School of Electrical Engineering and Computing
SENG2260 – Human-Computer Interaction

Lab 2: Mental Models

Week 3

Mental Models:

Knowledge is sometimes described as a mental model:

- How to use the system (what to do next)
- What to do with unfamiliar systems or unexpected situations (how the system works)

People make inferences using mental models of how to carry out tasks

See https://mentalmodelsblog.wordpress.com/

For your project:

1. Consider what mental model issues may apply to your user interface

2. Consider deep versus shallow models
   a. e.g. how to drive a car versus how it works

3. How might the Gulfs of Evaluation and Execution manifest in your project?

4. Consider where the information is for your interface. Document:
   a. What is internal
   b. What is external