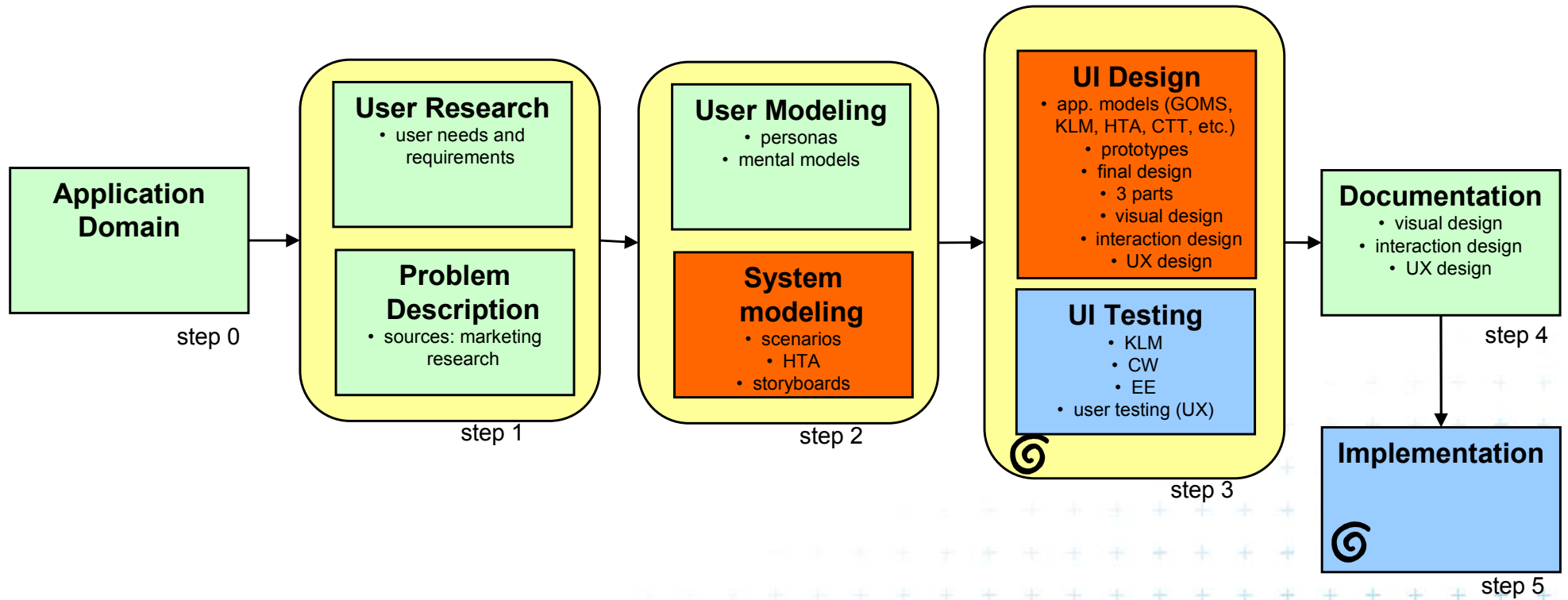


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DEPARTMENT OF COMPUTER GRAPHICS AND INTERACTION

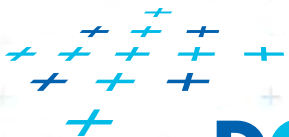
NUR - HTA Example

Big Picture



Task models - Summary

- Last lecture – task models + storyboarding
- Relations between these approaches?



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NUR - HTA example

(3)



Examples of task analysis

- Tourist
 - Book a train ticket
 - Find a monument in the city
 - Game of 15
- A client using a cash machine
 - Withdraw money
 - Check the balance on the account
 - ...

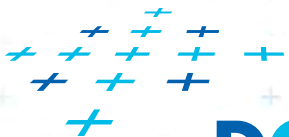


Party : The game of 15

- The game is played by 2 players
- You have the following tokens 1, 2, 3, 4, 5, 6, 7, 8, 9
- People play in turn, each player takes one token at a time, one token can only be taken once
- The first with 3 tokens of which the sum adds up to 15 is the winner



Play this game without tool (paper, pencil or other!)

