

How humans don't think

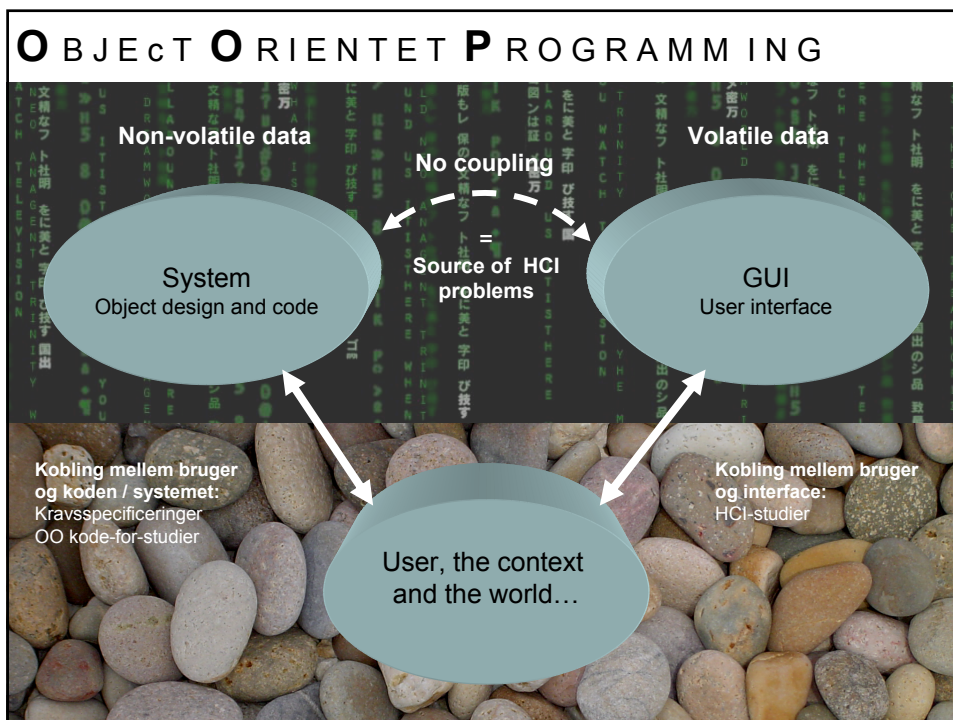
- But computers think we think
and makes us think

Three themes

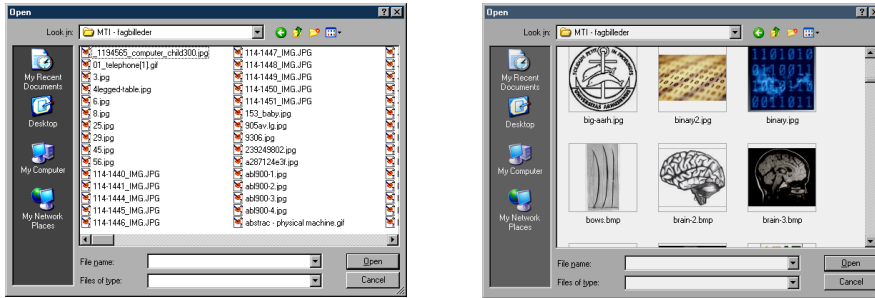
- Volatile data – a problematic concept
 - State-event nature of computing
 - Featural vs. spatiotemporal information
- All three themes are interlinked

The case against software:

- Software is not geared to work with spatiotemporal information
- Object oriented software is at a deep level not geared to be sensitive to what goes on in the GUI
- Software thus needs to be reconceptualized or else we will have to keep on patching

