Lecture 4:
Designing efficient systems

Measuring and optimising human performance through quantitative experimental methods.

Overview of the course

- Theory driven approaches to HCI
- Design of visual displays
- Goal-oriented interaction
- **Designing efficient systems**
- Designing smart systems
- Designing meaningful systems (guest lecturer)
- Evaluating interactive system designs
- Designing complex systems

Text entry (part of smart systems)

- It’s possible to model human action
- It’s possible (in part) to predict human action
- Efficiency can be predicted, and also measured
- A really fundamental trade-off:
  - Speed versus accuracy

Fitts’ Law (recap)

User actions are information-constrained

How many bits of information to select one of these choices?

How many bits of information to select one of these choices?

The human neuromotor system is limited by information rate - size of target relative to movement

Demonstration of Fitts’ Law

Fitts' Law – the only equation in HCI!

- How long does it take to point at something?

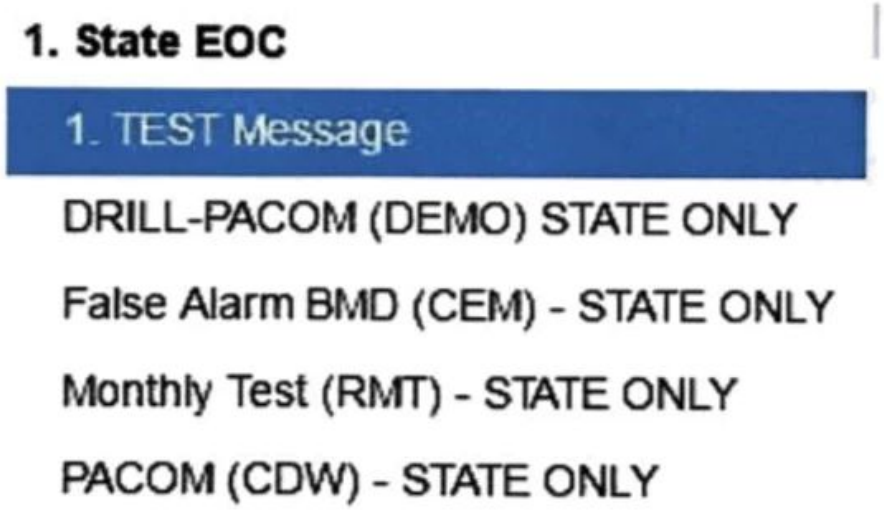
- Proportional to the **D**istance to target
- Inversely proportional to **W**idth of target
- Like most human performance (and most things in information theory), it's a log function:

- Time = k log (2D/W)

Speed-accuracy tradeoff

- Users are capable of doing things faster
- But making more mistakes as a result
- Did your application need speed, or accuracy?

By Anna Frodesiak - Own work, Public Domain, https://commons.wikimedia.org/w/index.php?curid=11443870



https://theoutline.com/post/2954/user-interface-designers-are-horrified-by-hawaii-s-missile-alert-system?zd=1

Hacking Fitt’s Law: “semantic pointing”

Renaud Blanch, Yves Guiard and Michel Beaudouin-Lafon. **Semantic Pointing: Improving Target Acquisition with Control-Display Ratio Adaptation.** In *Proceedings of CHI 2004*, pages 519-526, Vienna - Austria, April 2004.

Small changes can have a big effect (1972)

Psychological Evaluation of Two Conditional Constructions Used in Computer Languages

M. E. SIME, T. R. G. GREEN AND D. J. GUEST

NEST solution:

