Lecture 11
Models 3 – GOMS and State Transition Models

with reference to sections 7.3 and 7.5 of

The Resonant Interface
HCI Foundations for Interaction Design

First Edition

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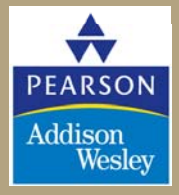

Chapter 7 Interaction Design Models

- Model Human Processor (MHP)
- Keyboard Level Model (KLM)
- **GOMS**
- Modeling Structure
- **Modeling Dynamics**
- Physical Models

GOMS

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Goal/task models can be used to explore the methods people use to accomplish their goals

- Card et al. suggested that user interaction could be described by defining the sequential actions a person undertakes to accomplish a task.

- The GOMS model has four components:
  - goals
  - operators
  - methods
  - selection rules

GOMS

- **Goals -** Tasks are deconstructed as a set of goals and subgoals.
- **Operators -** Tasks can only be carried out by undertaking specific actions.
- **Methods -** Represent ways of achieving a goal
  - Comprised of operators that facilitate method completion
- **Selection Rules -** The method that the user chooses is determined by selection rules

GOMS – *CMN-GOMS*

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CMN-GOMS can predict behavior and assess memory requirements

- CMN-GOMS (named after Card, Moran, and Newell) -a detailed expansion of the general GOMS model
  - Includes specific analysis procedures and notation descriptions
- Can judge memory requirements (the depth of the nested goal structures)
- Provides insight into user performance measures

CNM-GOMS example

```
GOAL: CLOSE-WINDOW
.   [select GOAL: USE-MENU-METHOD
.           .   MOVE-MOUSE-TO-FILE-MENU
.           .   PULL-DOWN-FILE-MENU
.           .   CLICK-OVER-CLOSE-OPTION
            GOAL: USE-CTRL-W-METHOD
.           .   PRESS-CONTROL-W-KEYS]

For a particular user, U1:

   Rule 1: Select USE-MENU-METHOD unless another
           rule applies
   Rule 2: If the application is GAME,
           select CTRL-W-METHOD
```

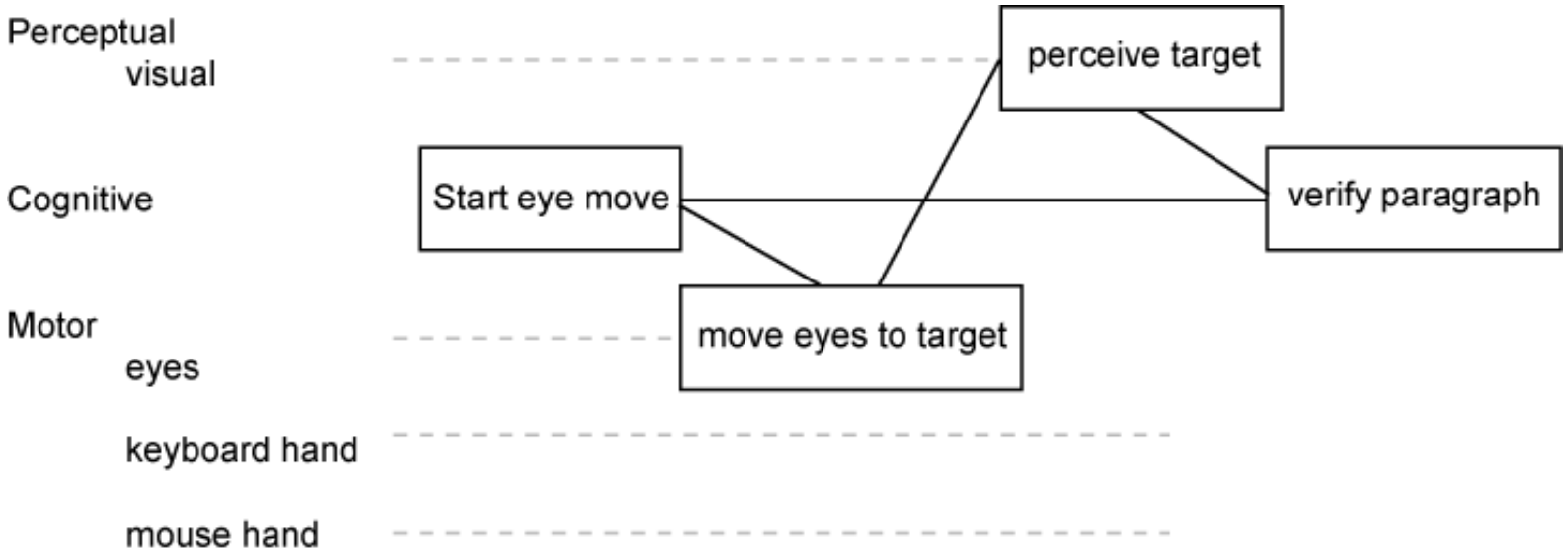
So here we have one Goal with either of two Methods, one of which requires a sequence of three Operators, the other requires just one Operator; for U1 we have 2 Selection rules

