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CS 488: SENIOR SEMINAR

SOFTWARE INTERFACES AND HUMAN BEHAVIOR

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# REVIEW OF SOURCES

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# OVERVIEW

- ▶ Applications link some user with some data
- ▶ What factors in the data or its presentation change a user's choice in the interaction, and how?
- ▶ Theory
- ▶ Experiments, applications, case studies

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# THEORETICAL FOUNDATIONS

- ▶ Computers communicate with people
- ▶ What we may want to change
  - ▶ Attitude
  - ▶ Behavior
  - ▶ Compliance
  - ▶ Time to decide/complete

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# APPLICATIONS AND CASE STUDIES

- ▶ How much to present: enough vs. too much
- ▶ Facebook: security, content posting
- ▶ Interface type and information structure

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## LIMITATIONS

- ▶ Many of the case studies are small or outdated given the interfaces
- ▶ Academic studies vs. commercial R&D
- ▶ Relatively young discipline - all of these papers less than 10 years old

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# TAKEAWAYS FOR THE PROJECT

## ▶ Paper

- ▶ Survey paper is one component
- ▶ Popular research - e.g. The Design of Everyday Things

## ▶ Software

- ▶ Minimal interface
- ▶ Sample size a possibly unavoidable limitation
- ▶ Time to complete the most straightforward metric

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# QUESTIONS AND FEEDBACK?

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