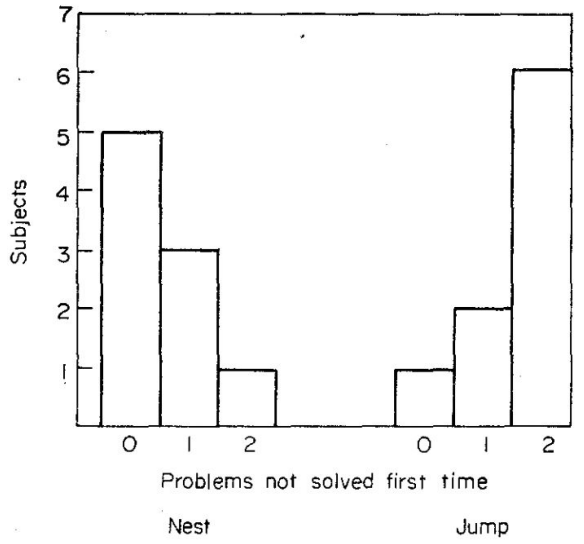
```
IF JUICY THEN
  IF LEAFY THEN
    IF GREEN THEN GRILL
    OTHERWISE BOIL
  OTHERWISE FRY
OTHERWISE
  IF HARD THEN ROAST
  OTHERWISE REJECT
```

vs

JUMP solution:

```
  IF JUICY GOTO L1
  IF HARD GOTO L2
  REJECT
L2 ROAST
L1 IF LEAFY GOTO L3
  FRY
L3 IF GREEN GOTO L4
  BOIL
L4 GRILL
```

=>



KLM/GOMS: Predicting time (recap)

Operator	Time/s	Description
K	0.2	Key or button press
P	1.1	Pointing
H	0.4	Homing, switching hand between keyboard/mouse
M	1.35	Mental preparation
R	?	System response time

(Mouse based)

MHPKR
MPK
MKKKKKKKMPKR

1.35 + 0.4 + 1.1 + 0.2 +
~0.2
1.35 + 1.1 + 0.2
1.35 + 7*0.2 + 1.35 + 1.1 +
0.2 + ~0.2

= 11.5s

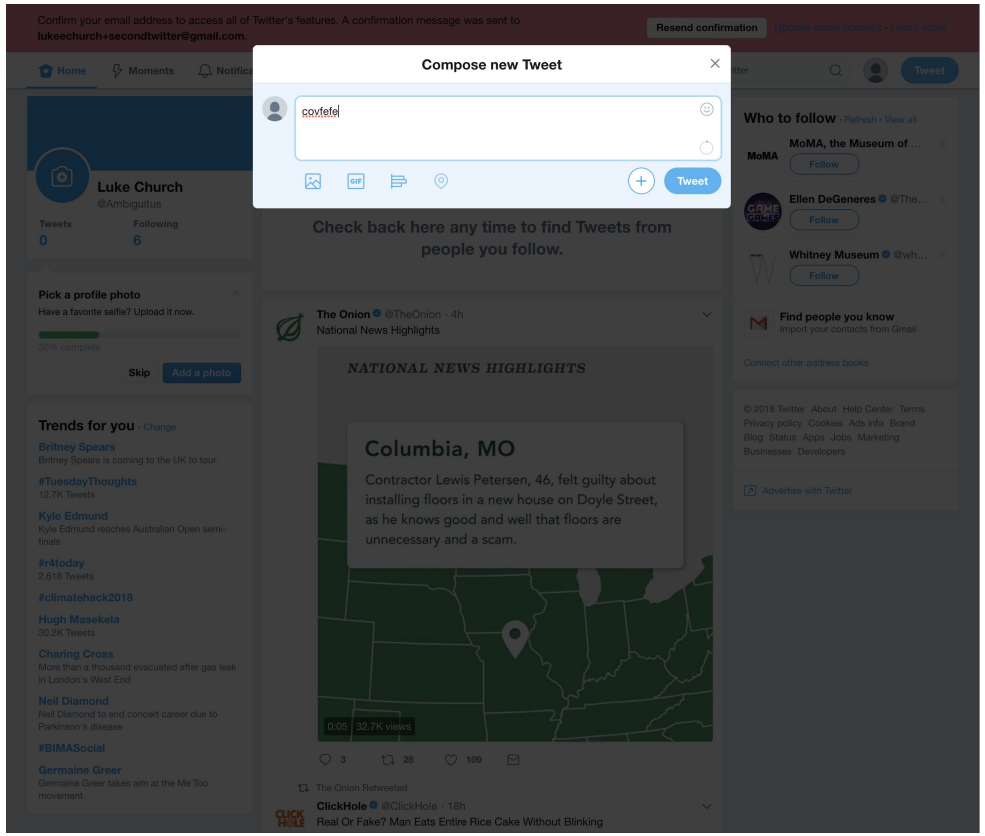
VS

(Keyboard shortcut based)

