

Vorlesung Mensch-Maschine-Interaktion

Summary & Selected Issues

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WS2003/2004

<http://www.medien.informatik.uni-muenchen.de/>

UPA Designing The User Experience

- Poster
- Design Process as Game ☺
- Important concepts briefly explained

▪ <http://www.upassoc.org>



Gestalt Perception

- Grouping items into group based on

- Proximity



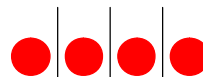
- Similarity



Gestalt Perception

- Grouping items into group based on

- Proximity



- Similarity



Gestalt Perception

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- Similarity



Gestalt Perception Example

- Keep red
- Off line
- ???



Gestalt Perception Example

- Keep off red lines
- !!!



13/02/04

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LMU München ... Mensch-Maschine-Interaktion ... WS03/04 ... Schmid/Hußmann

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Change Blindness

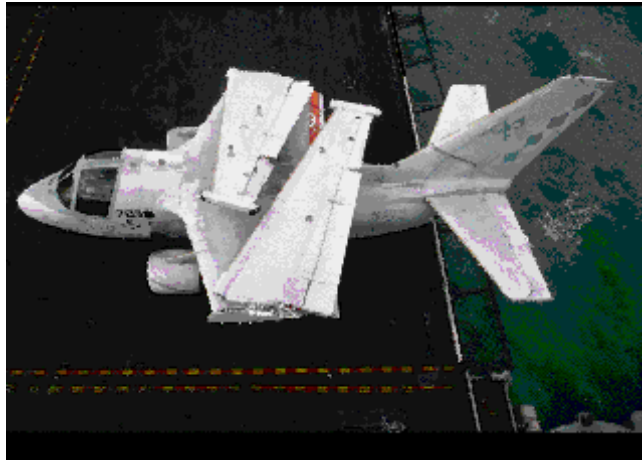
- phenomenon in visual perception
- large changes in a scene are not noticed
- Happens when there is a short distraction, e.g.
 - “mud splashes”
 - “brief flicker”
 - “cover box”

<http://nivea.psychology.univ-paris5.fr/ECS/ECS-CB.html>

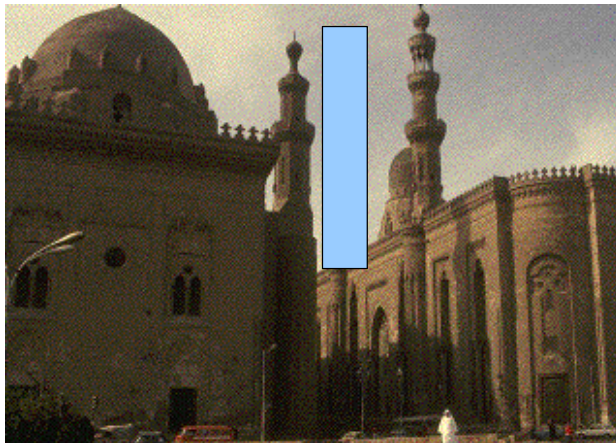
Change blindness example: mud splashes

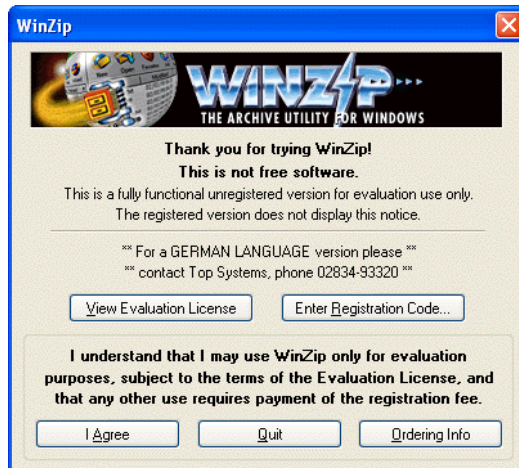
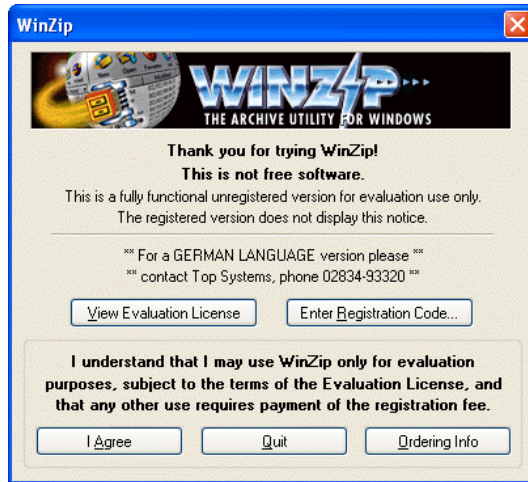


Change blindness example: flicker



Change blindness example: box





Any Ideas???

- Apply this to www applications?
- To multimedia presentations?
- ... talk to me about a project

References

- Change blindness demo applet
<http://www.usd.edu/psyc301/Rensink.htm>
- Encyclopedia of Cognitive Science:
Change blindness
<http://nivea.psych.univ-paris5.fr/ECS/ECS-CB.html>

Student Project: New Dimensions to Digital Photos

- Photos are taken
 - At a certain location
 - At a specific time
 - Under particular conditions (light, temperature, ...)
 - In a user chosen angle
- ... but usually we only display an image!
- Can we record the extra information and use it in a slide show?



Announcements

- Slides will be structured and corrected...
- All Homework is due by March, 1st

Will do an open-source PHP implementation of the image authentication – please write me an email if you are interested in taking part

