Summary:

- Parallel search is fast and effective
  - uses very little attentive resources
- BUT!!!
  - requires <u>uniqueness</u> in visual coding

- Serial search is slow and error prone *Inattentional blindness!*
  - uses almost all attentive resources
  - a result of conjunction of features in visual coding

Many attributes can be processed in parallel

- Straight / curved / angle
- Gist
- Color
- Size
- Brightness
- Proximity
- Continuation
- Shading
- Simple 3D
- Relative position
- etc

A way forward

1. Introduce read views

2. De-fragment and enrich these

3. Use visual info to help users orient and navigate

Two questions from previous home exams

Q1:

The very nature of agile development, on the one hand, and some key elements of a user-centered approach, on the other, seem to be at odds with one another.

Describe, from a user centered point of view, the weaknesses with standard (i.e. not adapted to a user centered approach) agile methods.

Q2:

Not all elements of a user-centered process are essential in all types of development. Please sketch your ideas of how to choose different such elements depending on the nature of the system to be designed and the circumstances under which the system is being designed.

(for instance a system for medical doctors or some other highly trained group of professionals to be used 'in-house', a system for sales attendants in a nation-wide chain-store, a system for walk-up-and-use for spectators during the Olympics in Pyeongchang etc.)