The psychopathology of everyday things

1. You would need an Engineering degree to figure this out.
2. The Frustrations of everyday life
3. The psychology of everyday things
4. Affordances
5. Twenty thousands everyday things
6. Conceptual models
7. 1. Provide a good conceptual model
   2. make things visible.
8. The Principle of mappings
   - mapping
   - Natural mapping
9. Principle of feedback
   - Feedback
10. The paradox of technology

The psychology of everyday actions.

1. Falsely blaming yourself.
2. Misconception of everyday life.
3. Aristotle's naive physics.
4. Learned helplessness
5. Taught helplessness
6. The nature of human thought and Explanation
7. How people do things: The Seven stages of action
8. Gulf of Execution and evaluation.
9. The gulf of Execution
10. The gulf of evaluation
11. The Seven Stages of Action as design Aids.

② Knowledge in the head and in the world

1. Information is in the world
2. great precision is not required
3. Natural constraints are present
4. Cultural constraints are present.

1. precise behavior from imprecise knowledge
   1. information is in the world.
   2. great precision is not required.
   3. The power of constraining.
2. memory is knowledge in the head.
3. The conspiracy against memory
4. The structure of memory
   1. memory for arbitrary things
   2. memory for meaningful relationships
   3. memory through explanation.
5. memory is also knowledge in the world.
   1. Reminding. < signal message.
6. natural mappings
7. The tradeoffs between knowledge in the world and in the head.

③ Knowing what to do.

1. A classification of everyday constraints.
2. physical constraints.
3. semantic
4. & cultural constraints.

5. Logical constraints.

6. problem with doors.

7. The problem with switches

8. which switch controls which functions?

9. How are the switches arranged?

10. visibility and Feedback.

└ make relevant parts visible

Each action an immediate and obvious effect.

11. making visible the invisible

12. Nothing succeeds like a good display

13. what can be done?

1. Display the song titles compact dics
2. Display the names of television programs
3. print the cooking information for Foods on the food packages.

14. using sound for visibility

(4) To Err is human.

1. Types of slips.

1. capture errors
2. Description errors
3. Data-driven errors
4. Associative activation errors
5. Loss-of-activation errors.
6. mode Error.

2. Detecting slips.

3. Design lessons from the study of slips.

The Design of Everyday Things — Donland A. Norman.

3. mistake as errors of thought
4. Some models of human thought
5. The connectionist approach.
6. The structure of tasks.
7. wide and deep structures.
8. Shallow structures.
9. Narrow structures
10. The nature of everyday tasks.
11. Conscious and subconscious behaviour
12. Explaining away errors.
13. Social pressure and mistake.
14. Designing for error
15. How to deal with error - and how not to
16. Forcing Functions
    - interlock Forces
    - Lock in
    - Lock out

(5) The Design challenge.

1. Force that work against evolutionary design
2. The typewriter: a case history in the Evolution of design.
3. Why designers go astray
4. putting Aesthetics first
5. Designers are not typical users.
6. The Designers clients may not be users.
7. The complexity of the design process.
8. Designing for special people.
9. Selective Attention: The problem Follows
10. The Fault: A case history of Design difficulties.

Design of Everyday things - Donald A. Norman.

11. Two deadly temptations for the designer
12. Creeping Featurism.
13. The worshipping of False Images
14. The Foibles of Computer Systems
15. How to do things wrong
    1. make things invisible
    2. Be arbitrary
    3. Be inconsistent
    4. make operations unintelligible
    5. Be impolite
    6. make operations dangerous
16. It is Not too late to do things Right
17. Computer as Chameleon
    * Employable Systems; inviting experiments.
18. Two modes of computer usage.
19. The invisible computer of the future.

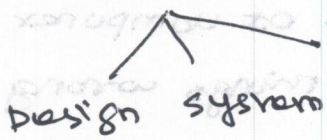
(6) User-Centered design.

1. Seven principles for transforming difficult tasks into simple ones.
    1. Use both knowledge in the world and knowledge in the head
    2. Simplify the structure of tasks.
    3. make things visible: bridges the gulfs of Execution and evaluation
    4. Get the mappings right.
    5. Exploit the power of constraints, both visual and artificial
    6. Design for error
    7. When all else fails, standardize

the design of everyday things - Donald A. Norman.

2. Use both knowledge in the world and knowledge in the world.

1. Three conceptual models.



2. The Role of manuals.
3. Simplify the structures of tasks.
4. Automate, but keep the task much the same
5. Change the nature of the task.
6. Don't take away control
7. make things visible do bridge : The gulf of execution and evaluation.
8. Get the mappings right
9. Exploit the power of constraints both natural and artificial.
10. Design for Error
11. When all else fails, standardize.
12. Standardization and technology.
13. The timing of standardization
14. Deliberately making things difficult.

3. Designing a dangerous and dragons control.
4. Easy looking is not necessarily easy to use
5. Design and society.
6. How writing method affects style
   1. From quill and ink to keyboard and microphone.
   2. outline processors and hypertext.
7. The home of the feature. A place of comfort or a new source of frustration.