How humans don’t think

- But computers think we think and makes us think

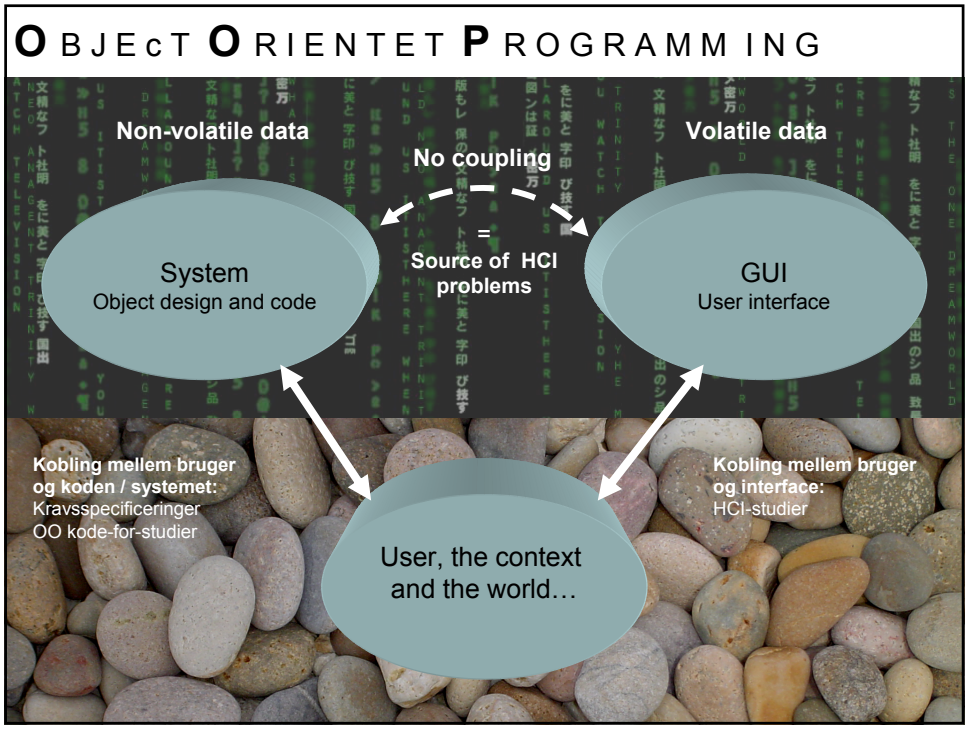
Three themes

- Volatile data – a problematic concept
- State-event nature of computing
- Featural vs. spatiotemporal information

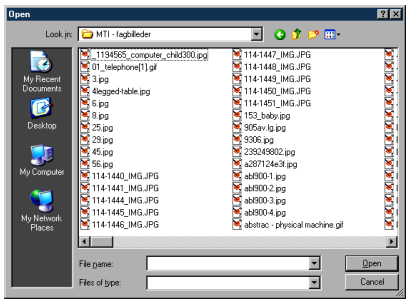
→ All three themes are interlinked

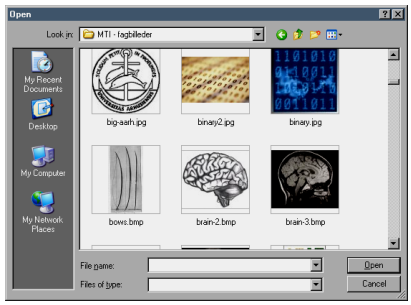
The case against software:

