Human Computer Interaction

Chapter 5: Models for HCI

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Overview

Machine Learning and Data Analytics Lab (MaD) in Erlangen

Motivation

What are models and theories used for?

— Explanatory

— Predictive

— Descriptive/taxonomy

Explan
predict
Descriptive

Models on different levels

— Concept

— Human action

— …

— Dialog

— Keystroke

What is modeled?

- User
- Task
- Dialogs
- Transitions
- Software
- Input/output
- System
- Interaction
- Behaviour
- …
- Combination of these

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

into this type of currency

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

scroll for more currencies

Perform Currency Conversion

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Another Motivation

New system!!!
Please be patient!