GOMS – *Other GOMS Models*

- **CPM-GOMS** represents
  - Cognitive
  - Perceptual
  - Motor operators
- **CPM-GOMS** uses Program Evaluation Review Technique (PERT) charts
  - Maps task durations using the critical path method (CPM).
- **CPM-GOMS** is based directly on the Model Human Processor
  - Assumes that perceptual, cognitive, and motor processors function in parallel

GOMS – *Other GOMS Models*

- Program Evaluation Review Technique (PERT) chart Resource Flows



Modeling Dynamics

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Understanding the temporal aspects of interaction design is essential to the design of usable and useful systems

- Interaction designs involve dynamic feedback loops between the user and the system
  - User actions alter the state of the system, which in turn influences the user's subsequent actions
- Interaction designers need tools to explore how a system undergoes transitions from one state to the next

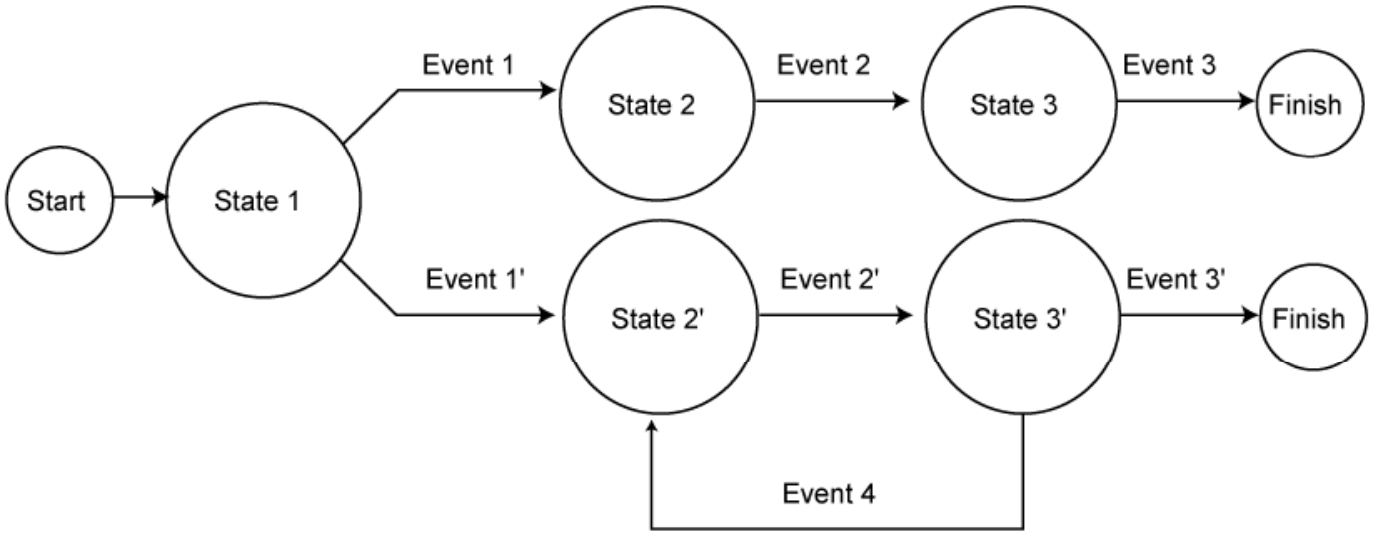
Modeling Dynamics – *State Transition Networks*

- **State Transition Networks** can be used to explore:
  - Menus
  - Icons
  - Tools

