**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
   1. 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:
   1. What is internal
   2. What is external