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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 439
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Cognitive psychology Input-output equipment (Computers) Computers Software engineering User Interfaces and Human Computer Interaction Cognitive Psychology Input/Output and Data Communications Models and Principles Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Nice drawings of graphs are computationally hard -- Beyond visualization: Knowing and understanding -- Generating pictorial presentations for advice-giving dialog systems -- What does knowledge look like? -- Representing semantic knowledge with 2-dimensional rules in the domain of functional programming -- A graphical representation of the prolog programmer's knowledge -- Fast — A stepper in an object-oriented programming environment -- Integrating visual aids into an object oriented programming environment -- A context-oriented approach for decision support -- Beyond the desk top metaphor: Information retrieval with an icon-

based interface -- Visualization and direct manipulation in user interfaces: Are we overdoing it? -- Teaching a spreadsheet application — visual-spatial metaphors in relation to spatial ability, and the effect on mental models -- Some HCI issues concerned with displaying quantitative information graphically -- Implementing direct manipulation query languages using an adequate data model -- Modelling the relationship between state and display in interactive systems -- A software engineering environment for developing human-computer interfaces -- “Intrinsic geometry in LOGO- distance of linear segments”.

Sommario/riassunto

This volume presents a selection of the contributions to the Seventh Workshop on Informatics and Psychology. The theme of the workshop was Visualization in Human-Computer Interaction. Visualization is nowadays recognized as an important aspect of user-oriented human-computer interfaces. Both informatics and psychology are concerned with this topic. In informatics, the technology is being developed which makes visualization and interaction based on visual concepts feasible. Another important trend in informatics is the development of prototypical solutions. Visual programming, visual languages, graphical interfaces, visual representations and many other keywords characterize current efforts in this field. Psychologists are working on the question of how people represent knowledge visually and how they can take advantage of visual representations when solving tasks.