- 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



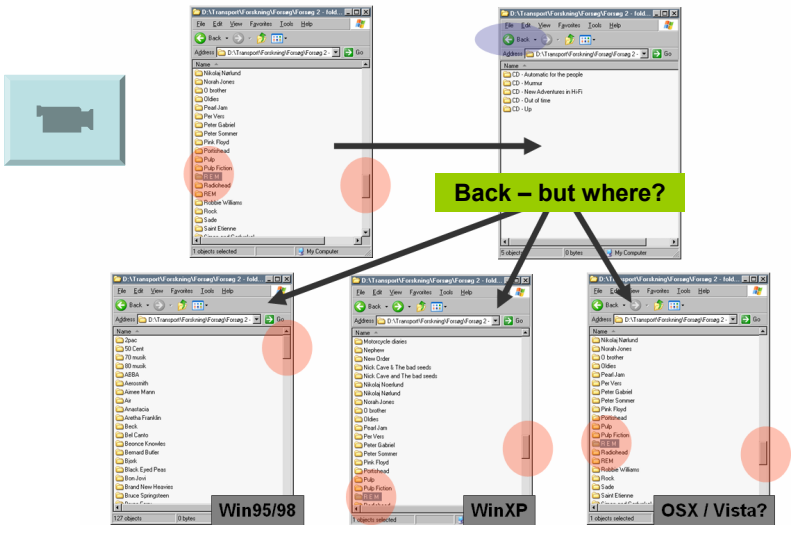
Volatile data 1



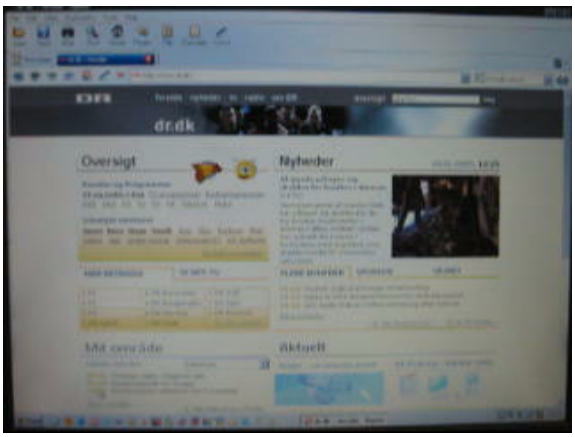


Thumbnails please – also the next time!

Volatile data 2



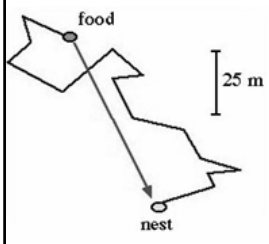
Volatile data 3

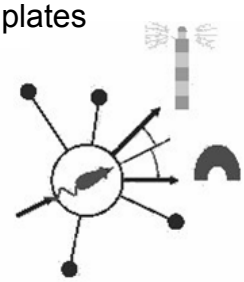


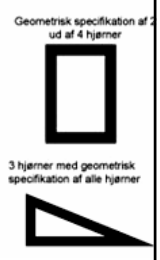
The user against the system

What defines an object?

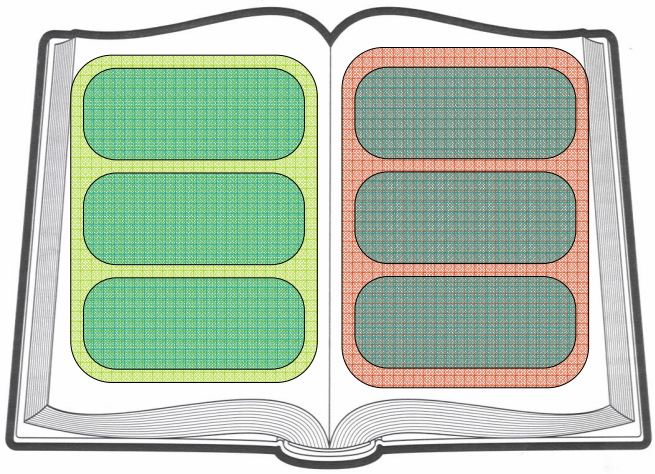
- Path integration (vector summation)
- Landmark / cue or place learning
- Geometric
- Visuelle templates



