

Announcements

- For Wednesday's lecture, read chapter 3 of *Fluency*
- Due Wednesday night before 10pm:
 - HW 1
- Due Thursday night before 10pm:
 - Clicker registration (Catalyst survey)

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Announcements

- Weekly GoPost discussions begin this week
 - One post minimum per week
 - Quality is better than quantity
 - Post by Friday at 10pm
 - The earlier you post, the easier it is!
 - It's hard to think of something new after 150 other students have posted!

Announcements

- If you've posted a lot in GoPost this week, does it count?
 - Yes! You are building a very nice participation score!
 - I thank you!
 - The other students thank you!
 - The TA's thank you!

What the Digerati Know

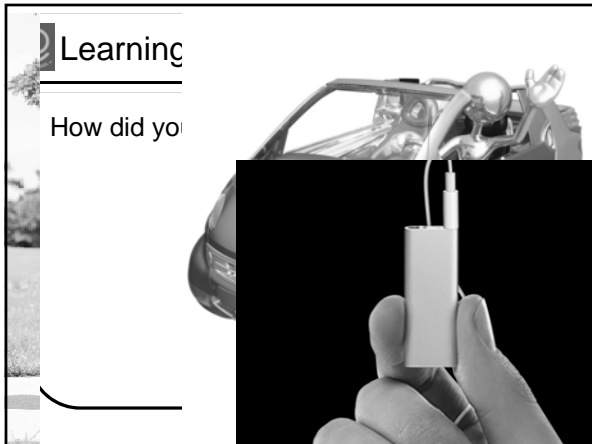
Other people can teach you computer applications or you can figure them out for yourself

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Learning

How did you



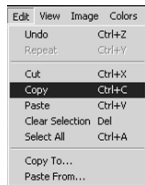
Learning New Tools

- Software designers want you to learn their tool ASAP → intuitive
 - Consistent Interfaces—build on
 - User experience
 - What works
 - Icons—bypass terminology
 - Metaphors—exploit analogous reasoning

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Standard Functionality

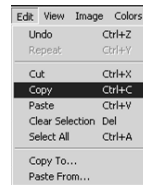
Most applications have File and Edit



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Standard Functionality

Most applications have File and Edit



Impress your friends with your knowledge of Japanese

Example

- Checkbook register
 - A blank line is a new instance
 - Same structure
 - Column headings: date, payee, reconciled, withdrawal, deposit, balance
 - Data types for each column: date, text, y/n, currency, currency, currency

DATE	PAYEE	Rec	WD	DEP	BAL
12/31/07	Rentals R Us		750.00		1235.00
1/1/08	BIG S Season Pass		499.00		736.00

What does 'New' Mean?

'New' means create a 'blank instance'

To understand 'blank instance' know that information has properties as well as content which are all stored in a table with a place for everything

Document: Date created, date modified, creator, fonts, content, diagrams, pictures, tables, ...

A 'blank instance' is simply the structure without any of the content

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"Click Around"

Software designers use standard ideas to make applications intuitive

- To learn a new application, check it out by clicking around
 - Take a minute to ...
 - Look under all menus to see operations
 - Follow the "..." for menu operations
 - Try to recognize what the icons mean

Clicking around is exploration

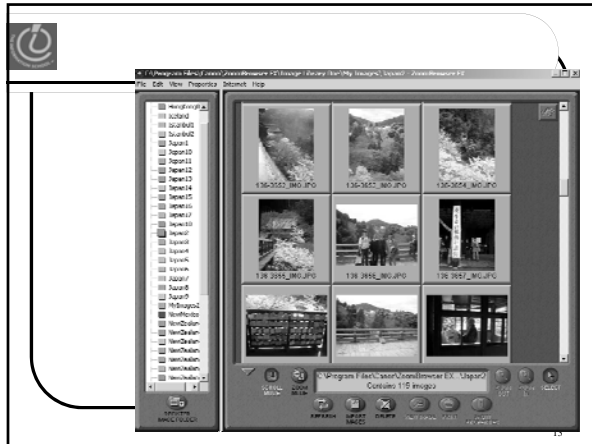
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A New Application