MKR
MKKKKKKKMKKR

1.35 + 0.2 + ~0.2
1.35 + 7*0.2 + 1.35 + 0.2 + 0.2 + ~0.2

= 6.45s



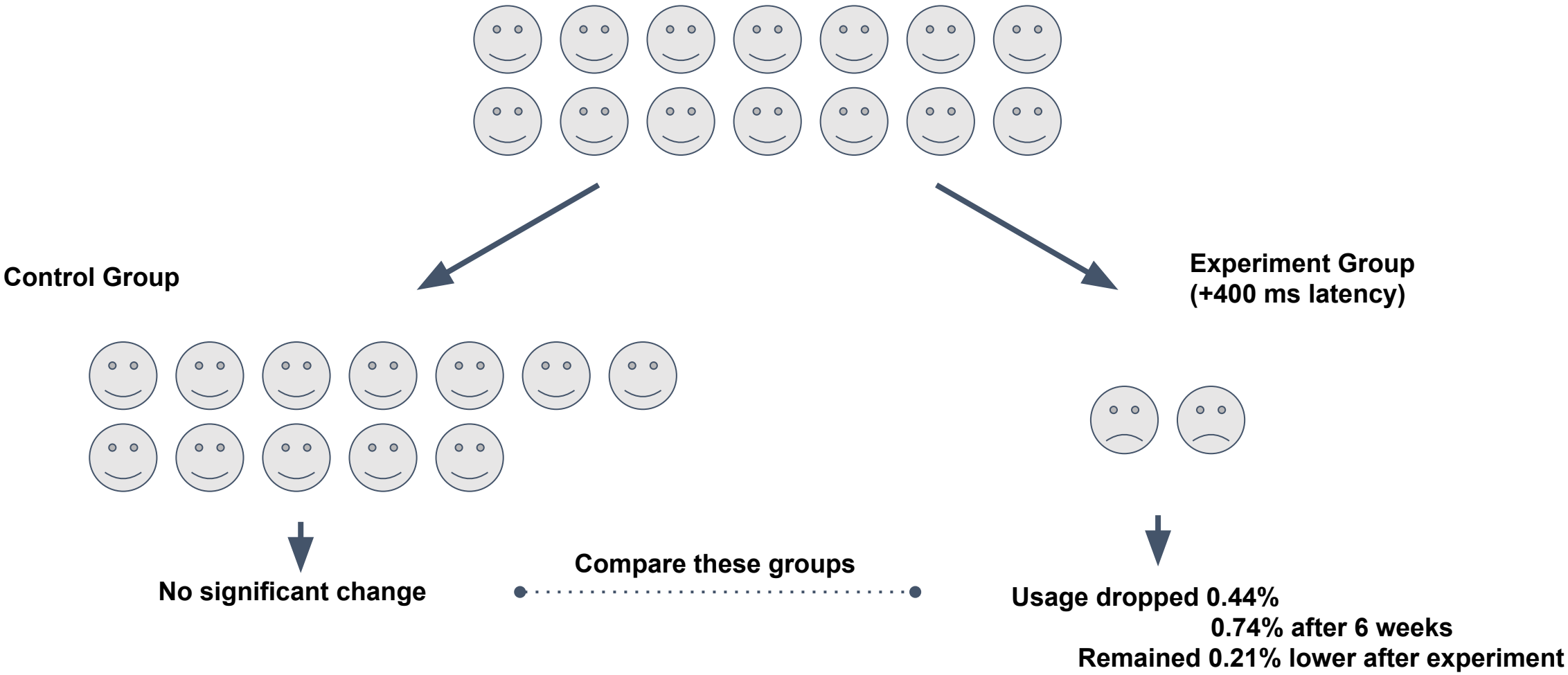
Experiments: Measuring time/usage

How many links should be on a search result page? (10, 20 or 30?)

