



Dueling Interaction Models of Personal-Computing and Web-Computing

Matthias Müller-Prove / Frank Ludolph

Interaction Designers

Sun Microsystems

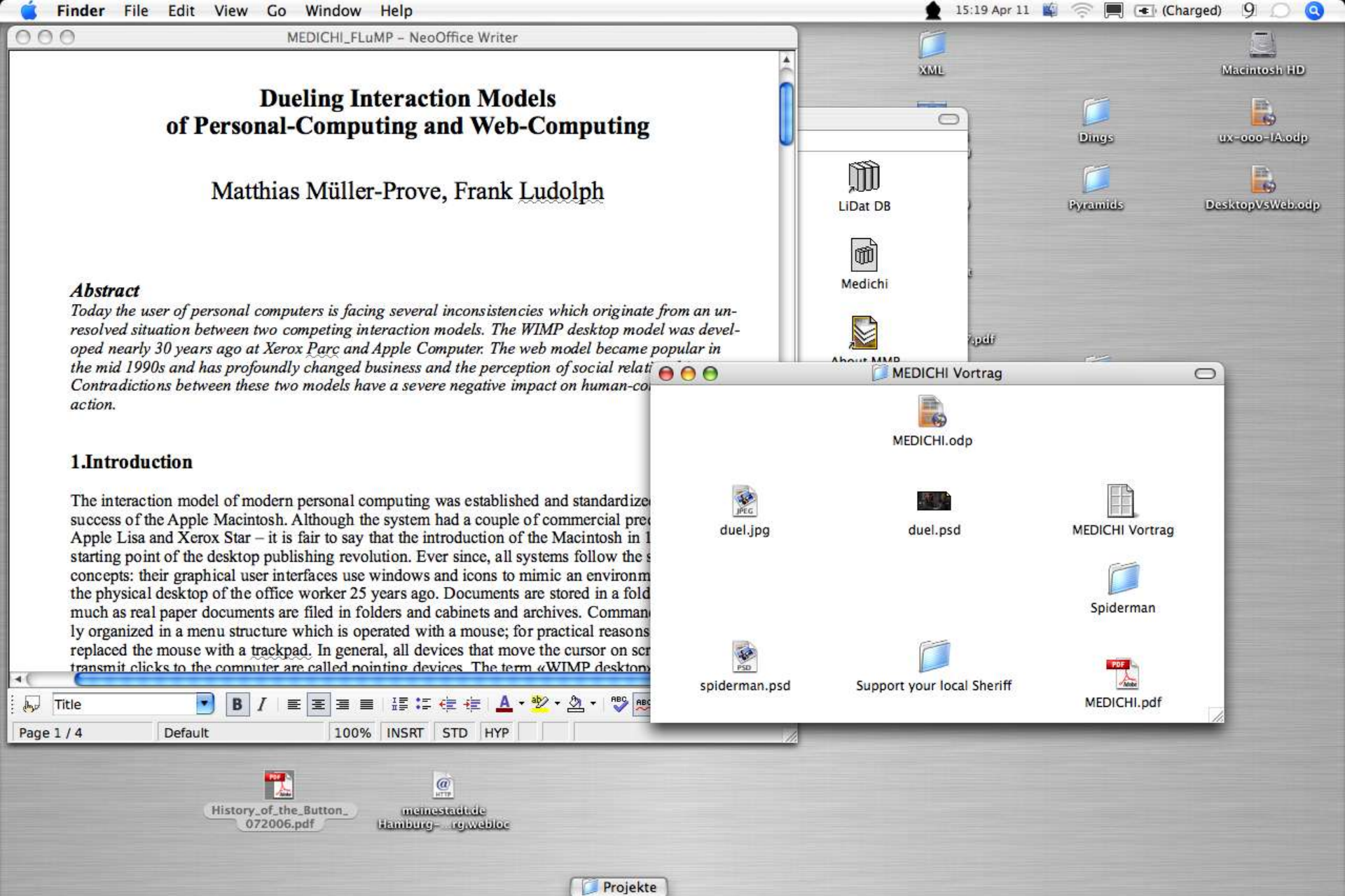
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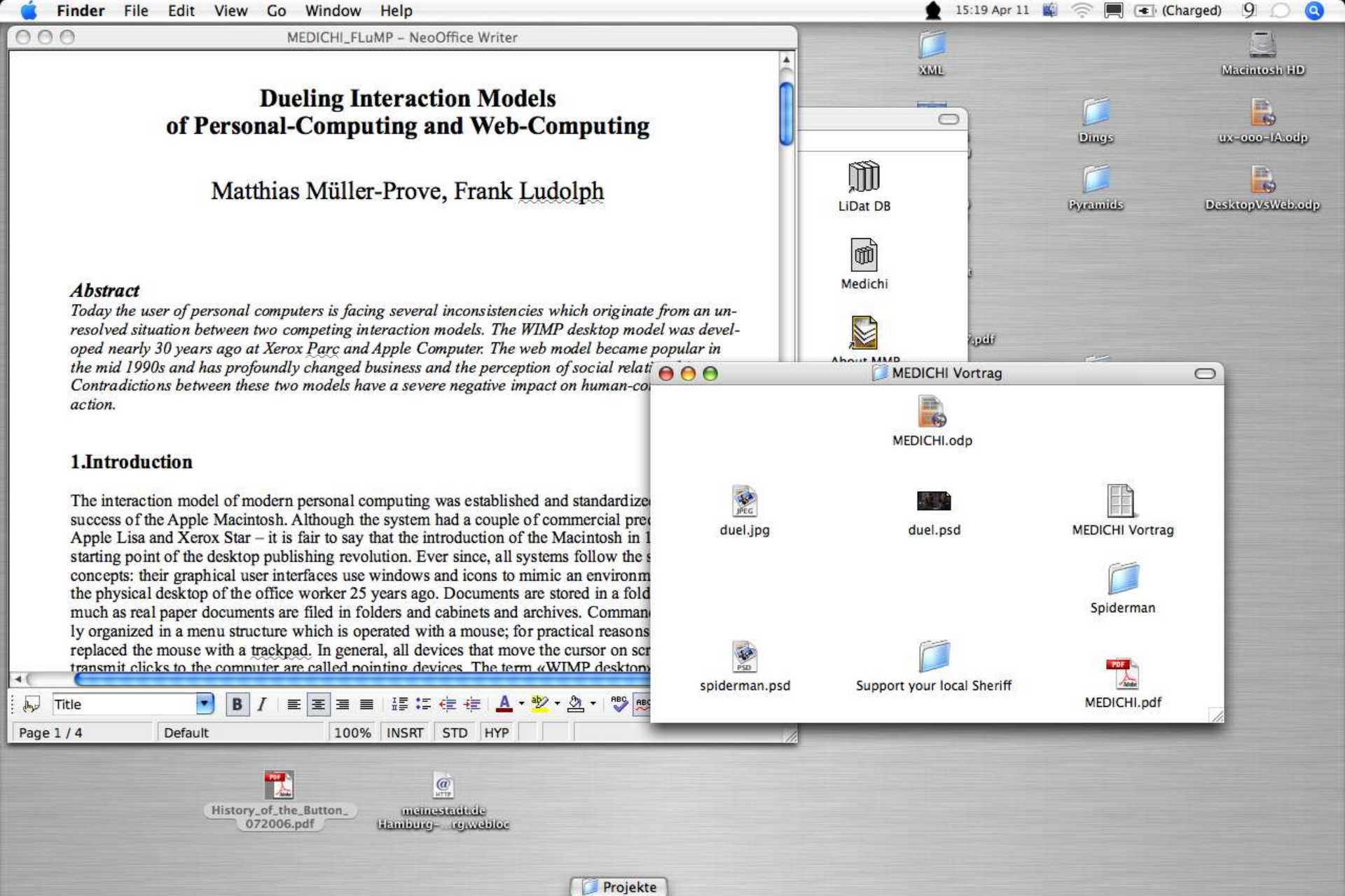








