CSCI 6304: Visual Languages

A Systematic Approach to Building "User-Friendly" Software

November 21, 2005 Matt.Boardman@dal.ca

Research Articles

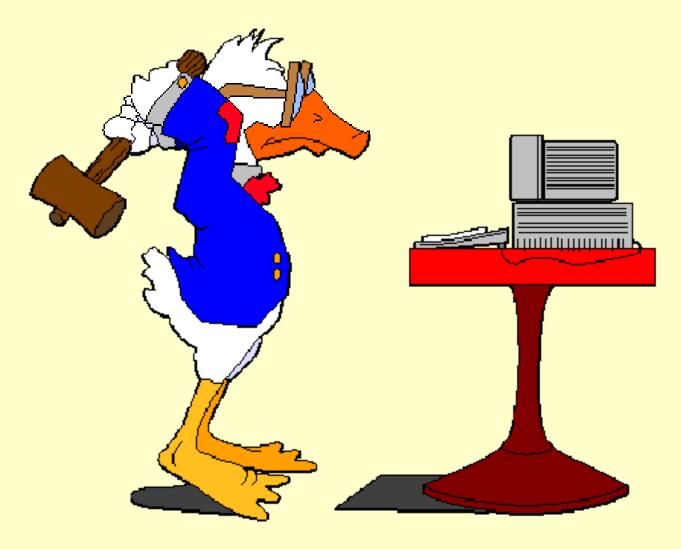
- "Environments to support context and emotion-aware visual interaction," 2005
 - Daniela Fogli, Antonio Piccinno
- "End-user development: the software shaping workshop approach," 2004
 - Maria Francesca Costabile, Daniela Fogli, Piero Mussio, Antonio Piccinno

■ Main Concept: "Software Shaping Workshop" methodology

Agenda

- Hurdles in Human-Computer Interaction
- Software Shaping Workshop Methodology
- Application: Industrial Robotics
- □ Application: Medicine
- Conclusions and References

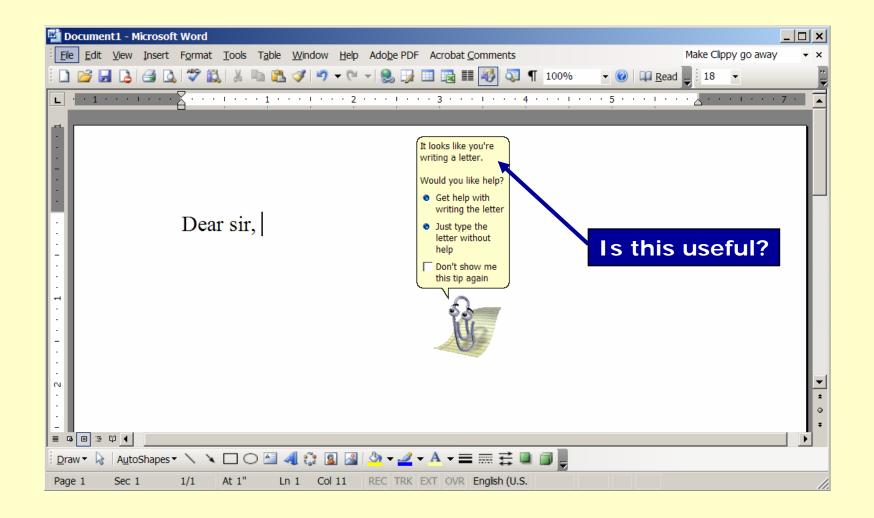
□ Interacting with computers can be frustrating.