- User studies: More is better
- When given 30, usage fell - why?
  - Analysis showed 400ms extra latency

Marissa Mayer, http://assets.en.oreilly.com/1/event/29/Keynote%20Presentation%202.pdf
https://www.youtube.com/watch?v=WFsQvcdmLxc&feature=channel

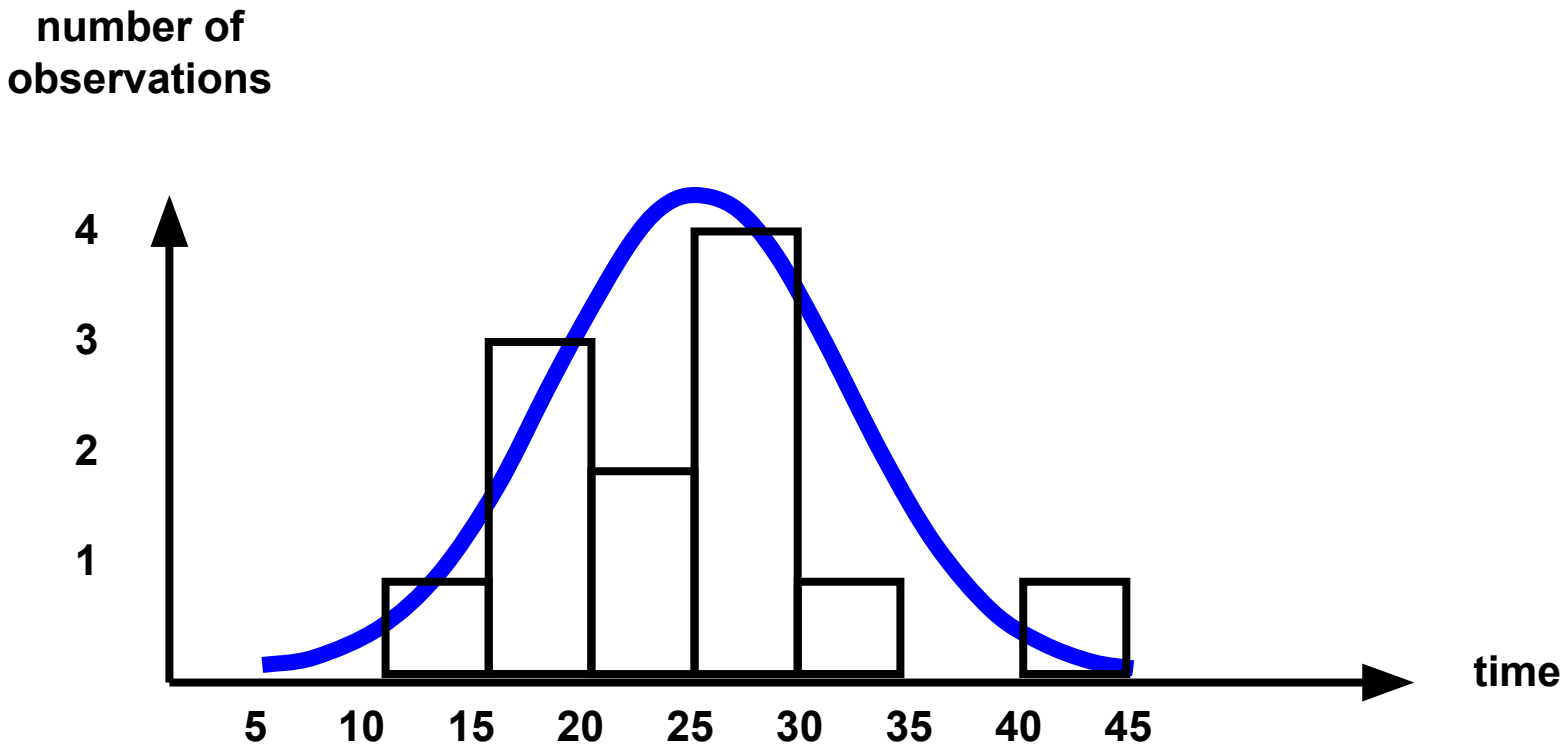
Latency experiment



Marissa Mayer, http://assets.en.oreilly.com/1/event/29/Keynote%20Presentation%202.pdf

