



Human Computer Interaction

Chapter 5: Models for HCI

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Overview



- **01** Motivation
- **O2** Predictive Models for Interaction: Fitts'/Steering/Hick's Law
- O3 Descriptive Models for Interaction:GOMS/ KLM
- O4 Background: The Psychology of Everyday Action
- **05** References



Machine Learning and Data Analytics Lab (MaD) in Erlangen





Motivation

Motivation



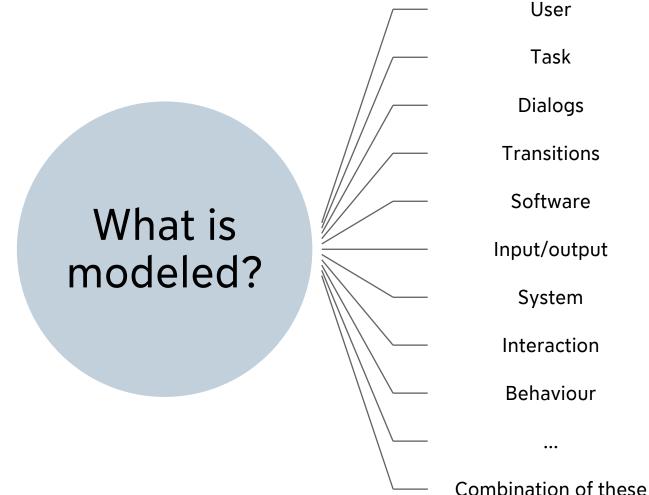


What are models and theories used for?

- Explanatory
- Predictive
 Descriptive/taxonomy pescriptive

Models on different levels

- Concept
- Human action
- Dialog
- Keystroke



Example Motivation - Prediction



Task: Convert 712 GBP into EUR

The hand is on the mouse to start with

How long will it take?

amount

1

enter any amount

of this type of currency

Euro - EUR United States Dollars - USD United Kingdom Pounds - GBP Canada Dollars - CAD

scroll for more currencies

Perform Currency Conversion

into this type of currency

Euro – EUR United States Dollars – USD United Kingdom Pounds – GBP Canada Dollars – CAD

scroll for more currencies

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Another Motivation







New system!!! Please be patient!