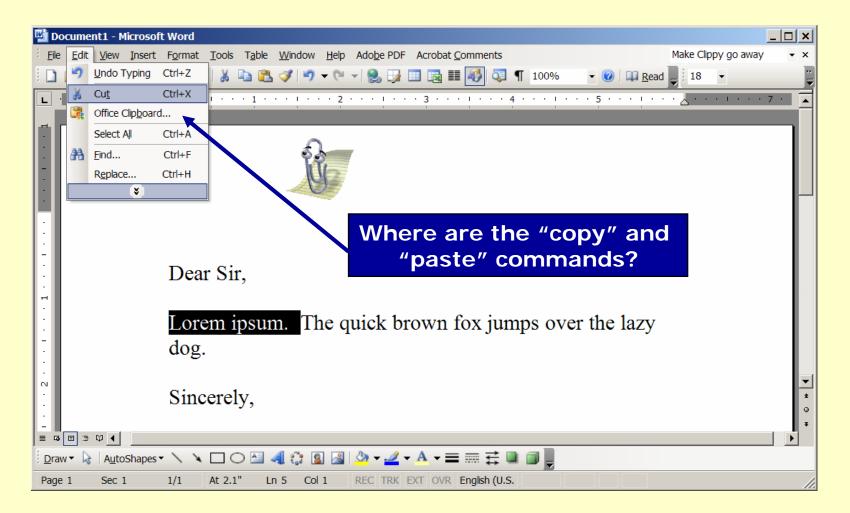
- Reducing negative emotions from users can not only help with software acceptance, but also reduce mistakes
- **D** Some of the negative emotions users may experience:



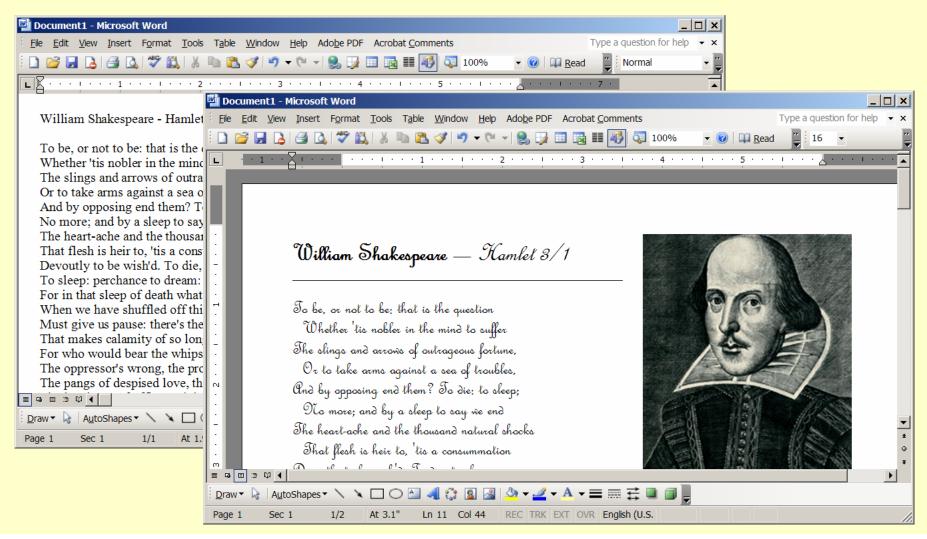
D Sometimes software behaves intrusively or unexpectedly.



Long menus with many options can be intimidating, but hiding infrequently used commands may frustrate users.



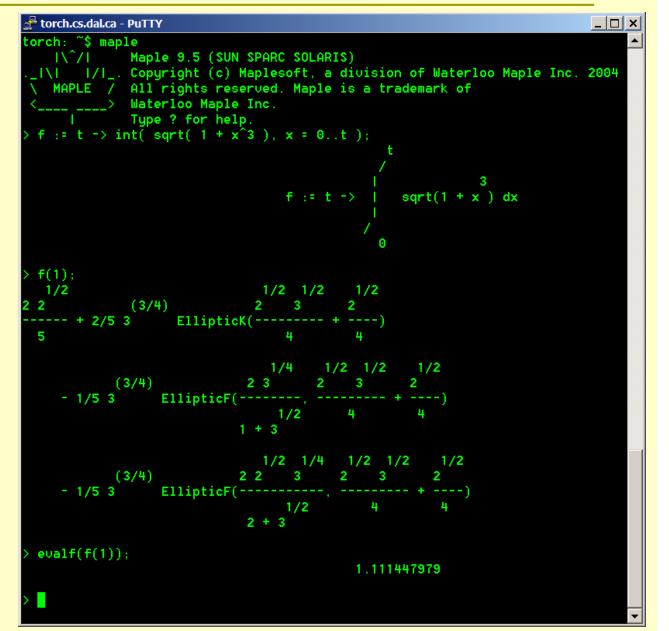
Computers can break your train of thought while you figure out how to accomplish a task, such as formatting text.



