

Interfaces Pessoa Máquina

Human Computer Interaction

The Human

1. Describe Fitts' law. Describe which implications Fitts' law has on user interface design.
2. What is the difference between recognition and recall in relation to human memory? Discuss the implications of this for interface designers.
3. How might you use the notion of reward in interface design to increase the positive emotional response of users? Can you find any examples of this?
4. What are *mental models*, and why are they important in interface design?
5. What is the difference between a *slip* and a conceptual error? How might a designer minimise the occurrence of both among users of a system?
6. Human short-term memory has a limited span. This is a experiment to determine what that span is. (You will need some other people to take part in these experiments with you - they do not need to be studying the course - try it with a group of friends.)

Kim's Game: Divide into groups. Each group gathers together an assortment of objects - pens, pencils, paper-clips, books, sticky notes, etc. The stranger the object, the better! You need a large number of them - at least 12 to 15. Place them in some compact arrangement on a table, so that all items are visible. Then, swap with another group for 30 seconds only and look at their pile. Return to your table, and on your own try to write down all the items in their pile. Compare your list with what they actually have in their pile.

Compare the number of things you remembered with how the rest of your group did. Now think introspectively: what helped you remember certain things? Did you recognise things in their pile that you had in yours? Did that help? Do not pack the things away just yet. Calculate the average score for

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your group. Compare that with the averages from the other group(s).

Questions: What conclusions can you draw from this experiment? What does this indicate about the capacity of short-term memory? What does it indicate that helps improve the capacity of short-term memory?