

Contents

Preface.....	xi
Acknowledgments.....	xv
Author Biography	xvii
CHAPTER 1 Historical Context.....	1
1.1 Introduction	2
1.2 Vannevar Bush’s “as we may think” (1945).....	3
1.3 Ivan Sutherland’s Sketchpad (1962).....	5
1.4 Invention of the mouse (1963).....	6
1.5 Xerox star (1981).....	11
1.6 Birth of HCI (1983).....	15
1.6.1 First ACM SIGCHI conference (1983)	15
1.6.2 The psychology of human-computer interaction (1983)	17
1.6.3 Launch of the Apple Macintosh (1984).....	22
1.7 Growth of HCI and graphical user interfaces (GUIs)	23
1.8 Growth of HCI research	24
1.9 Other readings	26
1.10 Resources.....	26
Student Exercises	26
CHAPTER 2 The Human Factor	27
2.1 Time scale of human action.....	28
2.2 Human factors	29
2.3 Sensors	30
2.3.1 Vision (Sight).....	30
2.3.2 Hearing (Audition)	34
2.3.3 Touch (Tactition)	36
2.3.4 Smell and taste	36
2.3.5 Other senses.....	38
2.4 Responders	38
2.4.1 Limbs.....	38
2.4.2 Voice	42
2.4.3 Eyes	42
2.5 The brain.....	44
2.5.1 Perception.....	44
2.5.2 Cognition.....	47
2.5.3 Memory	48

2.6	Language.....	50
2.6.1	Redundancy in language.....	52
2.6.2	Entropy in language.....	53
2.7	Human performance	54
2.7.1	Reaction time	56
2.7.2	Visual search	59
2.7.3	Skilled behavior	62
2.7.4	Attention	63
2.7.5	Human error.....	65
	Student Exercises	67
CHAPTER 3	Interaction Elements.....	71
3.1	Hard controls and soft controls.....	72
3.2	Control-display relationships.....	74
3.2.1	Spatial relationships.....	75
3.2.2	CD gain and transfer function.....	80
3.2.3	Latency.....	81
3.2.4	Property sensed and order of control	84
3.3	Natural versus learned relationships	86
3.4	Mental models and metaphor.....	88
3.5	Modes	93
3.6	More about degrees of freedom	101
3.7	Mobile context.....	106
3.8	Interaction errors.....	111
	Student Exercises	117
CHAPTER 4	Scientific Foundations.....	121
4.1	What is research?.....	121
4.1.1	Research must be published.....	123
4.1.2	Citations, references, impact.....	124
4.1.3	Research must be reproducible	126
4.1.4	Research versus engineering versus design	126
4.2	What is empirical research?.....	129
4.3	Research methods	130
4.3.1	Observational method	130
4.3.2	Experimental method.....	130
4.3.3	Correlational method	132
4.4	Observe and measure	132
4.4.1	Observation.....	132
4.4.2	Measurement scales	133
4.4.3	Nominal	134
4.4.4	Ordinal data	136

	4.4.5 Interval data.....	136
	4.4.6 Ratio data.....	137
4.5	Research questions	139
4.6	Internal validity and external validity.....	140
4.7	Comparative evaluations	143
4.8	Relationships: circumstantial and causal.....	145
4.9	Research topics.....	147
	4.9.1 Ideas.....	148
	4.9.2 Finding a topic.....	150
	4.9.3 Tip #1: Think small!	150
	4.9.4 Tip #2: Replicate!	151
	4.9.5 Tip #3: Know the literature!	151
	4.9.6 Tip #4: Think inside the box!	152
	Student Exercises	155
Chapter 5	Designing HCI Experiments.....	157
5.1	What methodology?	157
5.2	Ethics approval	159
5.3	Experiment design.....	160
5.4	Independent variables.....	161
5.5	Dependent variables	163
5.6	Other variables	165
	5.6.1 Control variables	166
	5.6.2 Random variables.....	166
	5.6.3 Confounding variables	166
5.7	Task and procedure.....	169
5.8	Participants	171
5.9	Questionnaire design	173
5.10	Within-subjects and between-subjects	175
5.11	Order effects, counterbalancing, and latin squares.....	177
5.12	Group effects and asymmetric skill transfer.....	181
5.13	Longitudinal studies	184
5.14	Running the experiment	187
	Student Exercises	188
CHAPTER 6	Hypothesis Testing.....	191
6.1	Analysis of variance	192
	6.1.1 Why analyze the variance?.....	193
	6.1.2 More than two test conditions	199
	6.1.3 Post hoc comparisons	201
	6.1.4 Between-subjects designs.....	202
	6.1.5 Two-way analysis of variance	203

6.1.6 ANOVA tool.....	206
6.1.7 Counterbalancing and testing for a group effect.....	207
6.2 Chi-square test	209
6.3 Non-parametric tests for ordinal data	214
6.3.1 Example 1	215
6.3.2 Example 2	216
6.3.3 Example 3	218
6.3.4 Example 4	220
6.3.5 Discussion.....	221
6.4 Parametric versus non-parametric tests	223
Student Exercises	227
CHAPTER 7 Modeling Interaction	233
7.1 Descriptive models.....	233
7.1.1 Delineating a problem space.....	234
7.1.2 Quadrant model of groupware	235
7.1.3 Key-action model (KAM).....	236
7.1.4 Model of bimanual control	238
7.1.5 Three-state model for graphical input.....	242
7.2 Predictive models.....	244
7.2.1 Linear regression model.....	245
7.2.2 Fitts' law	249
7.2.3 Choice reaction time	255
7.2.4 The keystroke-level model.....	258
7.2.5 Skill acquisition	274
7.2.6 More than one predictor.....	279
7.3 A model continuum model	283
Student Exercises	283
CHAPTER 8 Writing and Publishing a Research Paper	293
8.1 Conference papers, journal papers.....	293
8.2 Parts of a research paper	295
8.2.1 Title	296
8.2.2 Abstract	296
8.2.3 Keywords	297
8.2.4 Introduction.....	298
8.2.5 Method	299
8.2.6 Results and Discussion	301
8.2.7 Conclusion	303
8.2.8 References.....	303

8.3 Preparing the manuscript	303
8.3.1 Formatting.....	304
8.3.2 Citations and references.....	305
8.3.3 Visual Aids	308
8.3.4 Writing for clarity	311
Student Exercises	313
References.....	319
Appendix.....	343
Index	345