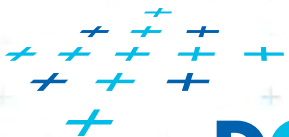


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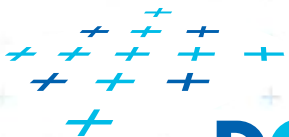
Party : The game of 15

- Analyze one player task
 - Propose a decomposition in sub tasks
- Propose an interface (paper +pencil or computer tool) for this game
 - The user interface must (of course) help the player to achieve his task

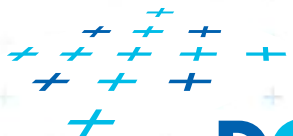
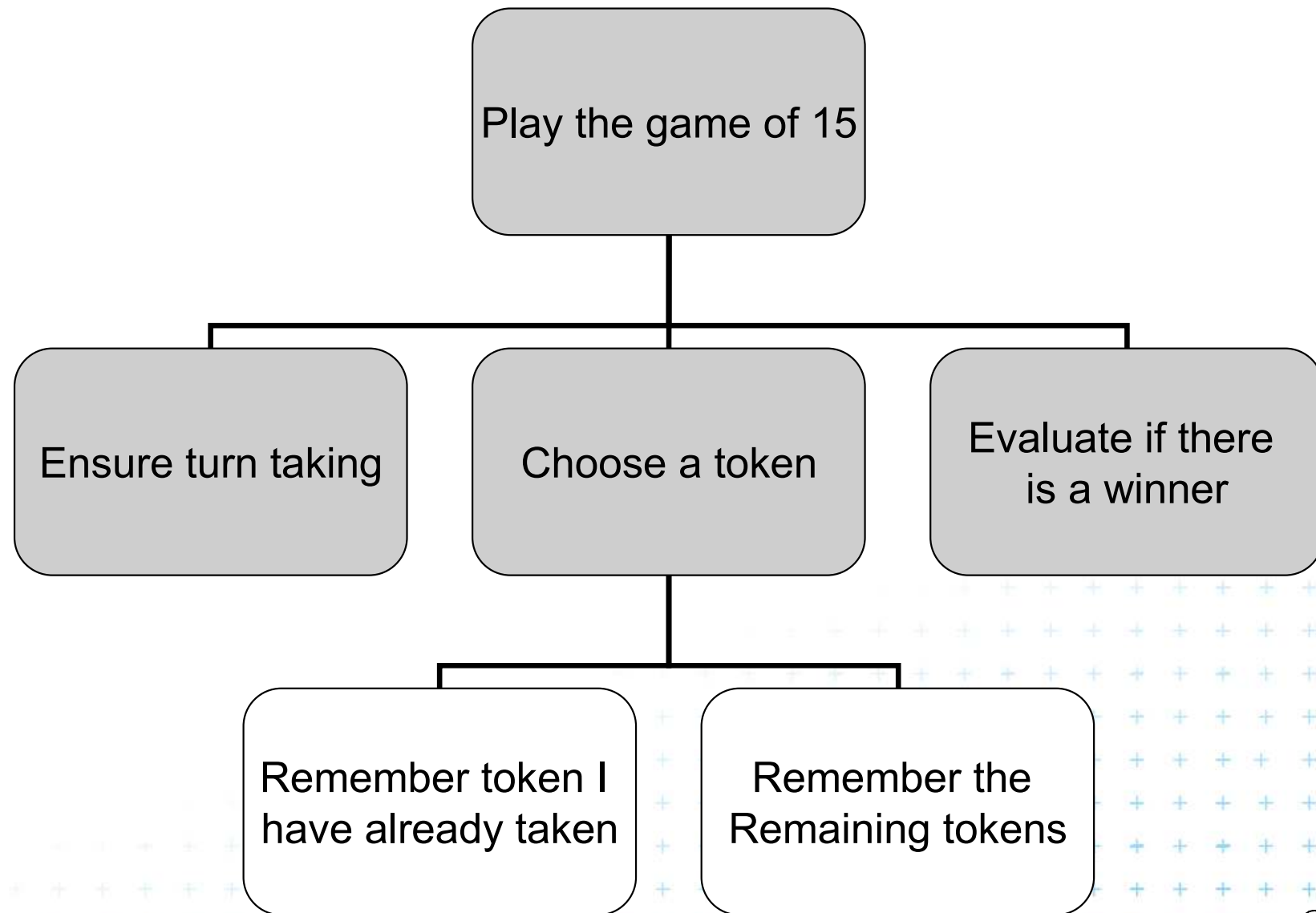


Beware !