- windows – icons – menus – pointing device + desktop metaphor



- documents as objects – windows display the content of files



- The Web is a new GUI paradigm – unfolding on the desktop



- different interaction model – information-oriented browsing

Metaphor



User's mental state (Underlying Metaphor)

- Dealing with objects
 - > that belong to me
 - > represented as **icons**
 - I move stuff around
 - I stay where I am
 - A closed world with strong boundaries
- Dealing with Information
 - > that belongs to others
 - I go somewhere else
 - An open world with no boundaries

Metaphor

- Office / Desktop
 - > *file, folder, desktop, trash can*
- physical world metaphor
 - > object oriented in the everyday sense of the word
 - > Tools: paint brush, eraser
 - > *document*
 - > *File* menu
- Architecture
 - > *home* (in browser), *home page*, *landing page*, *web site*, *site map*, *portal*, *window*, *chat room*, *online forum*, *online shop*, *information highway*, *world wide web*, *cyberspace*, *community*, *domain*
 - > user moves in virtual space
 - > surfing, **browsing**
 - > forward, backward
 - > e.g. google maps
 - > virtual and real space connected

Pointing Device



Click

- select
- set cursor
- trigger hyper jump

Double Click

- trigger Open command
- n/a

Drag'n'Drop

- command with 2 parameters
- move objects
- n/a

What's wrong?

...the mode has to be considered in order to predict the effect of the next user action.

This causes problems because humans do not pay attention to the surrounding context once they are focused on their activity.

In many cases this is the reason for errors and sometimes even loss of data.



Thank You!

Matthias Müller-Prove / Frank Ludolph
mprove@sun.com, frank.ludolph@sun.com