

Cognatics and locus of Attention

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- Object orientation appear as a way of modeling and building software.
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- Functional programming → • Graphic User Interface → • Xerox
- Between 1980-1998 Microsoft develops Windows
- human-computer interface (HCI)
 - ↳ Input and output devices

HCI Constants

- ↳ Humans have
 - memory (storage information)
 - perceptual (sensing environment)
 - cognitive (processing of thinking)
 - motor (carrying out response)
- ↳ Memory limitations: short-term memory
single conscious
- Perception limitations: may not attend to your

• NOTES:

avoid model / keep the same mode
easy of learning
enable the automation
user domain terminology
avoid long lists of choices
reduce the number of clicks

IMPORTANT:

Provide "in the world" knowledge instead of relying on "in the head" memory.

- ↳ Cognition limitations: humans have a single conscious flow of thought

"Systems should be designed as though the user will be so absorbed in their task"