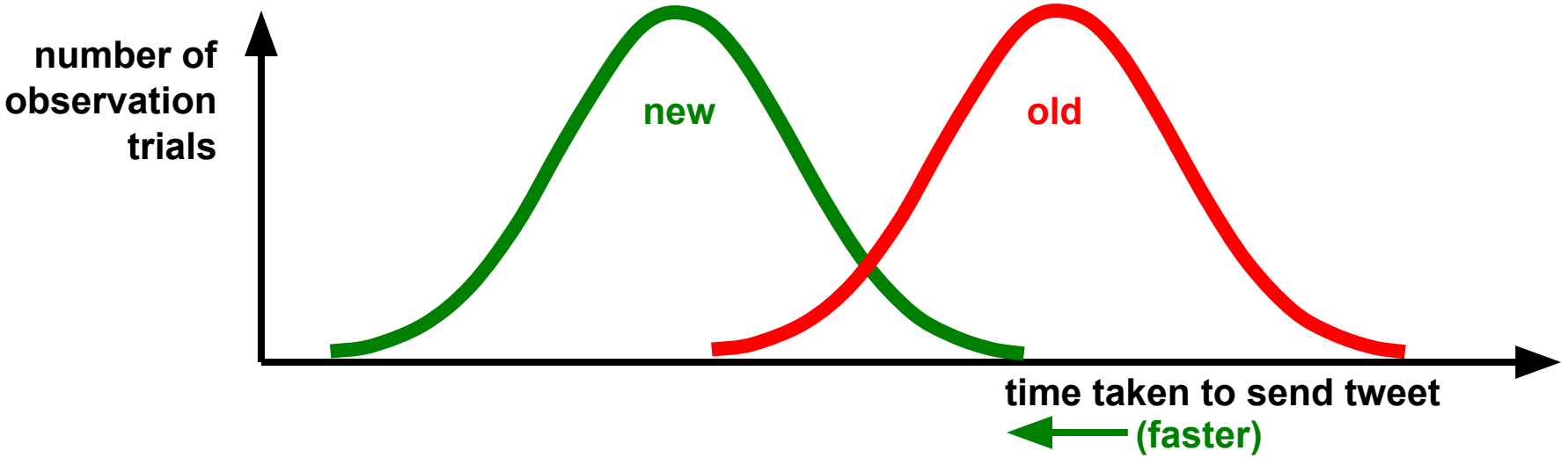
These are A/B experiments

(statistics: histograms & distributions)



