Gerhard Fischer and Hal Eden: "Design, Learning, and Collaboration" — Spring Semester 2005

Assignment 14: User Modeling, Learning on Demand, and HFAs

source: Fischer, G. (2001) "User Modeling in Human-Computer Interaction," User Modeling and User-Adapted Interaction (UMUAI), Kluwer Academic Publishers, 11(2), pp. 65-86.

Important — Role distribution: analyzers and summarizers for assignment 14:
1. DOAN, HENRY
2. HASSANI, ALI
3. KIEFER, JODI
The **"**analyzers and summarizers" can do their work individually or jointly

due: **Monday, March 14, 2005**
1. producers: please submit by **9:00 am** to the class website → please be on time, so the "analyzers and summarizers" can do their work!
2. **analyzers/summarizers:** please submit by **3:00pm** to the class website

Briefly discuss the following issues:
1. what did you find
    1.1. **interesting** about the article?
    1.2. **not interesting** about the article?
2. what do you consider the **main message** of the article?
3. to which other previous articles / discussion topics of the course is this article related?
4. choose MS-Word (or another HFA) as an example:
    4.1. how much (in percent) of the functionality of the HFA do you know?
    4.2. how do you learn new functionality?
    4.3. for MS-Word users: is there a command in MS-Word which "transposes two characters" (e.g., "leanr" becomes "learn" by positioning the cursor between n and r and executing the command)?
5. what have YOU learnt "on demand" in YOUR life? Briefly describe the most prominent example.
6. what do people have to know to be able to learn on demand?
7. why should one "learn on demand" instead of relying on "use on demand"?
8. which computer systems have you encountered which
    8.1. have a User Modeling Component?
    8.2. support learning on demand?