- If non-standard terminology is employed in software, even experts may have trouble learning it.
- For example, in standard mathematical notation, we might have:

$$f(t) = \int_{0}^{t} \sqrt{1 + x^{3}} \, dx \qquad f(1)?$$

 ■ But Maple[™] (software for mathematics analysis) uses a different notation.



Another approach: involve domain experts during development

- Expert representatives of the target user community
- Knowledge of the notations, terminology, rules of problem domain
- Aware of specific needs, culture, background, skills of end-users

Allows customization by problem domain

e.g. AutoCAD drafting software by Autodesk, Inc. is available in many customized flavours for specific industries:

AutoCAD ElectricalAutodesk Architectural DesktopAutoCAD MechanicalAutodesk Civil Design... many others!...

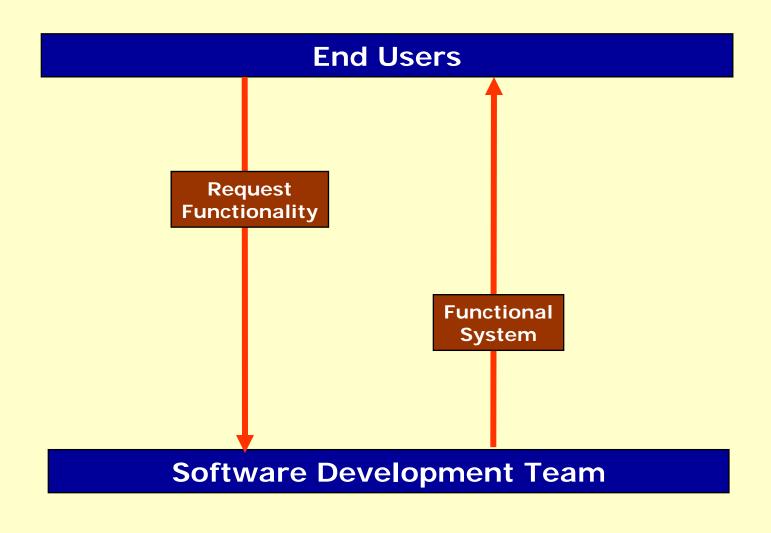
- Even when employing experts in an advisory capacity, some sources of negative emotions may remain
 - Different users may behave differently
 - May not be properly represented by domain experts
 - Emotional states may vary with working situation
 - May not be known during design phase

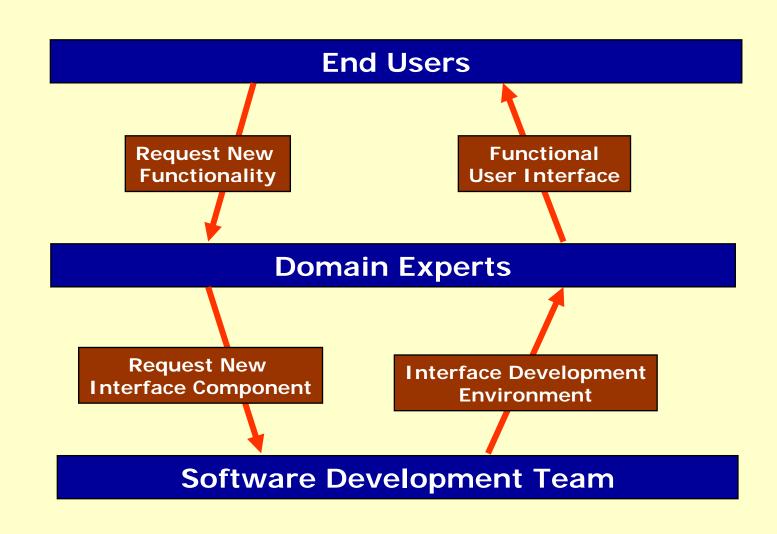
Software Shaping Workshop methodology

- Shape: an object or tool to be created or customized
- *Workshop:* the working environment of an artisan or blacksmith

