HCI 2/13

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Cognitive Mapping

- We can have physical models (buildings and shit), virtual models (data structures), or mental models (shit we see in our head)
- Cognitive mapping is a set of associations between objects in a pair of models
  - We know that a checkbox stands for a boolean value because we've seen it before and has the characteristic of being checked or unchecked
    * Checkbox has strong cognitive mapping
- Mental models can be natural to arbitrary depending on
  - spacial orientation and alignment
  - grouping
  - labeling
  - one-to-one, one-to-many, many-to-many
  - cognitive and perceptual effor required
- We're currently having a very long discussion about advantages/disadvantages as to how a phone number pad is laid out but I'm distracted by how cold I am and I'm struggling to pay attention
- We talked about skeumorphism and minimalism but I'll make some notes about it later because I zoned out

Devices and Fitts' Law

- Why do mice keep changing?
  - I don't think he ever *really* answered this question, but the overall vibe I'm getting is that they're trying to make them more and more efficient/easy to use