# Steps

## Gulf of Evaluation

1. Presentation
   1. The interface must be able to accurately present the system state and user data.
2. Perception
   1. The user must have the physical ability to accept the input that the interface is presenting.
3. Interpretation
   1. The user must have the ability to understand the components of the interface.
4. Evaluation
   1. The user must have the ability to relate the interpretations received from the interface to his understanding of the system and to his goals.

## Gulf of Evaluation

1. Goal
   1. Execution starts with the user’s goal. Why is he working with the system and what does he want to accomplish? Goals are typically expressed in terms of what the user is doing, not in terms of the interface or the system.
2. Intention
   1. The intention is the user’s goal expressed in the context of the system. Intentions are typically expressed in terms of what the system needs to do to achieve the user’s goal. Note that a given goal can be expressed through many different intentions depending on the flexibility level of the interface.
3. Specify Sequence
   1. The sequence is the plan of the interface actions that the user is to execute in order to carry out his intention. The sequence is specific to the finer points of the interface.
4. Execute Sequence
   1. The final step is execution of the sequence plan. This involves physically manipulating the various interface elements.

# Doorknob

## Gulf of Evaluation

1. Presentation
   1. The presentation doesn’t accurately present the system state. The closet is presented to match the other door handles, when in fact it is very different
2. Perception
   1. The user can accept the input, but it isn’t presented properly. I don’t think there is necessarily a breakdown here.
3. Interpretation
   1. There is a break down here – the user is unable to properly understand the interface
4. Evaluation
   1. I don’t think there is a breakdown here, as the user is evaluating the situation properly by trying to turn a turn-able-looking handle.

## Gulf of Evaluation

1. Goal
   1. There isn’t a breakdown here, the user’s goal is to open the door
2. Intention
   1. The intention of the user’s goal is to get the door open. No breakdown here
3. Specify Sequence
   1. A problem happens here. The sequence has turn in it’s commands but that isn’t a command that the interface can accept
4. Execute Sequence
   1. A problem happens here as well, and is the same as in the Specify Sequence

# Drinking Fountain

## Gulf of Evaluation

1. Presentation
   1. No breakdown here, the system is presenting it’s self correctly. The button is pushed and the water turns on. The button is depressed and the water is cut off
2. Perception
   1. The user can perceive what is happening via watching other users. No breakdown here
3. Interpretation
   1. There is a breakdown here. The user is unable to understand completely the components of the interface. Timmy cannot get the components to function based on his knowledge of them.
4. Evaluation
   1. There is a breakdown here as well, for the same reasons as listed in interpretation

## Gulf of Evaluation

1. Goal
   1. The user’s goal is correct. Push the button, get water
2. Intention
   1. The intention is correct as well.
3. Specify Sequence
   1. The specify sequence has a breakdown. The specify sequence should be push button, get water, release button. Instead it seems to be push button, release button, get water.
4. Execute Sequence
   1. Same as specify sequence.

# Car Door Handle

## Gulf of Evaluation

1. Presentation
   1. There is a potential breakdown here, if the door is locked. The handle doesn’t really present itself as locked or unlocked, as that is a different feature on the car. If the door is unlocked, then there is no breakdown.
2. Perception
   1. The user doesn’t perceive is the door is locked or unlocked from his current scope.
3. Interpretation
   1. The user cannot understand the components, as not all of them are clearly related (the lock to the door handle)
4. Evaluation
   1. The user is unable to evaluate the interface without the locked/unlocked variable being clearly displayed

## Gulf of Evaluation

1. Goal
   1. The goal was to open the door, no breakdown here
2. Intention
   1. The intention is to push the button and pull open the door. No breakdown here.
3. Specify Sequence
   1. There may be a breakdown here if there is an ability to see if it’s locked or unlocked. If there is that ability there should be a check in the specify sequence.
4. Execute Sequence
   1. Same as execute sequence.

# Dashboard

## Gulf of Evaluation

1. Presentation
   1. I think the breakdown is here. The data, while presented correctly, is presented in the wrong location
2. Perception
   1. The breakdown is presentation causes a failure here. The user is unable to perceive the interface while maintaining good visual contact with the road
3. Interpretation
   1. The presentation breakdown is perpetuated here, since the user doesn’t have adequate time to interpret all the data on the screen in one go
4. Evaluation
   1. Same as interpretation

## Gulf of Evaluation

1. Goal
   1. No breakdown in the goal
2. Intention
   1. No breakdown in the intention
3. Specify Sequence
   1. Breakdown here, as the user must remove his eyes from the road for an extended period of time
4. Execute Sequence
   1. Same as specify sequence.