Hierarchical or multi-level approach

- Software designers create functional building blocks of system
- Software designers then create interfaces for domain experts
- Domain experts create interfaces for end-users
- "Meta-Design"
- "Network of Workshops"





The SSW methodology:

- adopts the notation and terminology of the target audience
- allows different views to different users of same community
- allows expert users to actively participate in design process
- encourages component reusability

□ The SSW methodology:

- guarantees gentle learning curve
 - Users only see options they need and understand
 - Evolves as users' needs change, but avoids big jumps in complexity
- allows different levels of participation, e.g.:
 - 1. Set parameters or configuration
 - 2. Integrate components
 - 3. Add new components
- does not require domain experts to become programmers!

ETA Consulting

- Produces factory automation software for control of industrial robots by assembly line workers
- End-users request functional changes
 - *End-users:* assembly line operators, production managers
- Software developers implement new software versions

Case Study:

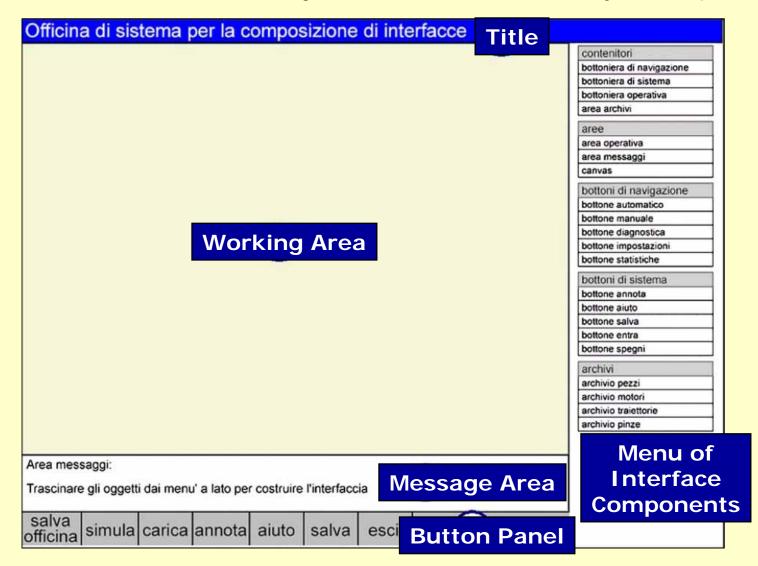
- Apply Software Shaping Workshop methodology
- Add an intermediate domain expert: Mechanical engineers
 - Domain experts in manufacturing and automation
 - Not software development experts

"Pick-and-place" industrial robot used in manufacturing assembly lines

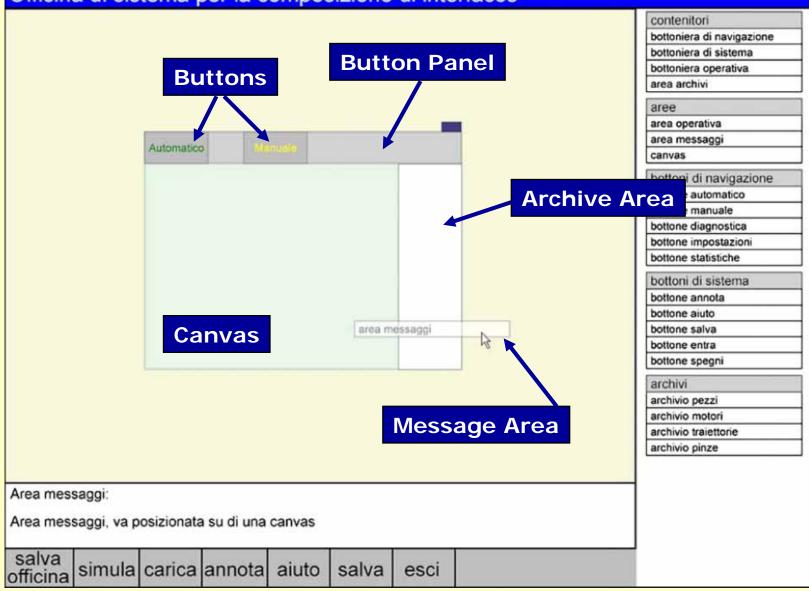
- Multiple axes
- May have "grip" for component placement, or welding torch, other tools
- Functions controlled by assembly line workers



