Etch-A-Sketch

SRC: [unknown]

The MIS department has determined that there is no longer any need for network or software applications support. The goal is to remove all computers from the desktop by Dec 31st 1999. Instead, everyone will be provided with an Etch-A-Sketch.

There are many sound reasons for doing this:
1. No Y2K Problems
2. No technical glitches keeping work from being done
3. No more wasted time reading and writing e-mails

FAQ's for Etch-A-Sketch Technical Support
Q: My Etch-A-Sketch has all of these funny little lines all over the screen
A: Pick it up and shake it

Q: How do I turn my Etch-A-Sketch off?
A: Pick it up and shake it

Q: What's the shortcut for undo?
A: Pick it up and shake it

Q: How do I create a New Document window?
A: Pick it up and shake it

Q: How do I set the background and foreground to the same colour?
A: Pick it up and shake it

Q: What is the proper procedure for rebooting my Etch-A-Sketch?
A: Pick it up and shake it

Q: How do I delete a document on my Etch-A-Sketch?
A: Pick it up and shake it

Q: How do I save my Etch-A-Sketch document?
A: Don't shake it.

Interaction Styles

Dialogue ⇒ the sequence of transactions which mediate user-system communication.

Interaction styles variety:

- menu
- question and answer
- form fillin
- command language
- query language
- natural language
- direct manipulation
- expert systems

Function Analysis

- Designers must not only have a user profile, but must identify all tasks in behavioral terms.
- Decisions for using particular user dialogues require tasks to be reduced to their behavioral terms (Meister, 1989).
- Without task analysis, the result is a system with inadequate functionality (Shneiderman).

Task analysis first or inadequate functionality

- Rename a file from MJWchapter01.tex to MJWch01.tex because the new system hates LFN.
- Rename 30 files from MJWchapter##.tex to MJWch##.tex because the new system hates LFN.

Concept of Style:

The set of interaction methods chosen to display or obtain information and the surface characteristics determining the particular rendering of the methods (Green et al, 1992).

Dialogue Types And Real World Conceptual Models

- Interview ⇒ Question and Answer

  A series of values, limited context but easy for untrained users

- Paper ⇒ Form Fillin

  Integrator of data values, higher skill but more flexible

- Dinner ⇒ Menu Selection

  discriminator of options, stresses recognition over recall

- Hardware ⇒ Function Keys

  Hardware menu selectors, abbreviations with soft labels/templates

- Grammar ⇒ Command Language

  Linguistically mediated artificial language, naming/syntax issues

- Logical ⇒ Query Language

  Specialized command language for information request

- Natural ⇒ Natural Language

  For untrained users, most general purpose, least specialized

- World ⇒ Graphic Interaction, Widget/Icon

  Physical properties reflect logical properties of objects

- Hybrid ⇒ Adaptations for Transitions

  e.g., command language with popup menus/forms

For the next several classes we will cover:

- Menus
- Fill in Forms
- Command Languages
- Function Keys
- Question & Answer

- Natural Language
- Direct Manipulation