Activities and Findings

User Study– Summer 2011

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**1. Goals**

To determine if users adapt their drawing styles if certain feedback (ghost gates) is present.

To see what quality of recognizers the system needs to please users.

**2. Major Activities**

Developed a practice window, which trains users to draw gates in a way that the recognizers will accept.

Developed a user study interface, which includes a warm-up section and full sketch recording.

Performed four pilot studies and eighteen user studies.

Gathered and analyzed drawing style data, specifically fully labeled sketches and correct recognition rates.

**3. Findings**

Users liked the system overall. Many specifically noted that they liked it better than LogiSim.

Users resisted changing their drawing styles in the time-scale we observed. This was true whether or not ghost gate feedback was present.