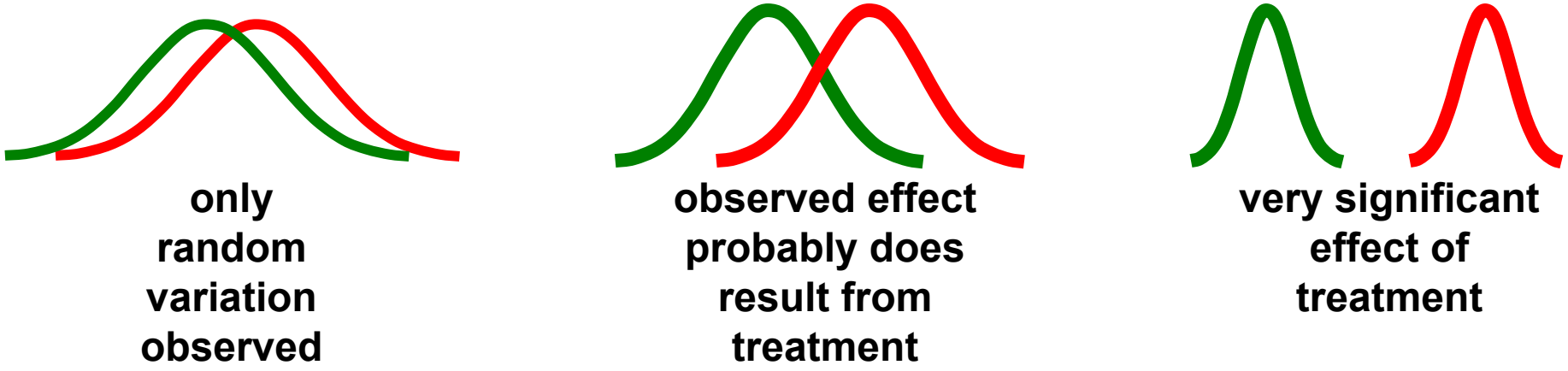
Experimental treatments

- A *treatment* is some modification that we expect to have an effect on usability:
  - How long does Donald take to send his tweet using this great new interface, compared to the crummy old one?
  - Expected answer: *usually* faster, but not *always*



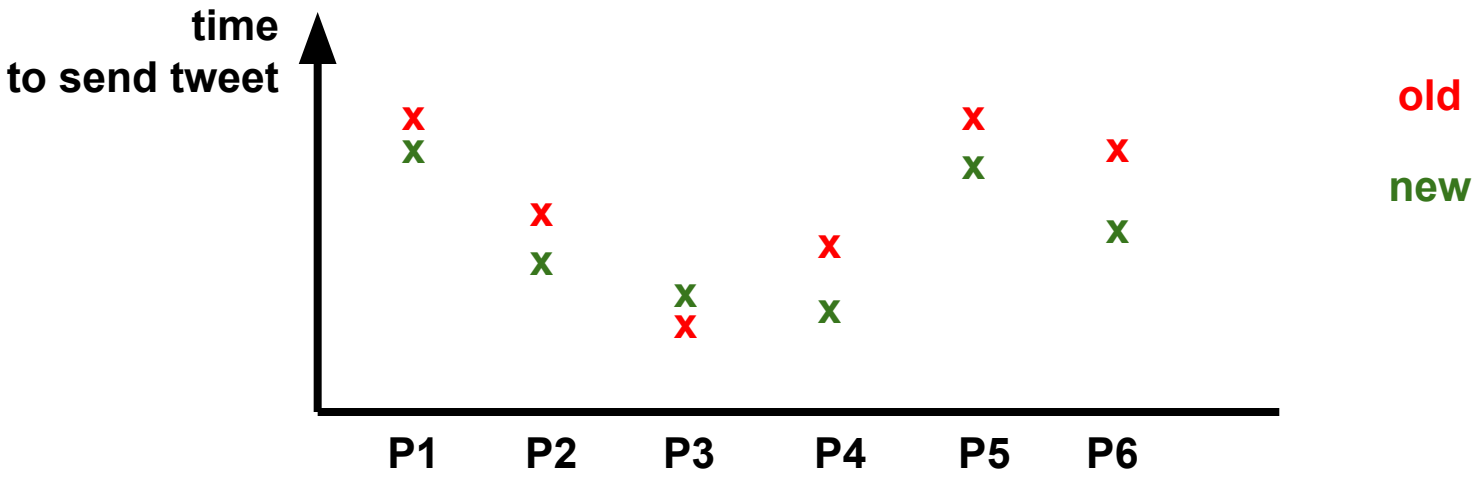
Hypothesis testing

- *Null hypothesis:*
  - What is the probability that this amount of difference in means could be random variation between samples?
  - Hopefully very low ($p < 0.01$, or 1%)
  - Use a statistical *significance test*, such as the *t-test*.



