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Roll Number: 45		Lab Assignment Number: 6
Title of Lab Assignment: Design Mental Model Based on Practical 4 and Draw a mental model.		
DOP: 10-02-2024		DOS: 19-02-2024
CO Mapped: CO3, CO4	PO Mapped: PO3, PO5, PO7, PO12, PSO1, PSO2	Signature:

Practical No. 6

Aim: Design Mental Model Based on Practical 4. Draw a mental model.

Description:

A Mental Model refers to an individual's internal representation or understanding of how something works or how a particular system, concept or process functions. It is a cognitive framework that helps people interpret and interact with the world around them, guiding their perception, reasoning, decision-making and problem-solving.

Mental models are based on an individual's knowledge, beliefs, experiences and assumptions. They are constructed through a combination of learning, observation and personal interpretation. Mental models allow individuals to make sense of complex information and situations by simplifying and organizing them into coherent structures.

Here are a few points about mental models:

1. **Simplifications and Abstraction:** Mental models simplify reality by abstracting and focusing on the essential aspects of a system or concept. They filter out irrelevant details and highlight the most relevant elements for understanding and decision making.
2. **Influence on Perception and Interpretation:** Mental models shape how individuals perceive and interpret information. They serve as a lens through which people view the world, influencing their understanding of judgements about the environment and the actions they take.
3. **Predictive and Inferential Power:** Mental models enable individuals to predict and anticipate how things will behave or unfold based on their understanding of underlying principles and casual relationships. They help individuals make inferences and draw conclusions based on their mental representations.
4. **Bias and Limitations:** Mental models are subjective and can be influenced by biases, misconceptions or incomplete information. They may lead to cognitive biases, such as confirmation bias or anchoring bias, which can impact decision-making and problem-solving.
5. **Evolving and Adaptive:** Mental models are not fixed but can evolve and adapt over time through new experiences, learning and exposure to new information. They are

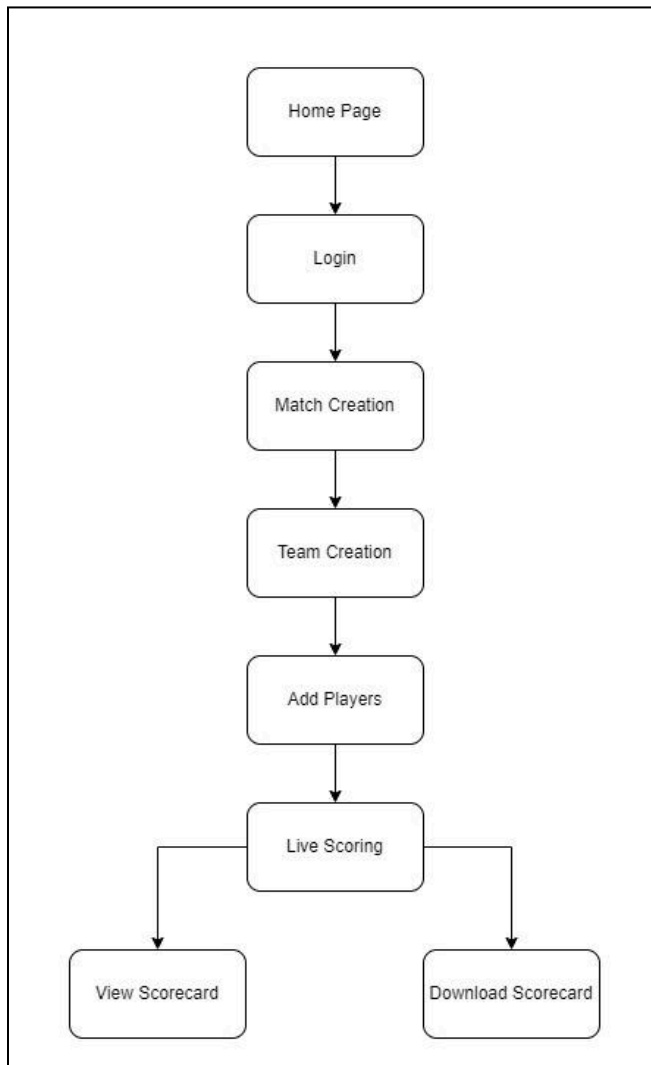
constantly refined and updated as individuals acquire new knowledge or challenge their existing beliefs.

Mental models play a crucial role in various domains, including psychology, cognitive science, user experience design and decision making. Understanding the mental models of users is particularly important in user-centered design as it helps designers create interfaces and interactions that align with users' existing mental models, making them more intuitive and user-friendly.

Table for Mental Model:

Sr. No.	Scenario	Description
1	Accessing Matches	Scorers can access a list of matches from the dashboard. They can filter matches by date, venue, or team and select the match they wish to score.
2	Starting a Match	Upon selecting a match, scorers are directed to the scoring interface where they can input match details such as teams, venue, and toss result. They can start scoring once all necessary information is entered.
3	Recording Scores	Scorers input match data in real-time, recording runs scored, wickets taken, extras conceded, and other relevant statistics for each ball bowled. They can switch between batting and bowling views for both teams.
4	Managing Players	Scorers manage player details, including adding new players, editing existing player information, and assigning batting and bowling orders.
5	Handling Overs	Scorers track overs bowled by each bowler, updating the over count after every six balls. They record maiden overs, wides, no-balls, and other bowling events as they occur.
6	Recording Events	Scorers note significant match events such as boundaries, sixes, milestones (e.g., half-centuries, centuries), dismissals (e.g., catches, run-outs), and player substitutions.
7	Reviewing and Editing	Scorers can review match data at any time during scoring. They have the ability to edit

		scores, correct errors, and make adjustments as needed.
8	Saving and Finalizing	Once the match is complete, scorers finalize the scorecard and save the data. They can generate a printable scorecard, export match statistics, and share match results with stakeholders.

Diagram:

Conclusion: We designed a mental model.