- Don't include the system
- Make sure models are correct
- No algorithmic description (calculation of who is the winner)
- No task migration (the system performs tasks assigned to the player)
- Who starts



Task Analysis

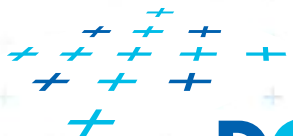
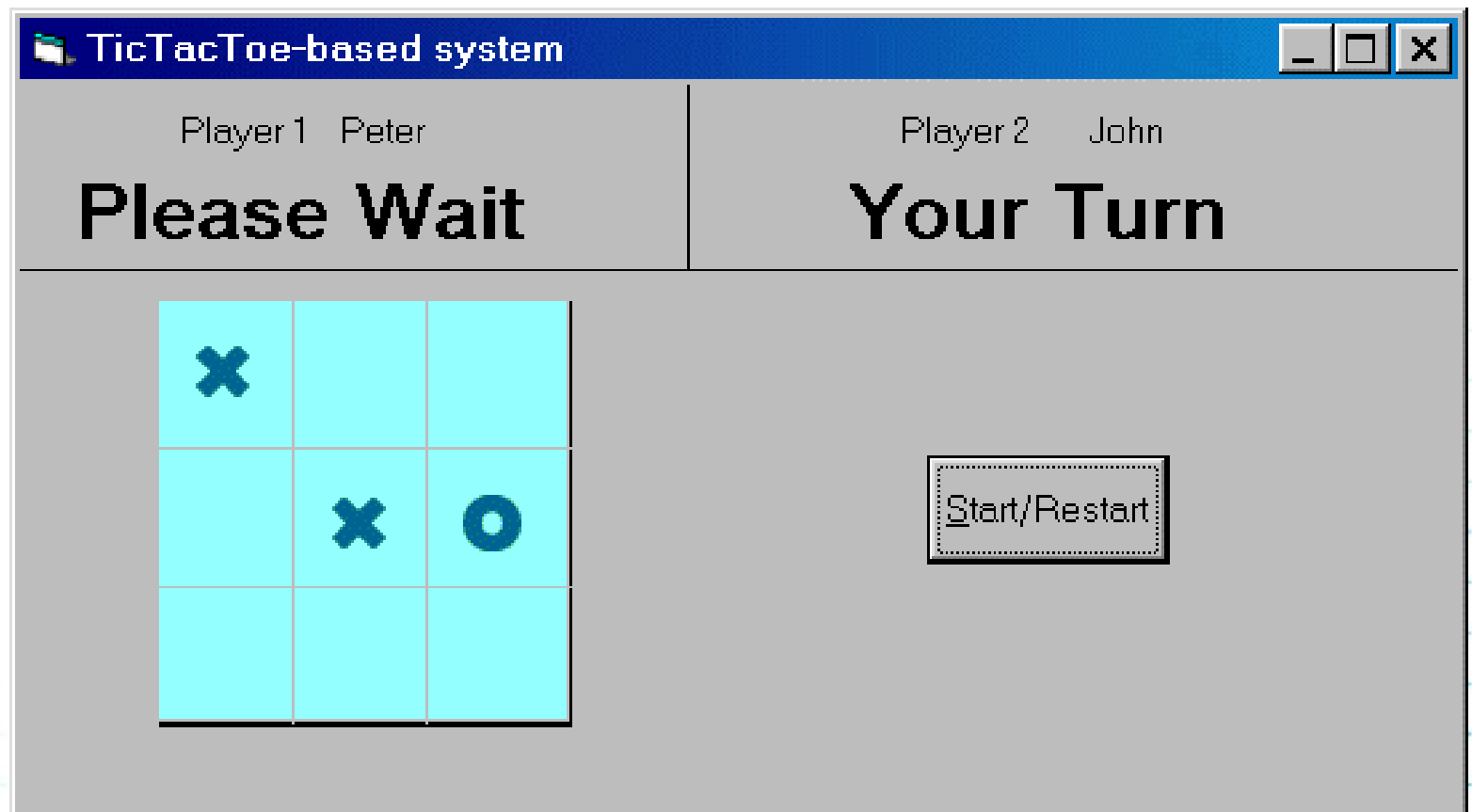


