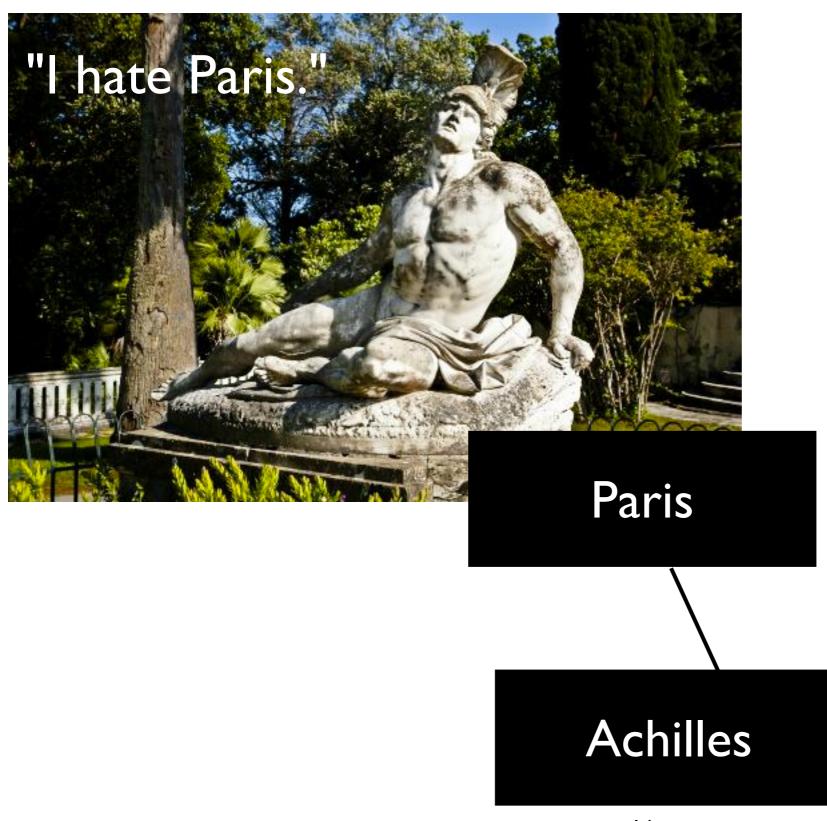
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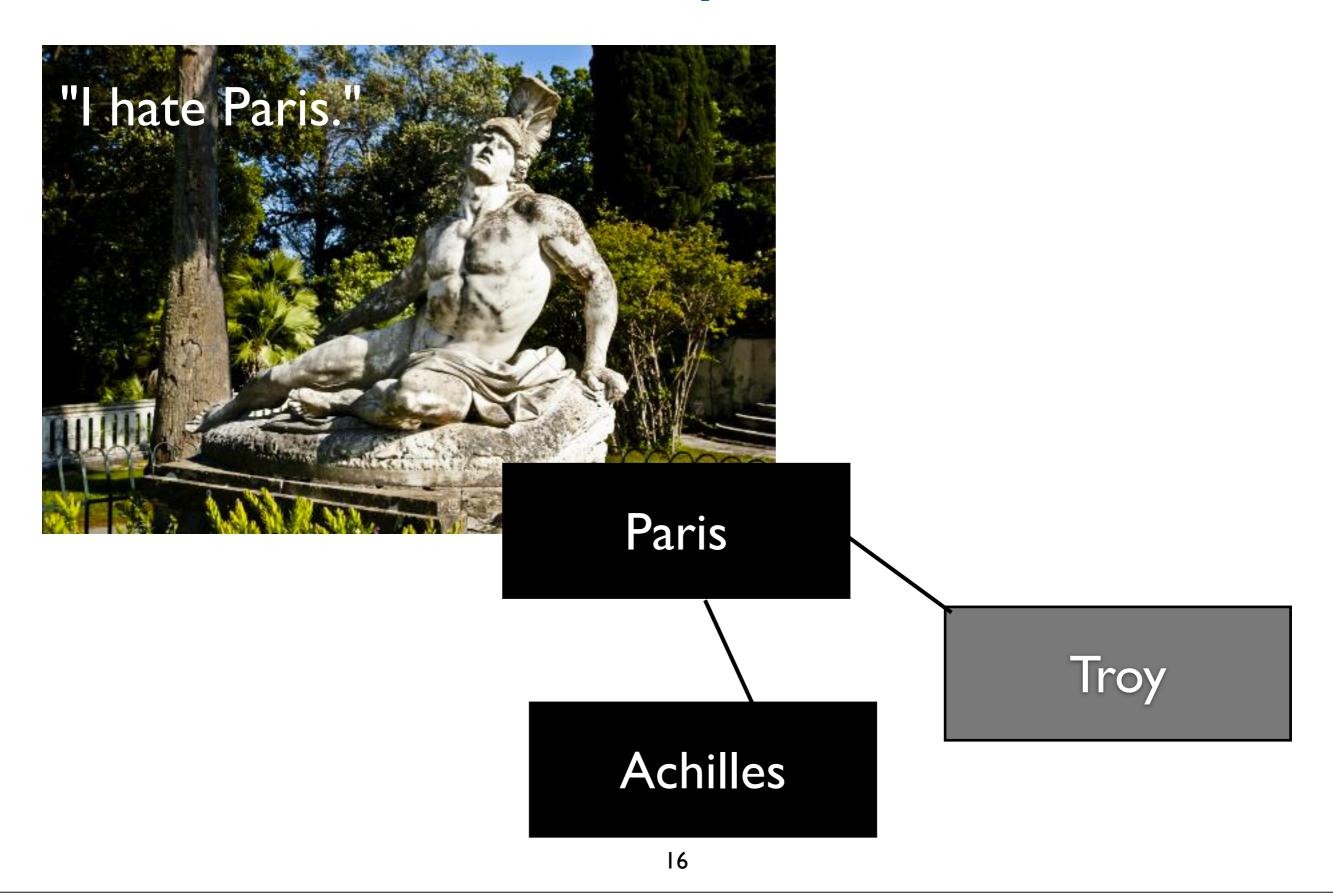