Always:

- consistent interface
- icons
- metaphor





Terms

- Write down a definition for metaphor

Metaphors

Net Point Video: Metaphors
<http://uweoconnect.extn.washington.edu/metaphorsdslfit7/>

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Definition of metaphor

- Does what you wrote still make sense?
- Or would you change it a little?
 - Go ahead and do that if you need to

Weekly GoPost Discussion

- Topic: Metaphors
- Discuss:
 - How do we know if a metaphor is successful?
 - How do we evaluate the success of a metaphor?
 - What happens to a successful metaphor?
 - Give examples of successful metaphors you have seen and describe why they are successful

Test Your Tech

Blazing away is:

- The BBC drama about Charles Dickens.
- Learning a new software program without reading the manual.
- A fire burning out of control.

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“Blazing Away”

- What does it mean?
 - Learn an application fast by trying it
 - Beginning with a new instance, assertively trying menu items
 - *Expect to fail* and make a mess
 - Exit the application, and if you are asked “Save?” reply “No”
 - Try repeatedly until it becomes familiar

If you are trying to achieve some goal, keep your eyes on the prize



HW2

- For those of you trying out the Mac
 - Find the PhotoBooth program
 - Blaze away!
 - Take four pics of yourself
 - Save each photo and upload to Dante
 - We'll use them in Lab 5



To Learn A New Tool

Software systems build on a consistent interface, standard metaphors, etc.

- Expect to teach yourself applications
- Do so by familiarizing yourself with the features ... “Clicking Around”
- Assertively try out the features, “Blaze Away,” watching what they do
 - Be efficient -- stay focused, don't do a lot when you expect to exit

If all else fails ...



Differences & Similarities

Different vendors will produce similar software for the same task

- Superficially, the GUIs use similar features
- Fundamentally, the task largely determines how the software must work ... they *must* be similar

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Differences & Similarities

Different vendors will produce similar software for the same task

- Superficially, the GUIs use similar features
- Fundamentally, the task largely determines how the software must work ... they *must* be similar
- Implications ...
 - Know one word processor, learn others fast
 - SW differences: mostly glitz, convenience
 - Don't accept lousy ... switch to other SW

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Mac or PC???

Which is better—Mac or PC?

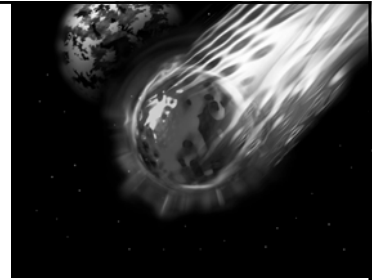
- Arguments create only heat, no light
 - They are more alike than different
 - Any Fluent person can use both

Homework 2: Find a Macintosh computer on campus, e.g. MGH 1st floor or OUGL labs. Try out the Mac and see what you find familiar and what is different. Locate the browser, and check the class web page. Hand in a list *describing* in a sentence or two five features you find different, and five that are the same.

Another Implication

If software is similar at its core, computations can be taught without learning a specific vendor's software...
If you don't like one, you can find another one that works better for you

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Summarizing

- Humans must learn to use tools
- Software designers want you to learn easily
 - SW uses consistent interface, metaphors, ...
 - Teach yourself applications by "Clicking Around," and "Blaze Away"
 - SW for a task must share core features
 - Learn applications independently of vendor

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Next Week

- Pop quiz next week in Lab
 - Ten questions
 - True/False
 - Multiple Choice

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Next Week's Pop Quiz

What should be on the quiz?

- | | |
|---------------|-------------------|
| • Hard drive | • GUI |
| • Generalize | • RAM |
| • Abstract | • Blazing away |
| • RGB | • Clicking around |
| • IT | • ROM |
| • Motherboard | • Mnemonics |
| • Pixel | • Metaphor |

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