Overview:
- Project schedule corrections
- Gulf of Evaluation: Making Sense
  - Consistency
  - Visual Metaphors
  - Information Models
  - Dynamic Displays

Project Schedule Corrections
- Java prototype due **Monday, October 23** (not October 18 in assignment sheet)
- Exam 1 is Friday, October 27 (as stated in reading schedule)
- Rest of project schedule the same.

Gulf of Evaluation
- How users understand tasks
  - Perception: Mind organizes and *encodes* the data it is given into groups
  - Interpretation: Result of perceptual encoding is *recognition* of the task being performed
  - Making sense: Evaluate whether task addresses the active goal or interest.

Making Sense
- User *integrate* information to make sense of their perceived and interpreted information
- Connect new information to
  - Personal knowledge
  - Domain expertise
  - Recent events
- Users detect patterns and relationships in presented information and relate them to patterns of knowledge and of the task

Making Sense 2
- Various techniques facilitate users' making sense of user interface
  - Consistency
  - Visual metaphors
  - Information models
  - Dynamic displays

Consistency
- Visual design program allows users to create and benefit from expectations
  - Example: fonts, labeling
- Placement of elements
  - Example: window buttons
- Terminology, command language
  - Example: “Move backward”, “Backward”, “Reverse”
- Internal (within screen) and external (across screens)
Visual Metaphors

- Consistency with real world objects and actions
- Designers explore and are inspired by real world
- Allows users to recognize task easily
- Tradeoff: Metaphor can be too literal
  - Example: Desktop calculator in Figure 4.7; irrelevant information/actions

Information Models

- Information model is a set of concepts, relationships and representations to facilitate understanding of large amounts of data and complex functionality
- Most common is hierarchy (i.e., tree model)
  - Example: library classification, Web site maps
- Tradeoffs: Breadth vs. depth, organization vs. inflexibility, exposing intermediate categories
- Network models common on web

Dynamic Displays

- Redisplay or animate information based on context
- Humans are good at making sense of motion and depth variations
- Fish-eye view: clearer, more detail at the point of interest
- Generalized to focus+context visualization
- www.inxight.com

Dynamic Displays 2

- Semantic filtering: use semantic attributes to determine whether to display, color and shape, etc.
- Multiple coordinated views: panel of windows that show different, related views of information
  - Example: Visual Studio IDE, Java API documentation website

Exercise

Exercise 1 on page 156 of textbook:
- Use the Gulf of Execution to analyze the information that you process when you check your email for the first time each day. What happens during perception? Interpretation? Making sense?