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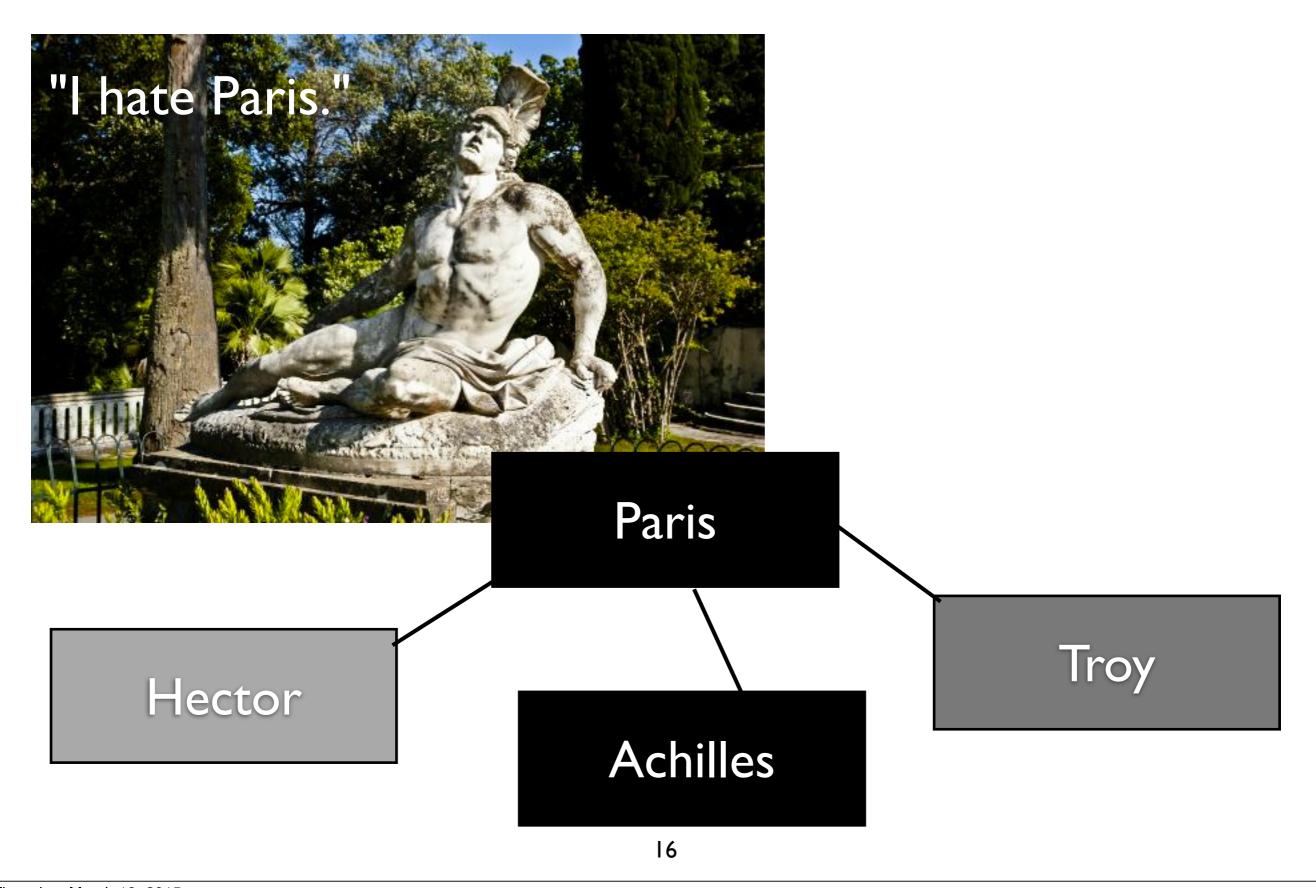
Finally, the context of the sentence matters a lot.

