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
THEORETICAL FOUNDATIONS

- Computers *communicate* with people
- What we may want to change
  - Attitude
  - Behavior
  - Compliance
- Time to decide/complete
APPLICATIONS AND CASE STUDIES

- How much to present: enough vs. too much
- Facebook: security, content posting
- Interface type and information structure
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- Many of the case studies are small or outdated given the interfaces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
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


QUESTIONS AND FEEDBACK?