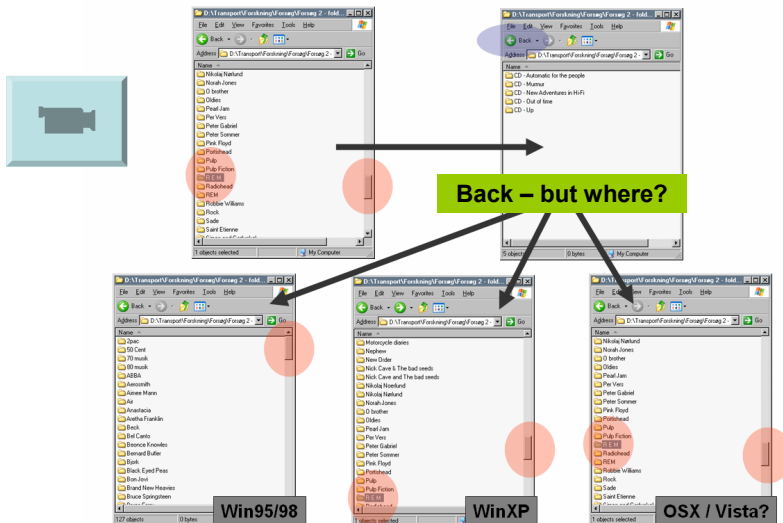


Volatile data 1



Thumbnails please – also the next time!

Volatile data 2



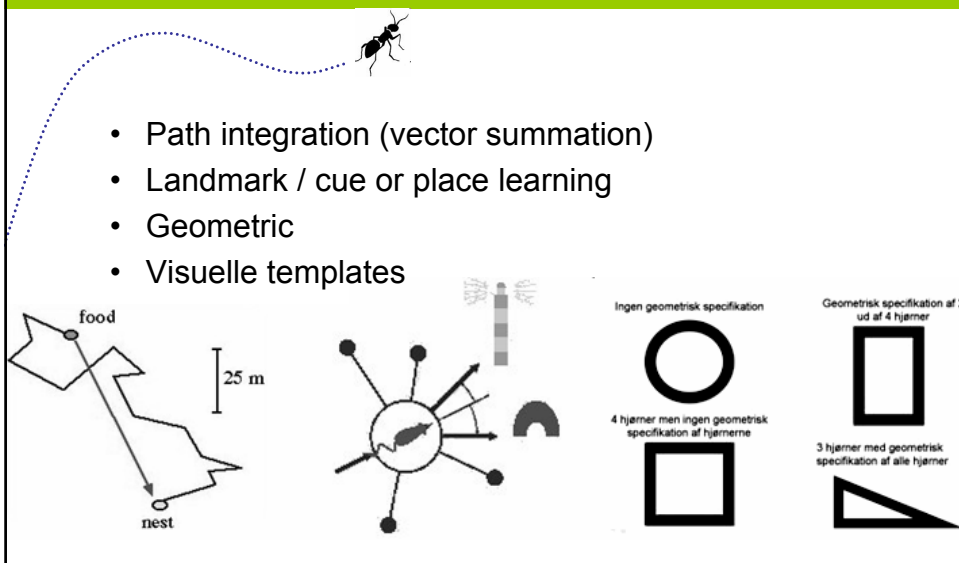
Volatile data 3



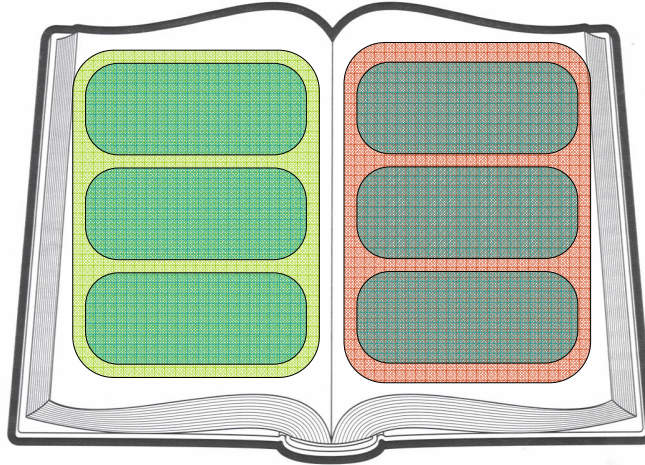
The user against the system

What defines an object?