Sign tests

- In a within subjects experiment it's possible to compare the results
  - Explores the [null] hypothesis that the median of the pairs is zero
  - Means might not be significant, but the sign can be
  - This is a non-parametric test, so doesn't depend much on the data, but not very powerful (use a paired t-test, or Wilcoxon rank test instead)



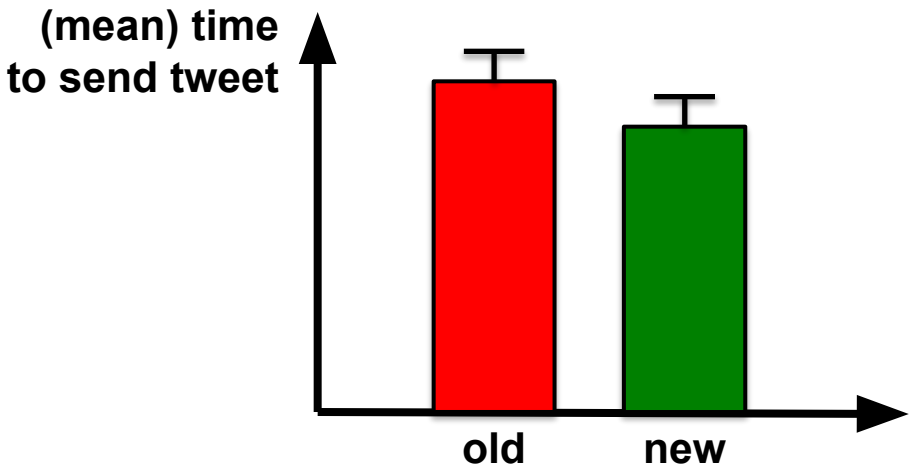
Experiment A: 'significant' but boring

Sources of variation

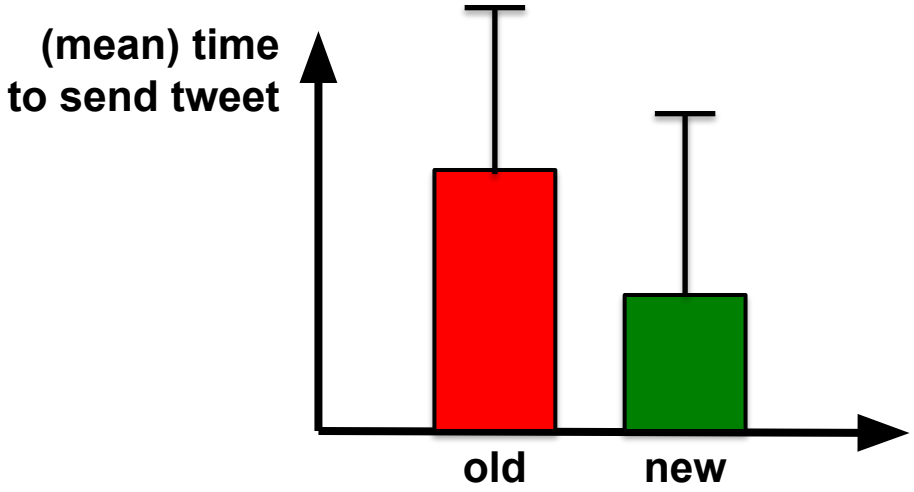
- People differ, so quantitative approaches to HCI must be statistical.
- We must distinguish sources of variation:
  - The effect of the treatment - what we want to measure.
  - Individual differences between subjects (e.g. IQ).
  - Distractions during the trial (e.g. sneezing).
  - Motivation of the subject (e.g. Mondays).
  - Accidental intervention by experimenter (e.g. hints).
  - Other random factors.
- Good experimental design and analysis isolates these.

Effect size – means and error bars

- Difference of two means may be statistically significant (if sample has low variance), without being very interesting.
  - But mean differences must ***always*** be reported with a confidence interval, or plotted with ‘error bars’



Experiment A: ‘significant’ but boring



Experiment B: interesting, but treat with caution

Problems with controlled experiments

- Huge variation between people (~200%)
- Mistakes mean huge variation in accuracy (~1000%)
- Improvements are often small (~20%)
- … or even negative (because new & unfamiliar)
- … and may result from something unrelated to your design!