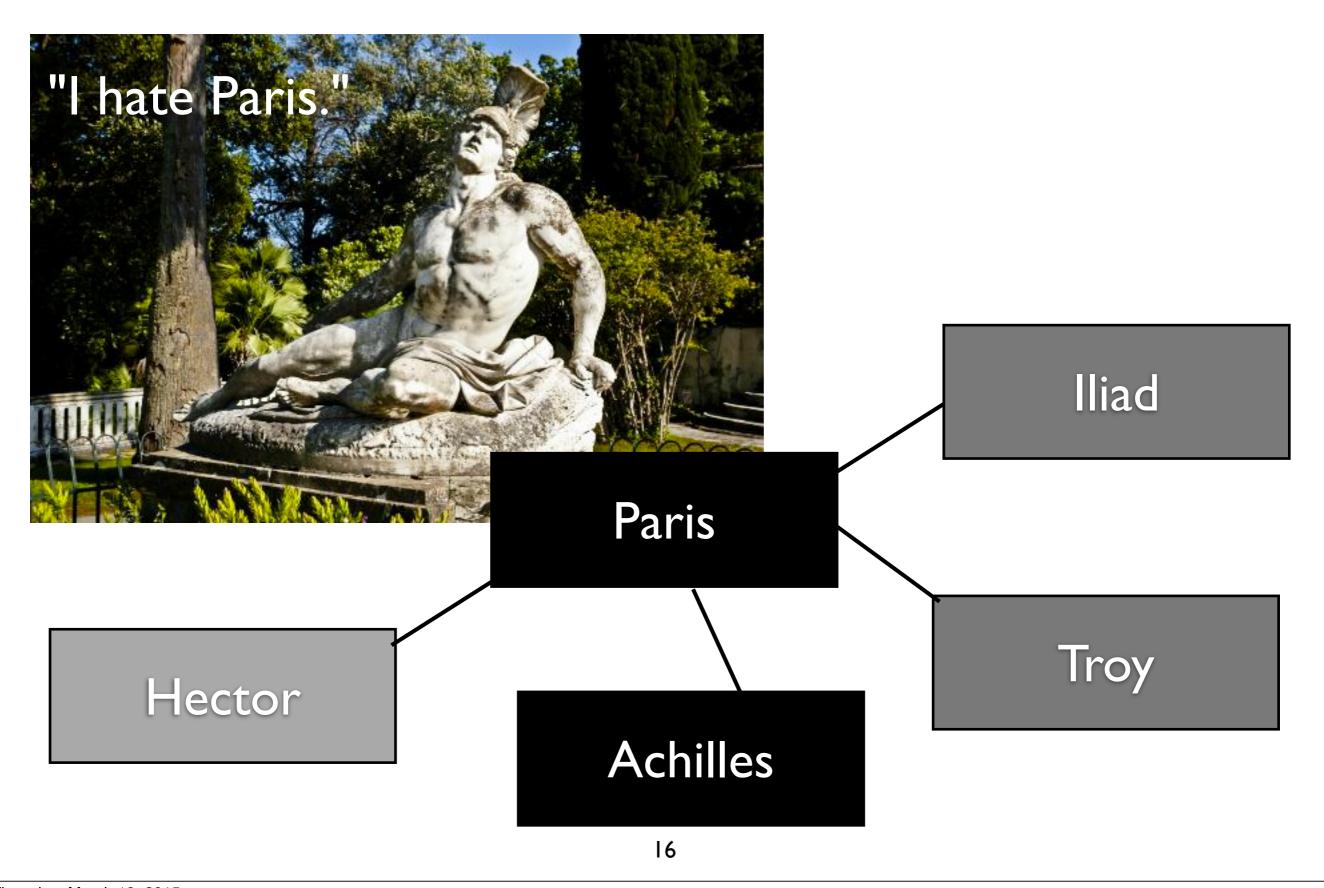


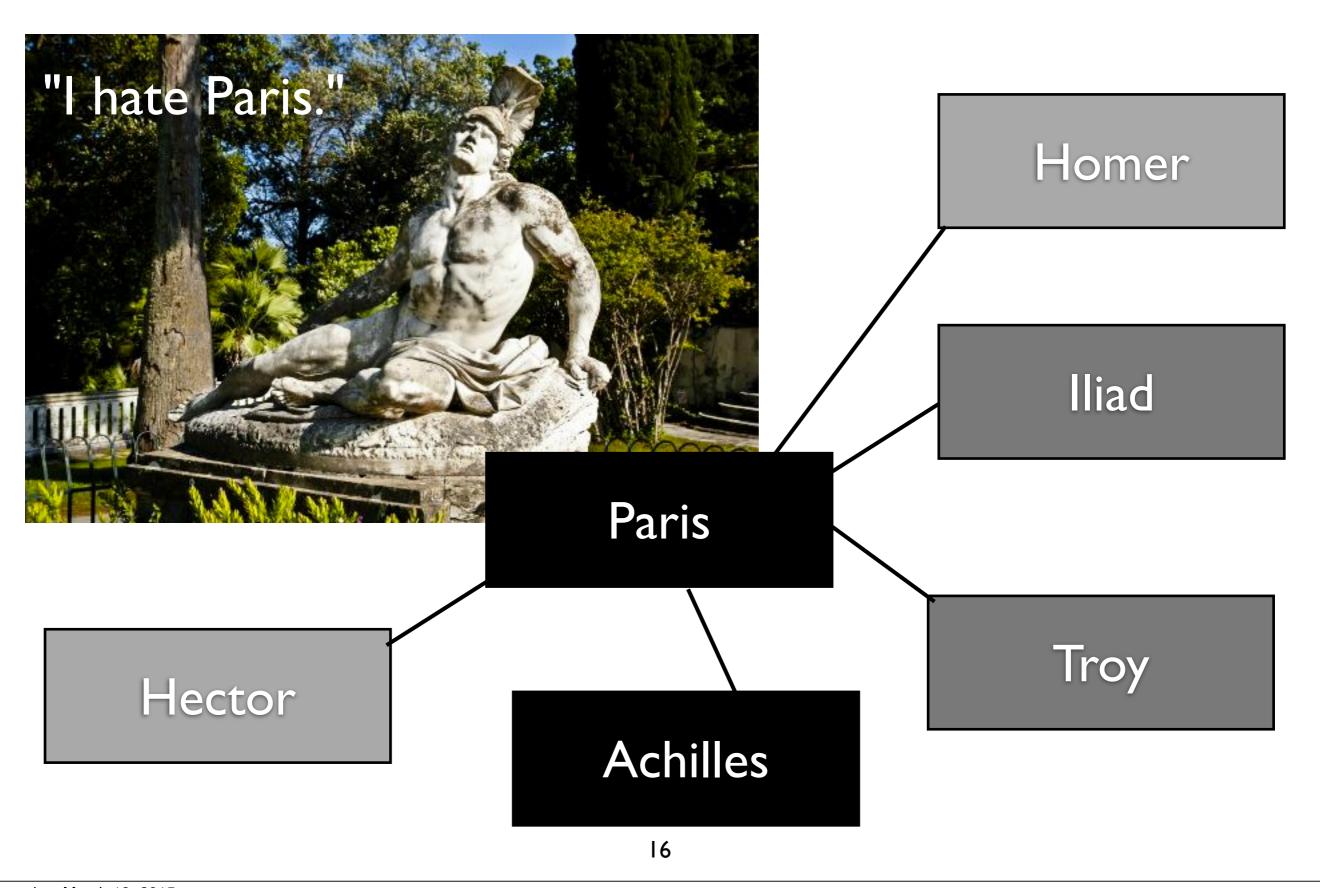