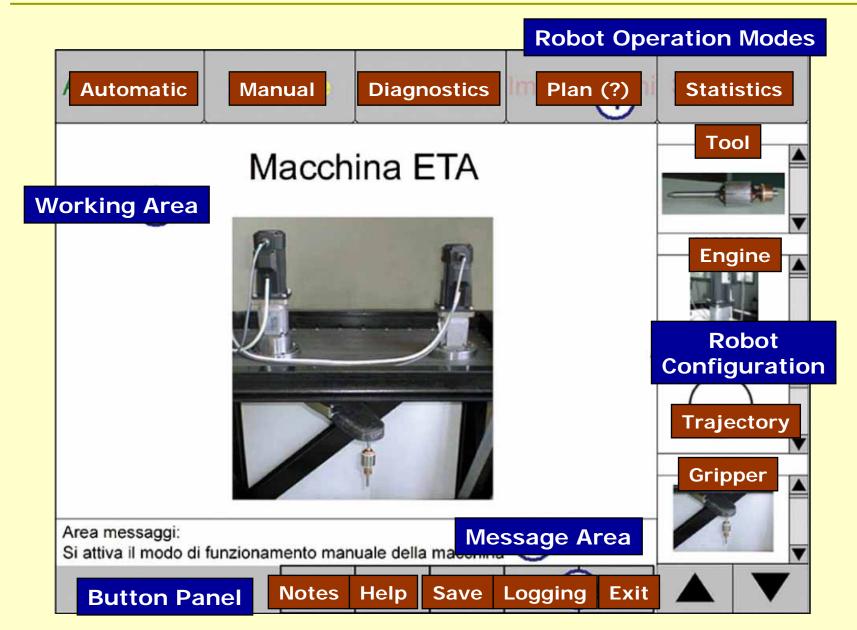
Environment for building interfaces for assembly line operators

