

Psychology & Programming Languages

-- Human Psychology vs. Programming Languages for Human Usage

Date: Friday, March 17, 2006

Time: (13:15 – 15:00)

Place: [Benjamin-117]



Part 1: "How humans don't think" by Rune Nørager (Institute of Psychology, AU)

**"How humans don't think
-- but computers think we think and makes us think...":**

Programmed technology, which contains software, presents a unique set of challenges to human use compared to other kinds of technology. The challenges, which basically can be described as an incompatibility between man and machine, reflect a deep misunderstanding of human activity and thought processes that can be traced back to logic governing the tools used to program technology – the programming languages.

In this presentation I will address these misunderstandings and give some pointers to how the problems can be remedied within programming languages.



Rune Nørager

Part 2: "Objects and Activity" by Johan Trettvik (Institute of Psychology, AU)

"Objects and Activity":

The dealings with objects are part and parcel of our everyday activity. The understanding of objects leads traditionally to the notion of objectivity where objects are seen as independently and prior to the activity. Instead, the activity should be given primacy.

In this presentation I will understand objects as crystallizations of activity, and discuss its relevance to a programming language like object oriented programming.



Johan Trettvik

Part 3: Open Discussion

How should programming languages be designed to make them easier to use?
How should programming languages be designed to ensure better systems?
What can computer science learn from psychology?
What can psychology learn from computer science?



Special Interdisciplinary [π - λ] Seminar (open to all interested)