The Hawthorne Effect

- Studies on productivity in 1924-1932
  - Do lighting levels affect productivity?
  - Studies appeared to show improvements in both directions
  - Results show the motivational effect of being studied, not of the change

Is efficiency always a design goal?

- What if you wanted to encourage thoughtfulness? Creativity?

Taylorism

- F.W. Taylor (1856-1915)
  - Engineer who invented scientific management
  - Measure workers as if parts in a machine
  - Optimise by measurement and correction
- Not so popular with trade unions!
  - Note that 2nd wave HCI (the turn from human factors to social science) involved working closely with trade unions, especially in Sweden and Denmark

Whose goals are we working for?

- Software paid for by corporate actors (tech companies, venture capitalists, governments) inevitably serves the end of those actors

- When we talk about efficiency, how much are we building systems to configure user behaviours?

Discretionary use systems

If you are not working to someone else's goal, you can decide whether or not to be efficient (or whether you want to use the system at all)

Simone Giertz: "Queen of Shitty Robots"

Efficient creativity?

- What if there isn’t a good measure of productivity?
  - Maximise output of poetry-lines?
  - Maximise musical notes played per second?
  - https://youtu.be/ZTyAHmArBp8?t=219
  - Maximise Cambridge graduates per year?
- Optimum User Experience
  - What if you wanted people to enjoy what they did?

Research problem:
“How might you structure software development so it can build and sustain software only for people’s goals?”

Example from Ediz Ucar …

Counter Strike: Global Offensive


Connector
7:03
143
119
Bonus Weapon: MAC-10
11
+6 POINTS
Damage tak
[F5] Save t
Console
Damage Given to "BOT Wolf" - 60 in 3 hits
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Wolf" - 25 in 2 hits
Damage Taken from "BOT Stone" - 82 in 1 hit
Giving up attempts to make more random spawn points. Current count: 48.
Resource materials\panorama\images\icons\equipment\default.svg failed to load.
Player: UnterKompressor - Damage Given
Damage Given to "BOT Cliffe" - 33 in 1 hit
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Cliffe" - 121 in 6 hits
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Cliffe" - 33 in 1 hit
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Rip" - 64 in 3 hits
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Rock" - 82 in 1 hit
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Ringo" - 84 in 1 hit
Player: UnterKompressor - Damage Given
Damage Given to "BOT Stone" - 54 in 2 hits
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Stone" - 166 in 2 hits
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Zach" - 100 in 5 hits
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Rip" - 74 in 3 hits
Player: UnterKompressor - Damage Given
Player: UnterKompressor - Damage Taken
Damage Taken from "BOT Ringo" - 151 in 3 hits
Submit
fps: 99 var: 10.6 ms ping: 0 ms
loss: 0% choke: 0% ver: 1408
tick: 64.0 sv: 5.1 +-11.9 ms var: 10.598 ms
up: 64.0/s
cmd: 64.0/s
local
StatTrak™ 11270

```
//Binding controls
bind z "drop"
bind c "slot6"
bind f "slot7"
bind x "slot8"
bind v "slot10"
bind m "slot12"
bind n "playerradio DeathCry *moans*"
bind mouse3 "r_cleardecals;+lookatweapon"
bind mouse5 "+voicerecord"


//jumpthrow
alias "+jumpthrow" "+jump;-attack"; alias "-jumpthrow" "-jump"; bind q "+jumpthrow"

fps_max 150

//scroll to jump
bind mwheelup +jump;bind mwheeldown +jump;bind space +jump


host_writeconfig
```

Some relevant HCI principles:

The macro as PL - and the ‘finger macro’ - as attention investment

Virtuosity in ‘performance’, and live coding

Communities of expertise and ownership: Modding, Minecraft etc

Buttons at Xerox EuroPARC - the first end-user programming?