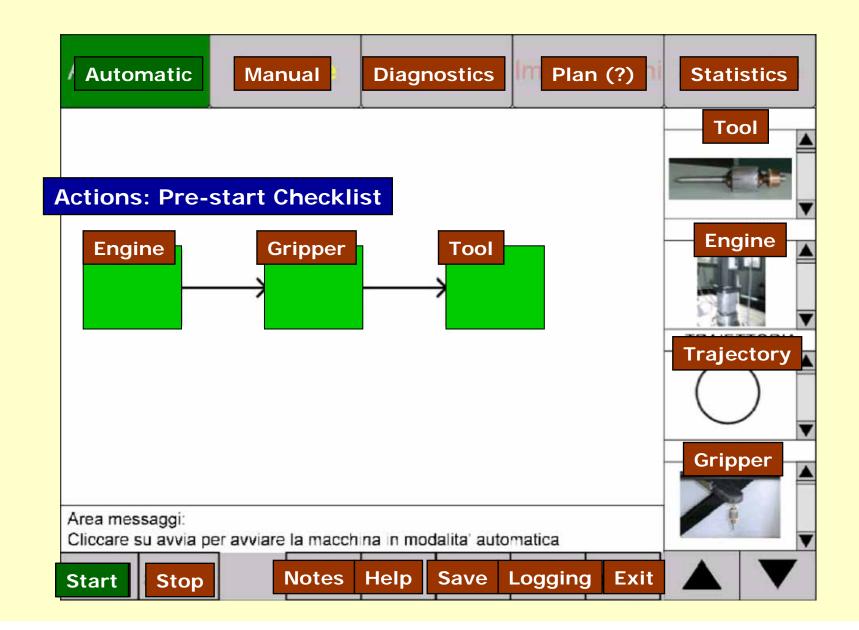


Officina di sistema per la composizione di interfacce



11402	bottone impostazioni bottone statistiche bottoni di sistema bottone annota bottone aiuto bottone salva bottone entra
annota aluto salva	bottone spegni archivi
	archivio pezzi
	archivio motori
	archivio traiettorie
	archivio pinze
	annota aluto salva



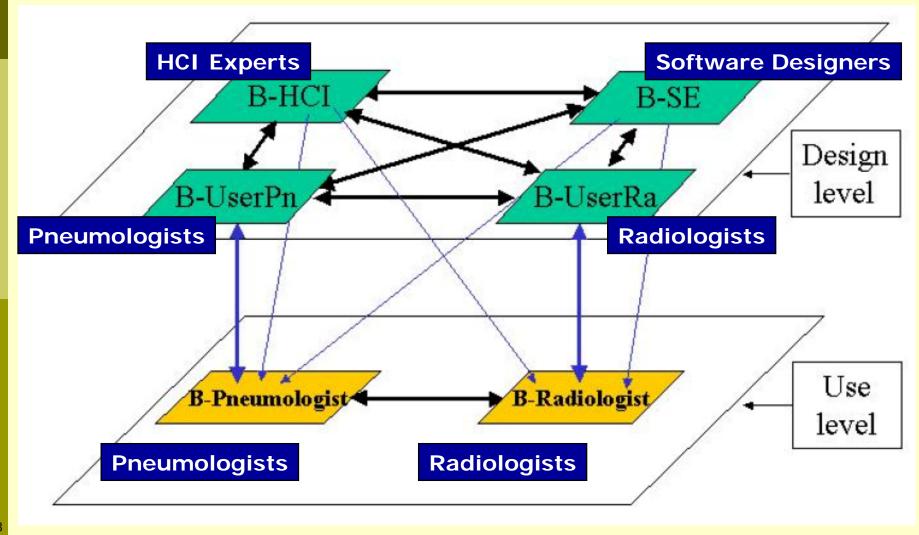


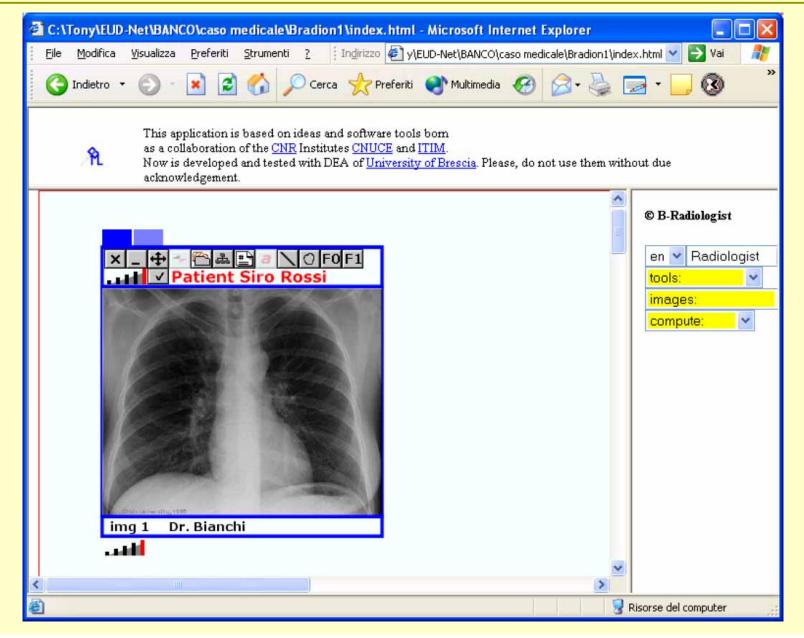
- These functional interfaces promote correct perception and interpretation
 - User Interface exploit users' knowledge
 - □ familiar terminology: e.g. tools, grippers, engines, trajectories
 - □ familiar icons: e.g. pictures of tools to be selected
 - Reduce disorientation resulting from unfamiliar terms
 - Realistic context for manufacturing environment
 - e.g. Push "Start" button to start machine
 - Doesn't break users' continuity of thought with complex menus
 - Doesn't turn engineers into programmers, rather engineers provide semantics (meaningful context)