- **State Transition Networks** can show the operation of peripheral devices

Modeling Dynamics – *State Transition Networks*

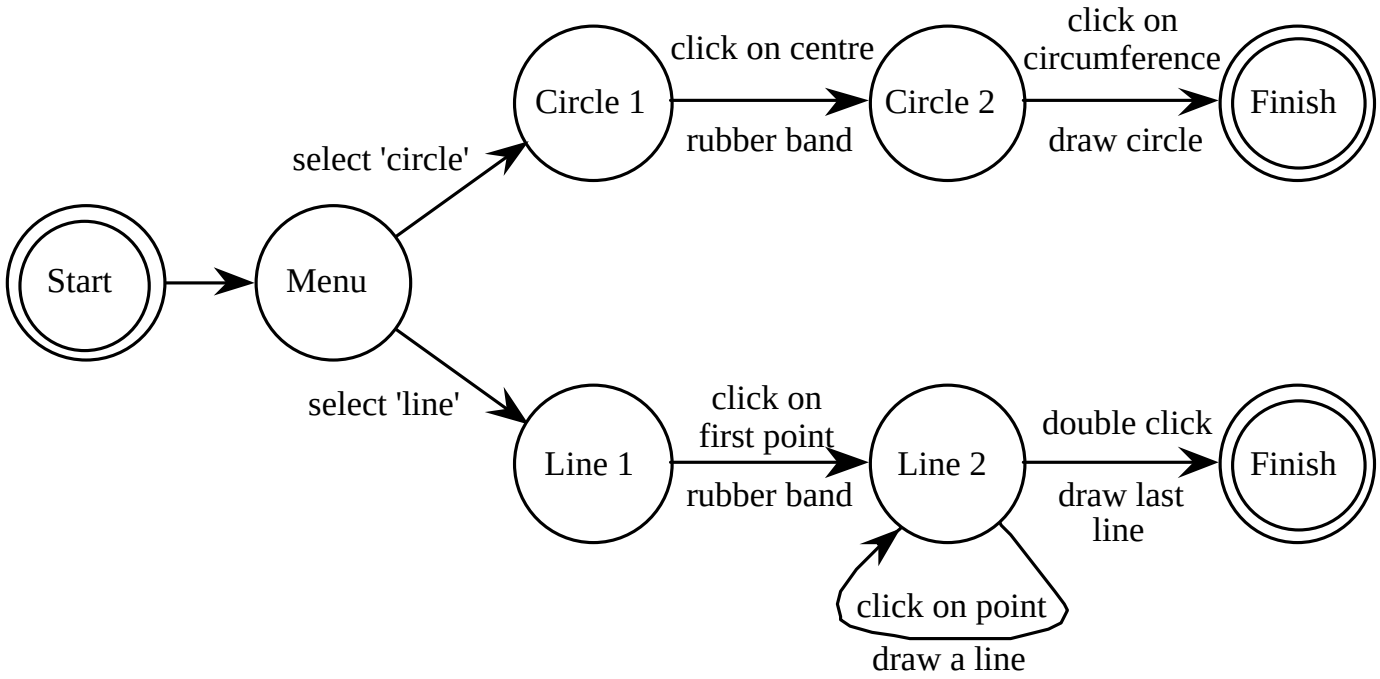
- State Transition Network



- STNs are appropriate for showing sequential operations that may involve choice on the part of the user, as well as for expressing iteration.

State transition networks (STN) – example

- circles - states
- arcs - actions/events



Modeling Dynamics – *Three-State Model*

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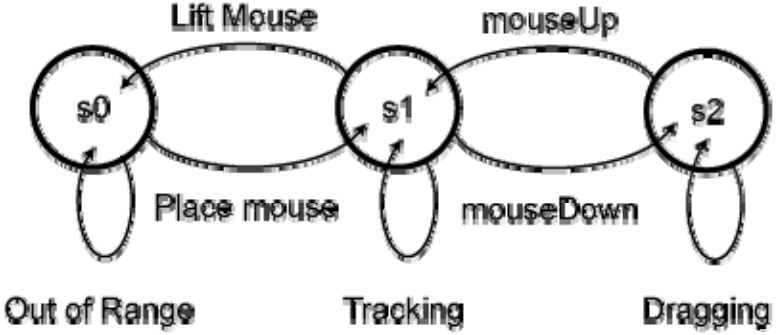
The Three-State Model can help designers to determine appropriate I/O devices for specific interaction designs

- The TSM can reveal intrinsic device states and their subsequent transitions
  - The interaction designer can use these to make determinations about the correlation between task and device
  - Certain devices can be ruled out early in the design process if they do not possess the appropriate states for the specified task

Modeling Dynamics – *Three-State Model*

- **The Three-State Model** (TSM) is capable of describing three different types of pointer movements
  - **Tracking**: A mouse device is tracked by the system and represented by the cursor position
  - **Dragging**: A mouse also can be used to manipulate screen elements using drag-and-drop operations
  - **Disengaged movement**: Some pointing devices can be moved without being tracked by the system, such as light pens or fingers on a touchscreen, and then reengage the system at random screen locations



Uses of State-Transition Networks

- Not well-suited to complete models of modern GUIs
  - Too many options (transitions) from any given state – combinatorial explosion (in fact, that's just the flexibility a good GUI is *supposed* to give)
- Better for limited/embedded user interfaces
  - Automated teller machine
  - Digital watch
  - Car key/alarm device
- Excellent for checking completeness of design
  - Be sure that all transitions are represented (and hence will get coded and tested in implementation)