PUX Thinking Experience 1 : You don't need to think too hard

Axis label: correlation strength — 0.0 0.2 0.4 0.6 0.8 1.0

Node labels (top):
- You can see relationships between parts
- There are routes linking known to undiscov
- You can compare or contrast different parts
- The information you need is visible
- Important parts draw your attention
- The visual layout is concise
- You can see detail in context
- It looks like what it describes
- The purpose of each part is clear
- You can add comments
- It is easy to refer to specific parts
- It makes you stop and think
- The order of tasks is natural
- The steps you take match your goals

Node codes: SE1 SE2 SE3 SE4 VE1 VE2 VE3 VE4 VE5 ME1 ME2 ME3 ME4 ME5 ME6 IE1 IE2 IE3 IE4 IE5 IE6 VE3 TE3 TE4 TE5 PE1 PE2 PE3 PE4 PE5 CE1 CE2 CE3 CE4

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Thinking Experience 1

Bottom activity nodes:
| Search IA1 | Comparison IA2 | Sense-making IA3 | Incrementation CA1 | Transcription CA2 | Modification CA3 | Exploratory design CA4 | Illustrate a story SA1 | Organise a discussion SA2 | Persuade an audience SA3 |

Interpretation activities | Construction activities | Social activities

Activity:
- (CA3) Modification
- (SA1) Illustrate a story

Experience:
- (TE1) You don't need to think too hard

Positively correlated:
- (VE1) The information you need is visible
- (VE4) The visual layout is concise
- (SE1) You can see relationships between parts
- (SE3) There are routes linking known to undiscovered
- (SE4) You can compare or contrast different parts
- (PE1) The order of tasks is natural
- (PE2) The steps you take match your goals
- (VE3) Important parts draw your attention
- (ME1) It looks like what it describes
- (ME2) The purpose of each part is clear
- (IE6) It is easy to refer to specific parts
- (VE5) You can see detail in context
- (ME5) You can add comments

Negatively correlated:
- (TE3) It makes you stop and think

LOCK | History: VE3 TE3 PE5 SE1

You don't need to think too hard

Summary:
Design minimizes cognitive load, aids focus and memory.

Original Text:
There is a lot of cognitive psychology literature exploring the limitations of the human eyes and brain – which things can be perceived and distinguished, how much we can remember with our eyes closed, or by silently repeating it to ourselves and so on. The number of independent elements in short-term memory is pretty small: around half a dozen words, and a couple of pictures. Design tricks to help the user include ensuring that everything they need is visible (VE1, VE4, SE1, SE3, SE4), that actions correspond to what the user is already planning (PE1, PE2), and that they can recognise things by looking at the diagram, rather than having to remember them (VE3, ME1, ME2). Users also benefit from being able to focus their attention by referring to a particular part (IE6) or region (VE5), or making notes to themselves where they know it will be necessary to return to something in future (ME5). However, note that this usually desirable pattern may be directly contradicted (for some purposes) by TE3!

Experience type: Experience name

Tradeoff link correlation strength.

High values mean strong correlation, low values mean weak correlation.

Values are absolute, high green link value is very positively correlated but high red link value is very negatively correlated.

Similarly, low green values show low positive correlation, low red values show low negative correlation

Experience name

List of all experiences

Selected experience

Related experiences

List of all activities

Related activities

Activity name(s)

Experience name

Positive links (green)

Negative links (red)

List of all negatively correlated experiences related to the selected experience

List of all positively correlated experiences related to the selected experience

Experience name
Experience summary (brief)
Experience summary (long)

If you're interested in reading about an activity or experience, just hover over the corresponding circle or click on it – the description will show right up.

Clicking on an experience or activity will freeze the visualisation. Click on the flashing rectangle to continue exploring.

After you click on an experience or activity, it will get saved in the history part of the UI, so you can record what you've read.