Your solution



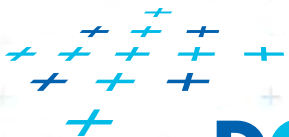
Another solution

8	3	4
1	5	9
6	7	2

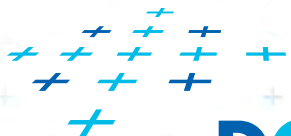


Task Models vs Scenarios

- Scenarios are informal descriptions of a specific use in a specific context
- Task models describe the possible activities and their relationships
- Scenarios can support task development
- Task models can support scenarios identification



Example of CTT



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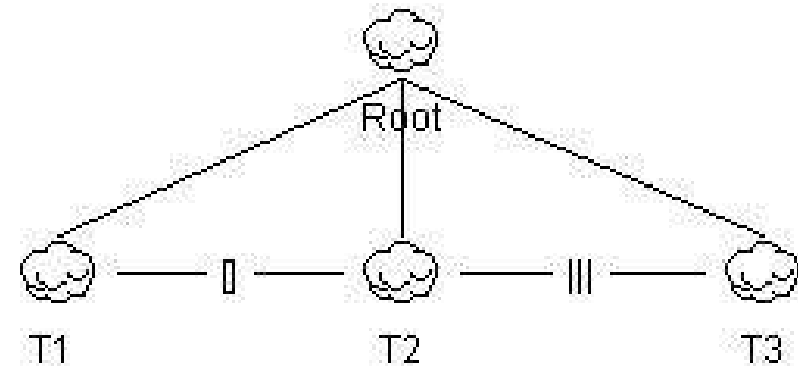
Temporal Operators

Enabling	$T1 \gg T2$ or $T1 [] \gg T2$
Disabling	$T1 [> T2$
Interruption	$T1 > T2$
Choice	$T1 [] T2$
Iteration	$T1^*$ or $T1_{\{n\}}$
Concurrency	$T1 T2$ $T1 [[] T2$
Optionality	$[T]$



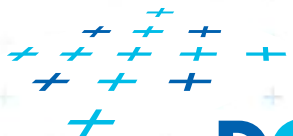
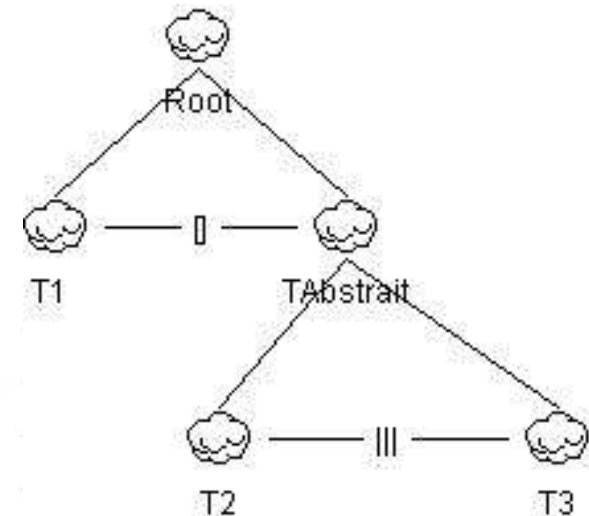
Operators Priority





- Ambiguity in the model



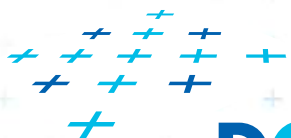
- Ambiguity removed

- Priority: [], |||, [>, >>



Task	Abstract task 	It represents the abstract type of the task's category, it conserves its original design defined in [Mont06] [Pate99]
	System task 	It represents the system type of the task's category, it conserves its original design defined in [Mont06] [Pate99]
	User task 	It represents the user type of the task's category, it conserves its original design defined in [Mont06] [Pate99]
	Interactive task 	It represents the interactive type of the task's category, it conserves its original design defined in [Mont06] [Pate99]