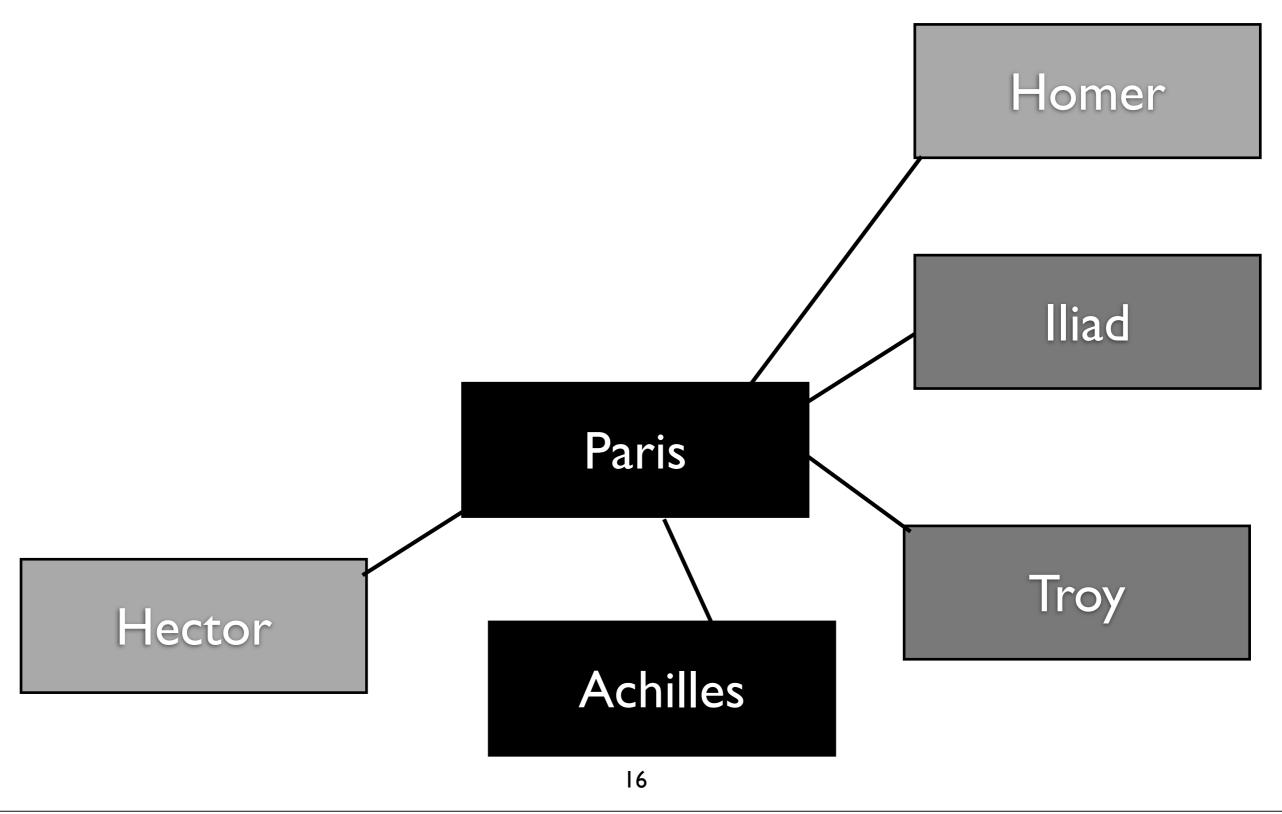


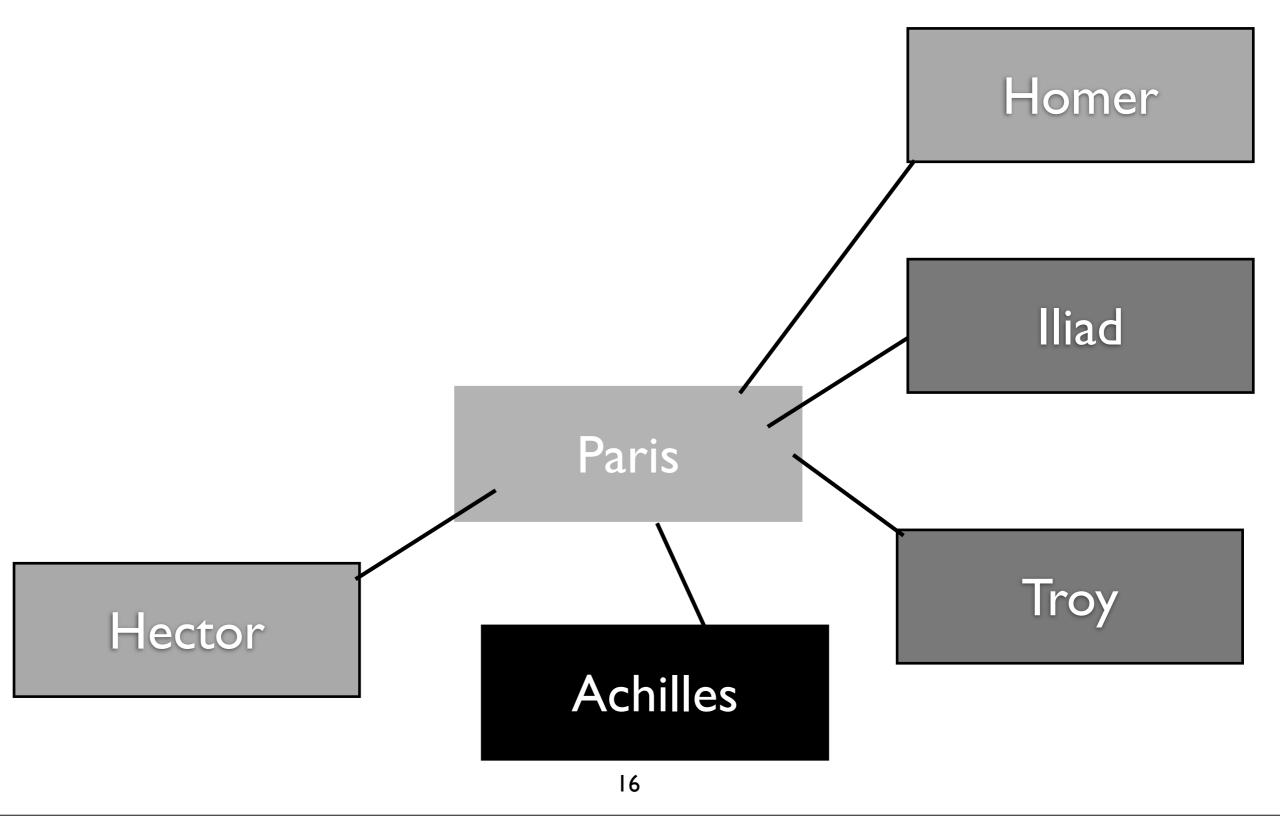