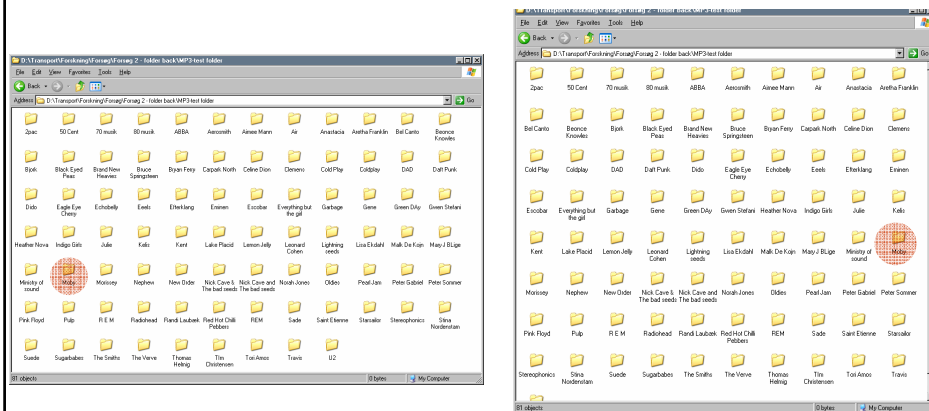
- Path integration (vector summation)
- Landmark / cue or place learning
- Geometric
- Visuelle templates



Spatial templates

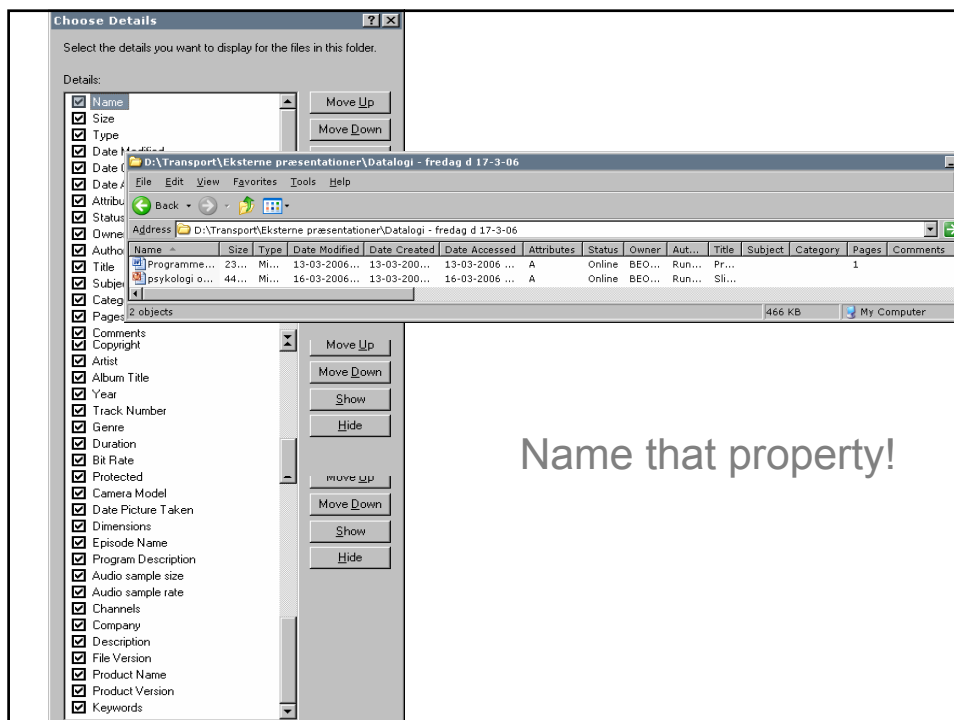


Spatial templates....out the window!



What defines an object?