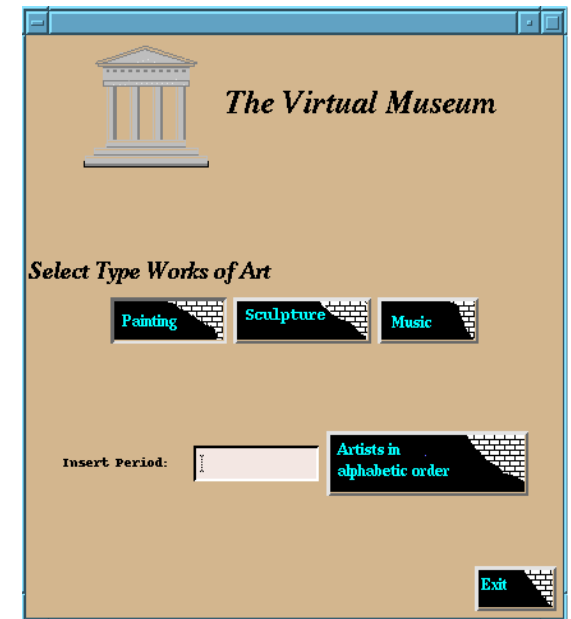
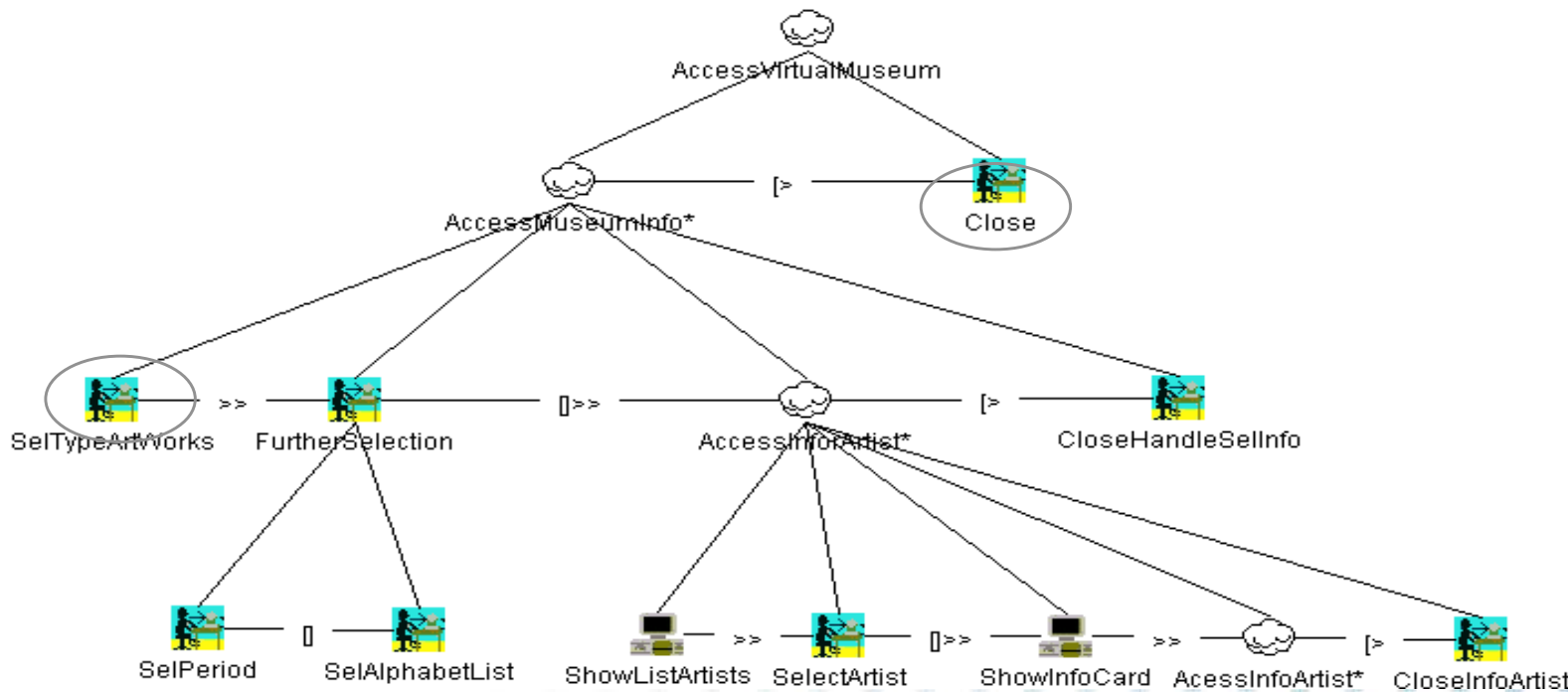
Another example of CTT