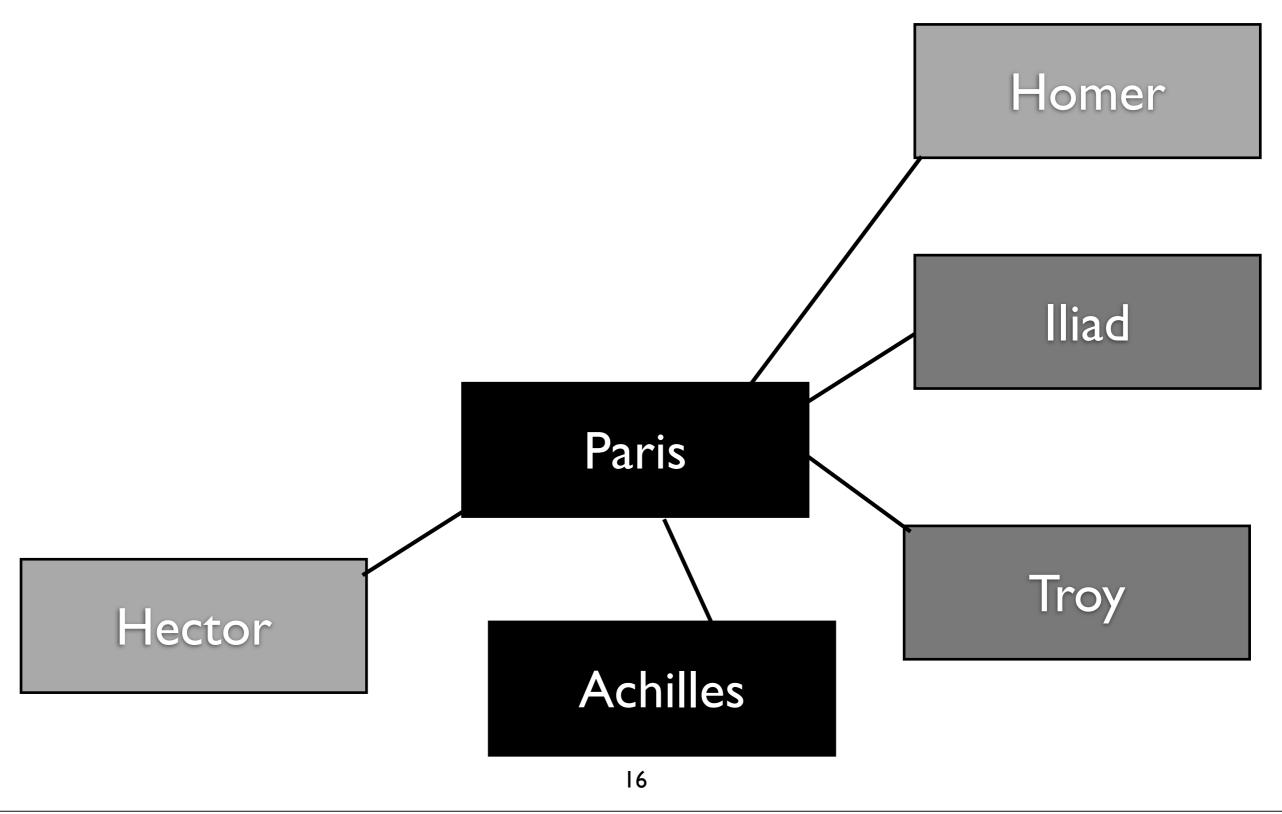






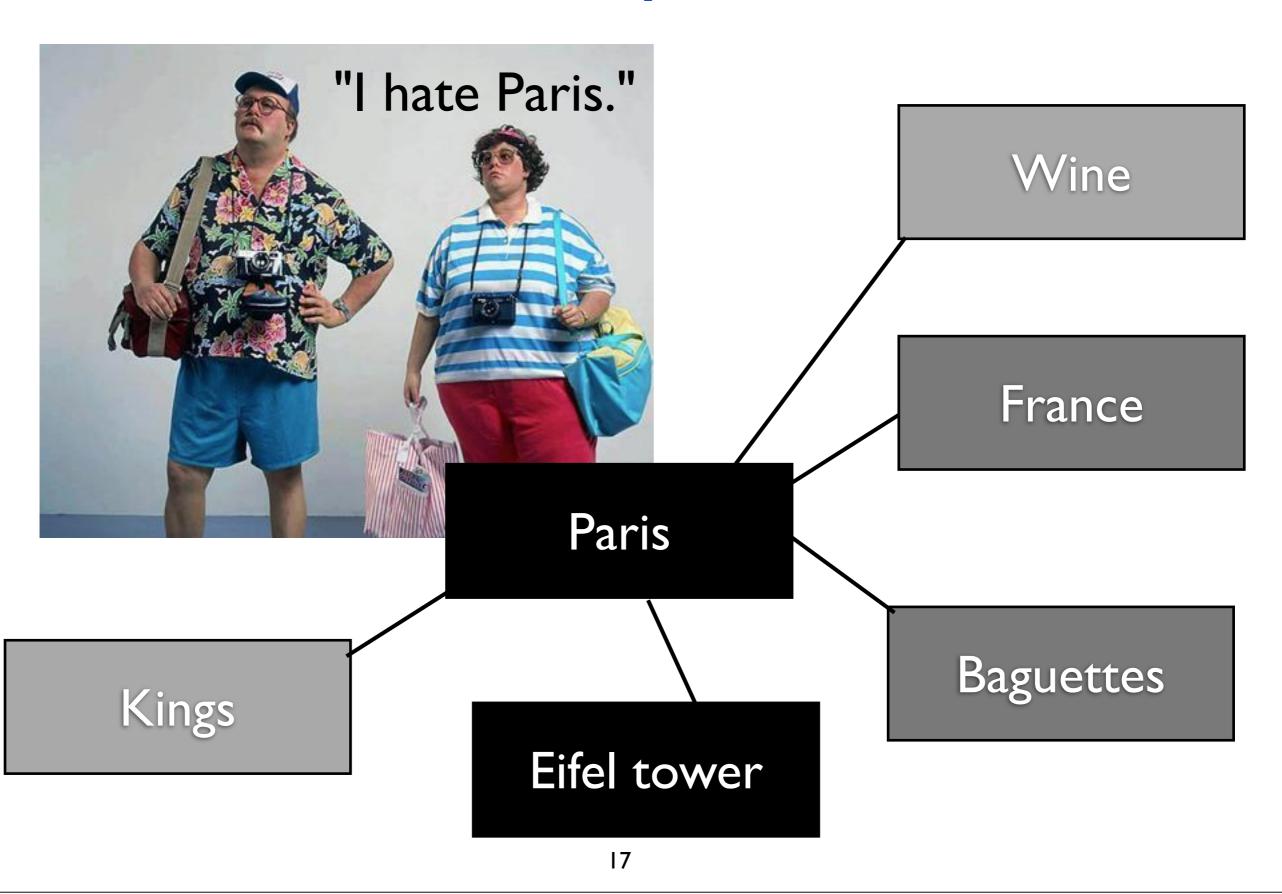












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<sup>&</sup>quot;Who wrote Moby Dick?" vs

<sup>&</sup>quot;Did Herman Melville write Moby Dick?"