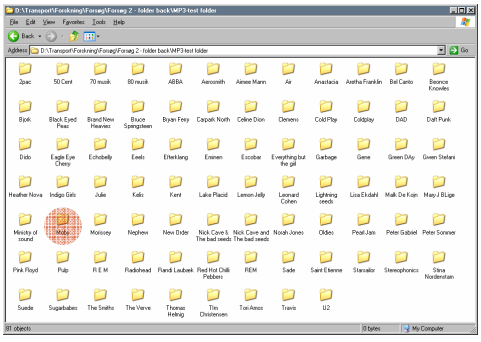


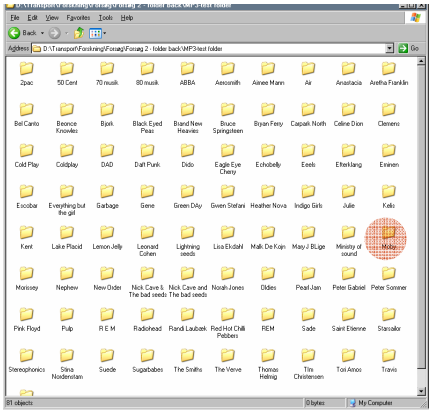


Spatial templates



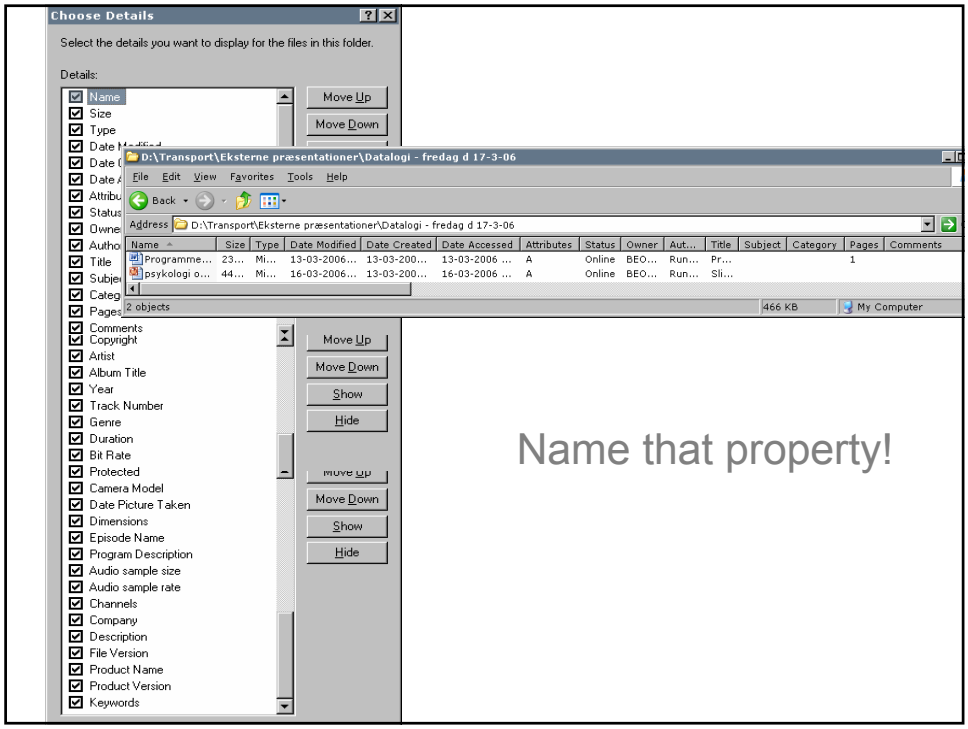
Spatial templates….out the window!