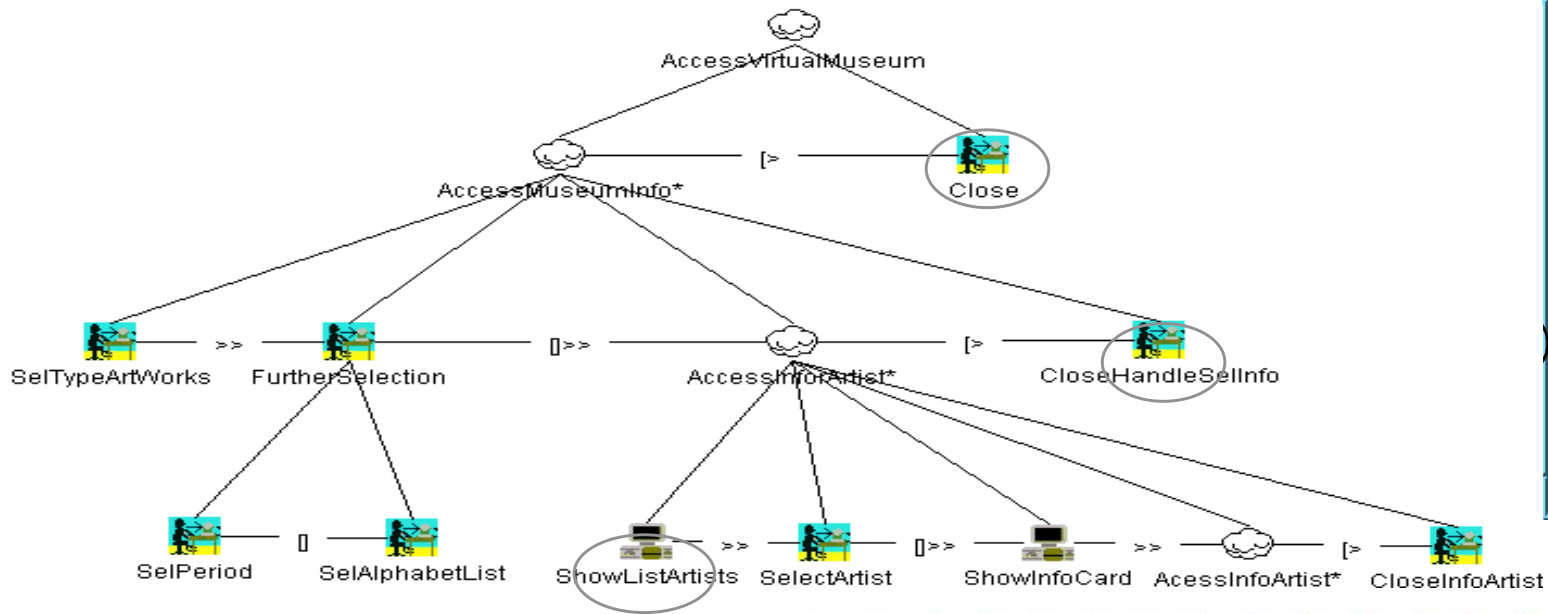
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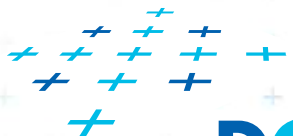
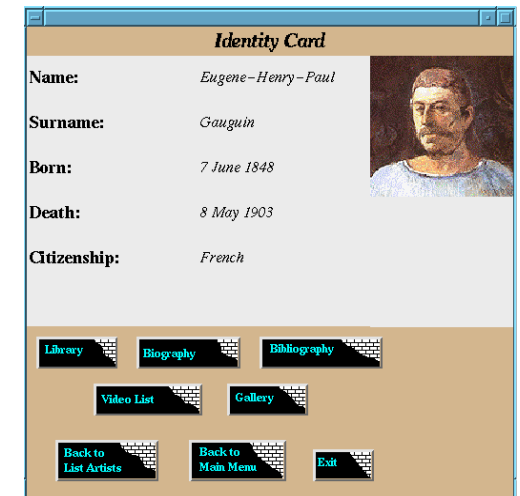
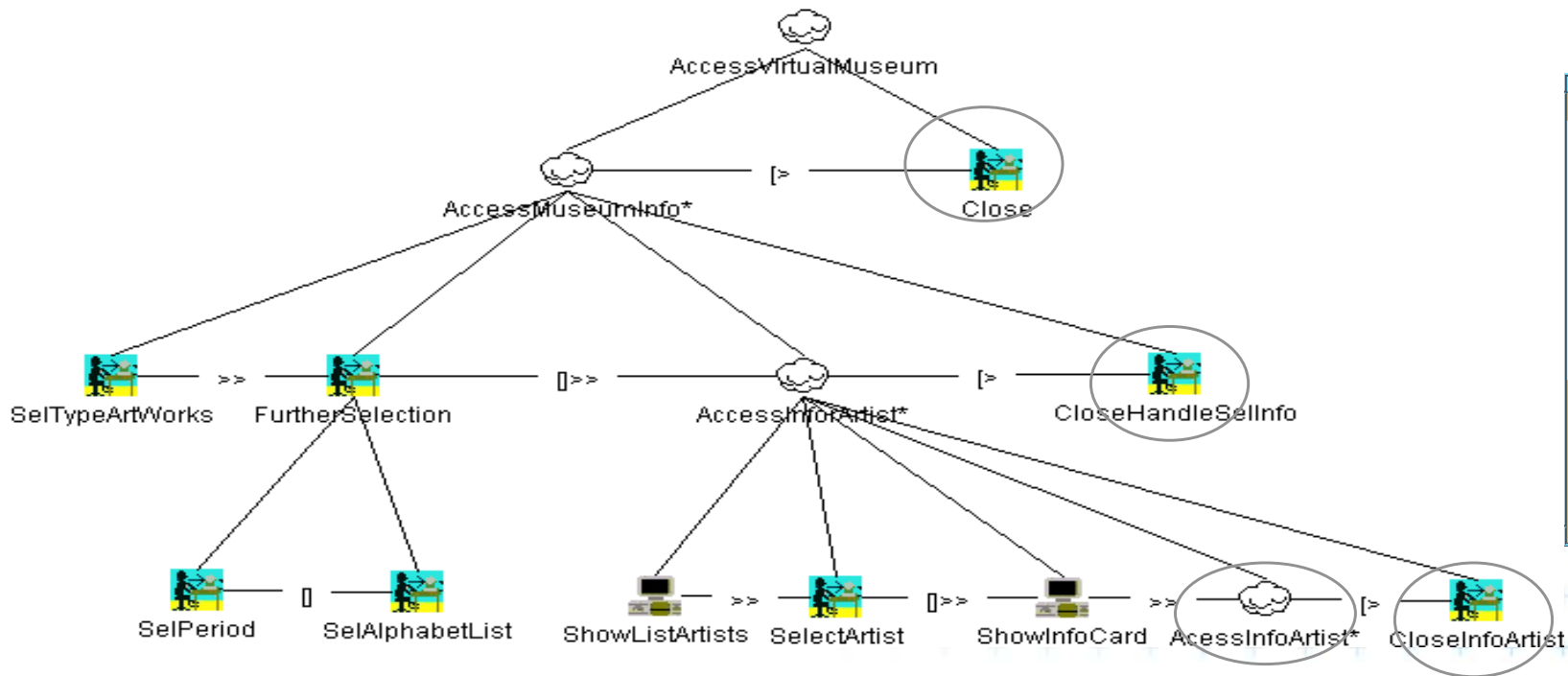
Task-interface relationships



Tasks-interface relationships



Tasks-interface relationships



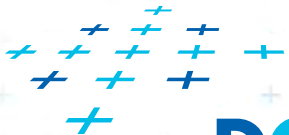
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NUR - HTA example

(19)



Thank for your attention



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