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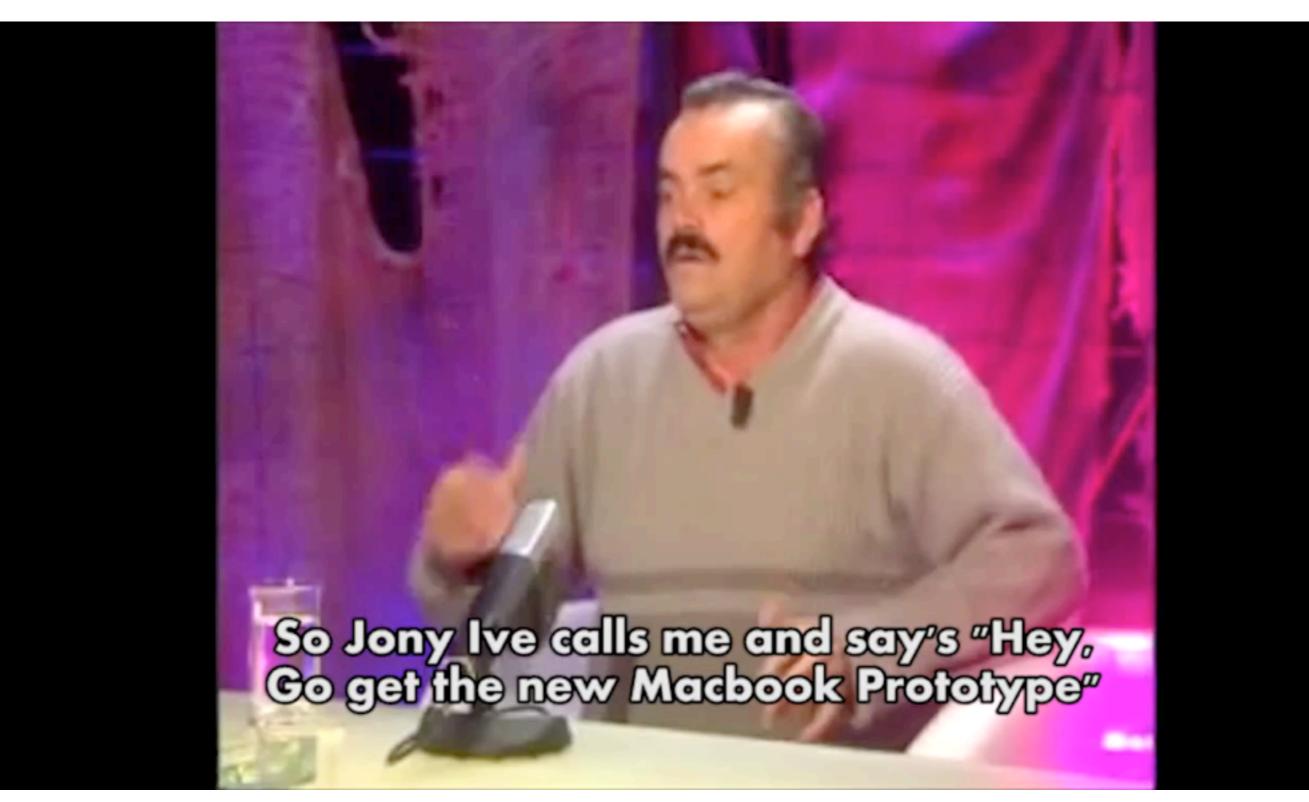
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- Prime the user with past memories: provide task, file and search history
- Enable the user to employ their own context-aiding strategies: spatial layout, tagging, colour-coding, etc.

### Real laptops have ports?

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https://youtu.be/KHZ8ek-6ccc

# Questions?

This lecture is based on slides and content by:
ILONA POSNER
OLIVIER ST. CYR

Materials from:

Interaction Design: Beyond Human-Computer Interaction. Rogers, Sharp and Preece. 2011 idbook.com