□ Case Study:

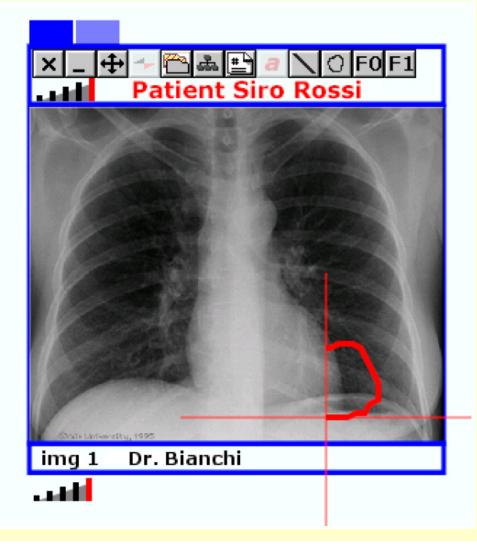
- Medical doctors need to collaborate on chest x-rays
 - Radiologist: an expert in analyzing x-rays
 - Pneumologist: an expert in diagnosing pneumonia
- **Scenario**:
 - Radiologist examines the x-ray and finds a suspicious area
 - Radiologist annotates his suspicians and alerts pneumologist
 - Pneumologist examines the x-ray and performs diagnosis

Two applications are developed:

