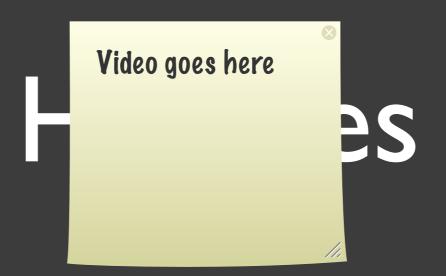
## MENTAL MODELS

Scott Klemmer www.hci-class.org

#### Key to good design:

- What makes an interface learnable?
- What leads to errors?

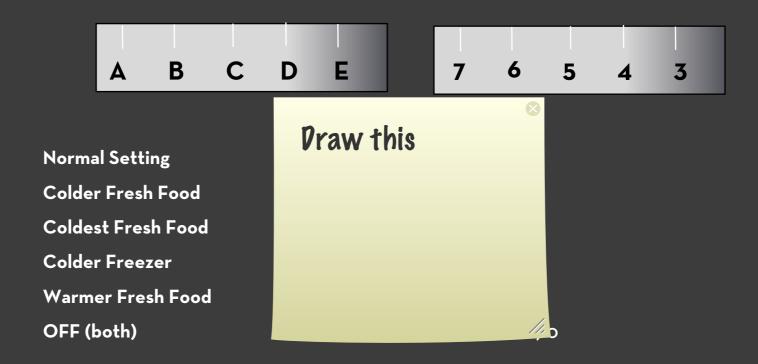


#### Consider this refrigerator...

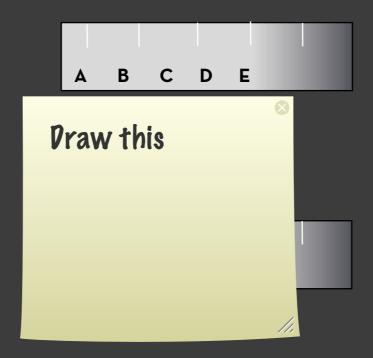
problem: freezer too cold, but fresh food just right



#### The refrigerator has 2 dials



### A likely model...



#### Actual Model







#### The goal: design beacons the right model

- User's model develops through interaction with the system
- Designers often expects user's model to be the same as theirs
- But often it isn't!

#### Conceptual Model Mismatch

- Mismatch between designer's & user's conceptual models leads to...
  - Slow performance
  - Errors
  - Frustration

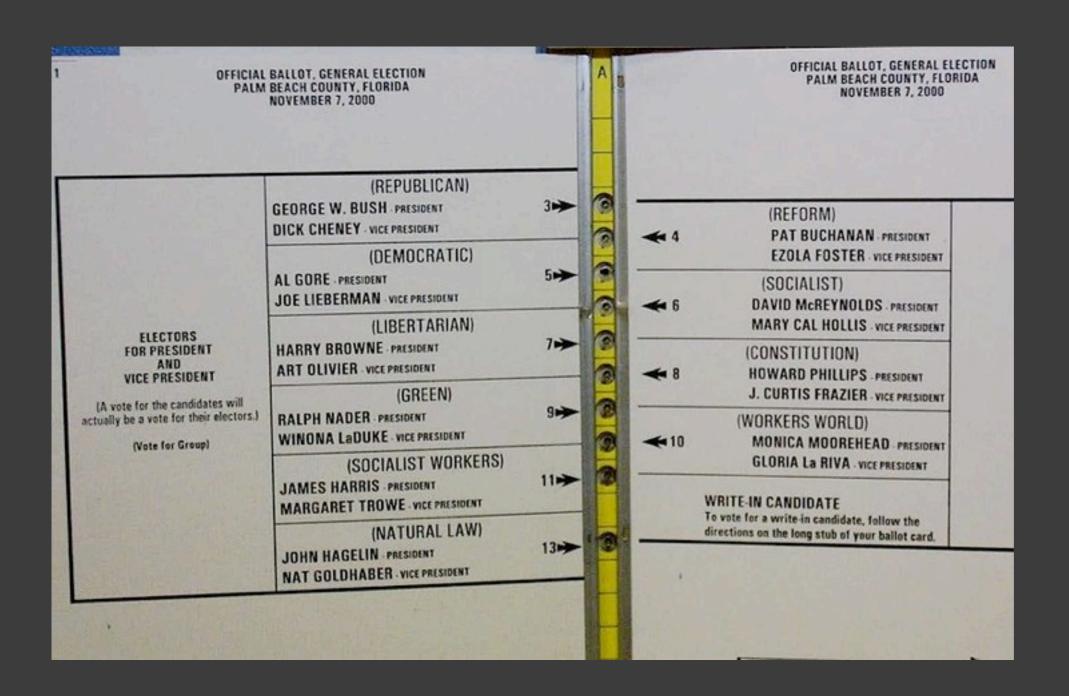
•

# Mental models arise from experience, metaphor, and analogical reasoning

- "A text processor is a typewriter"
- We have models (beliefs) about our own behavior, of others, of objects, software...
- Our models are incomplete, inconsistent, unstable in time, and often rife with superstition

# Slips v. Mistakes

#### Butterfly Ballot





## Example (good)



Mercedes S500 Car Seat Controller

#### Direct Manipulation Provides

- Leverages real-world metaphors
- Good idea of how each object works and how to control it
- Interface discloses how to use it

"If technology is to provide an advantage, the correspondence to the real world must break down at some point."

- Jonathan Grudin

NEW TECHNOLOGY

CURRENT PRACTICE

minimize this distance



#### To learn more...

- JM Carroll, JR Olson, Mental models in human-computer interaction: Research issues, 1987
- Don Norman, Design of Everyday Things
- James Reason, Human Error
- Butterfly Ballots in Palm Beach County, 2000: http://elections.berkeley.edu/ statement/hbrady/node4.html