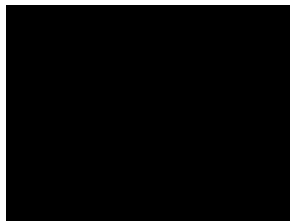
- Featural information: colour, texture, shape
- Spatiotemporal information: number, place, relation to me
- Navigational strategies taps into spat.temp. information and relations



Silly research – change blindness



Silly research – change blindness



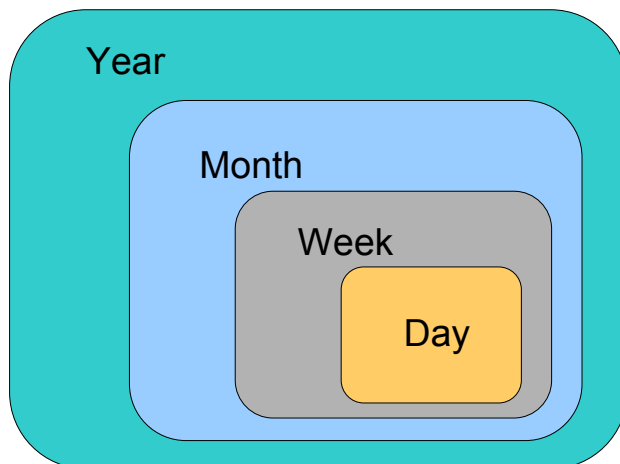
Humans do not register all details in the world for future comparison to check if something magically has disappeared – why should we, the world does not work that way!
A good example of how to get puzzled by something by not realising that humans live in a real world!

CHANGE BLINDNESS

The image illustrates a change blindness test. It consists of five overlapping windows, each showing a slide from a presentation. The slide features a photograph of a vintage rally car. In each successive window, a small change is made to the car's license plate. The first window shows the license plate '8862 3475', and the second window shows '8862 3476'. The other windows also show the same car but with the license plate change. To the right of the windows are several navigation buttons: 'Næste >' (Next), '< Forrige' (Previous), and 'Næste >' (Next). The buttons are arranged in a sequence that suggests navigating through the slides. The text 'CHANGE BLINDNESS' is written at the top of the image.

The image shows two screenshots of the Microsoft PowerPoint interface. The left screenshot shows the 'File' menu with the 'Print' option highlighted. The right screenshot shows the 'File' menu with the 'Print' option highlighted. A green banner at the bottom of the image contains the text 'Dynamic menus - Place vs. name (featural vs. spat. temp.)'. The text 'Dynamic menus' is in a larger font, and the text '- Place vs. name (featural vs. spat. temp.)' is in a smaller font. The background of the banner is a solid green color.

Functional logic?

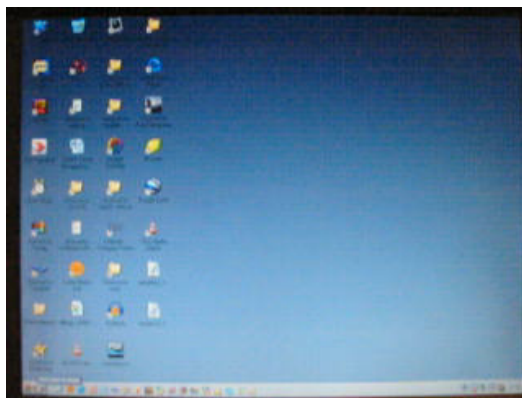


The image displays two side-by-side screenshots of a research database search results page. Both screenshots show search results for 'Sørensen, S' with a list of publications. The left screenshot shows search results for 'Sørensen, S' with a list of publications. The right screenshot shows search results for 'Sørensen, S' with a list of publications. An arrow points from the 'Sørensen, S' entry in the right screenshot to the 'Sørensen, S' entry in the left screenshot.

Quality of service

- Different processes in software needs to be time-synced in order to allow for a quality of service in relation to a human cognitive understanding.
- Speech and picture, which are out of sync are equally annoying.

State - event



Graphics are merely used as eye-candy, and not as a true reflection of the system: patchwork graphics will never work! Even good patchworks will sooner or later fall through given the right conditions, which the programmer never anticipated. As we say in the hood: "Keep it real!"

Icons vs. indexes

The iconic bin

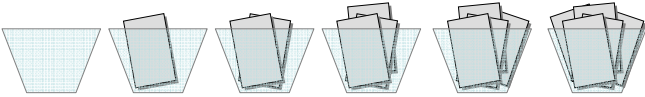


Recycle Bin



Recycle Bin

The indexical bin



0, 1, 2, 3, 4, many