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

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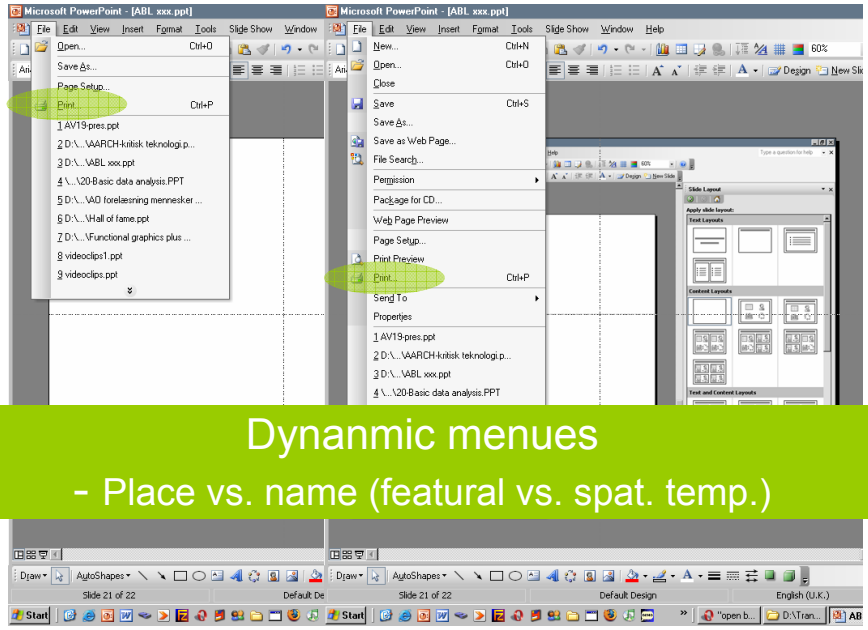
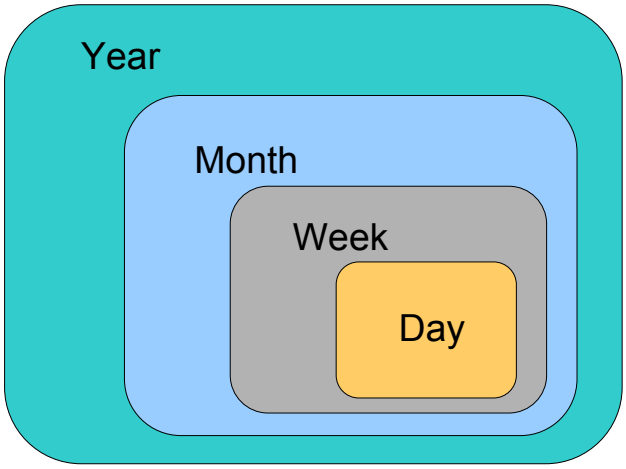
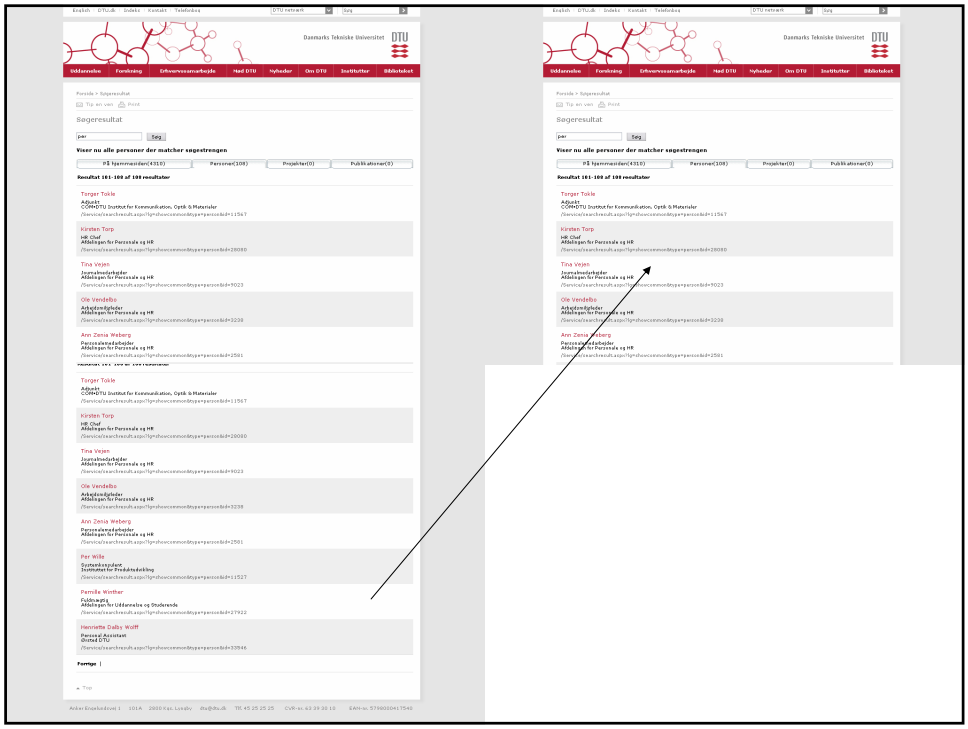


Dynanmic menues

- Place vs. name (featural vs. spat. temp.)

Functional logic?

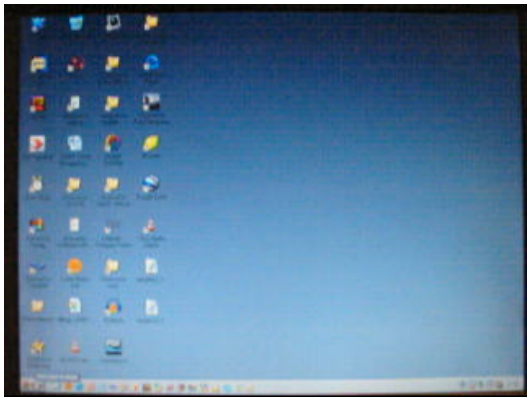




Quality of service

- 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

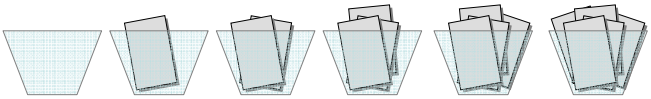


Graphics are merely used as eye-candy, and not as a true reflection of the system: patchwork graphics will never work! Even good patchworks will sooner or later fall through given the right conditions, which the programmer never anticipated. As we say in the hood: “Keep it real!”

Icons vs. indexes

The iconic bin

The indexical bin



0, 1, 2, 3 ,4, many