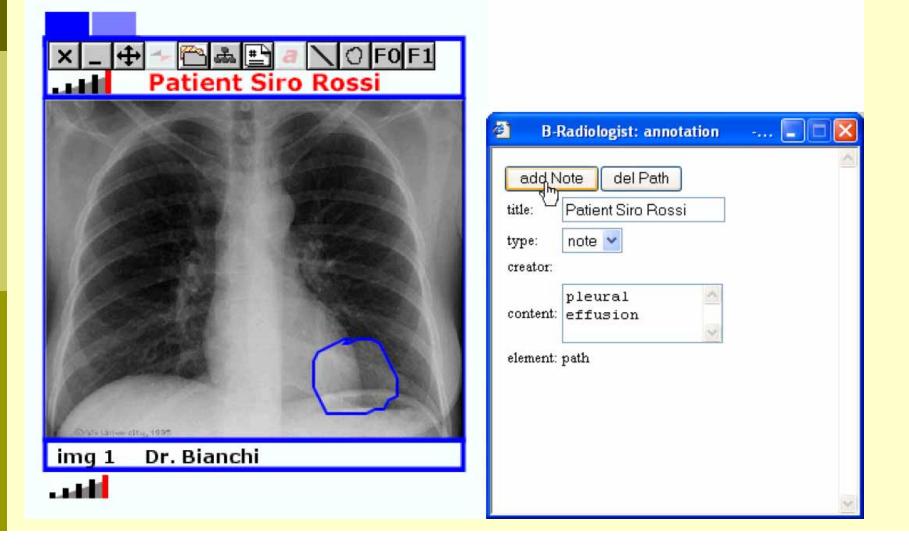




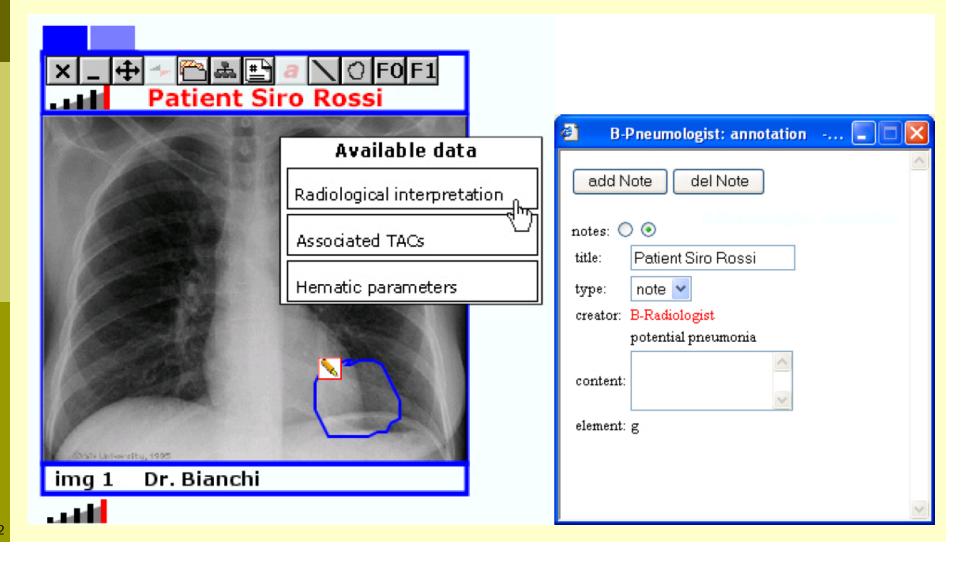
□ The radiologist circles a suspicious area on an x-ray.



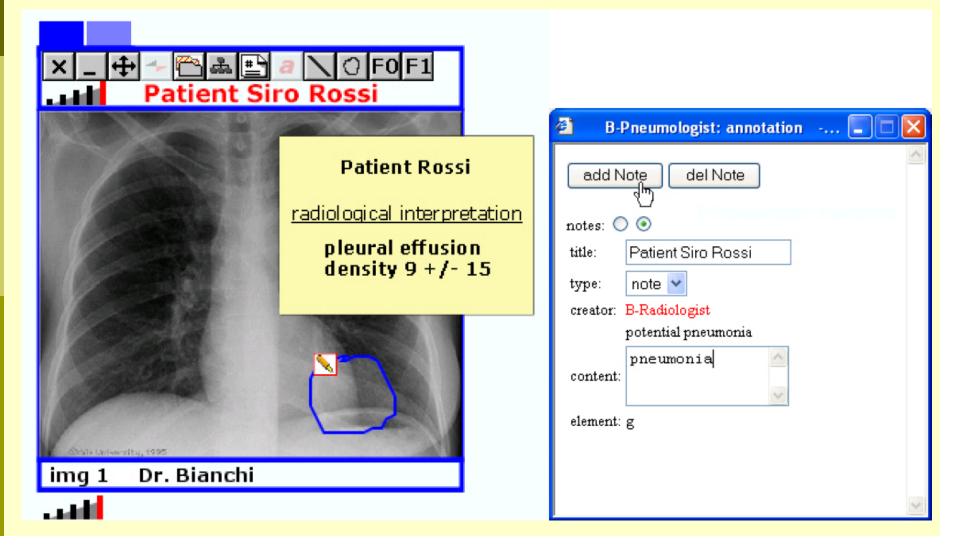
□ The radiologist then adds a note to explain.



□ The pneumologist accesses this information.



□ The pneumologist then performs a diagnosis.



Software designers don't need to learn medical terms
Medical doctors don't need to learn software design
Facilitates collaboration between interested parties
Users only see the software options they need
"Light" applications with reusable components

Conclusions

- SSW methodology allows domain experts to participate in design process
- Facilitates communication between users, experts and software designers
- Methodology has been implemented for "real world" environments
 - Industrial robotics: assembly line manufacturing
 - Medicine:
 - *Earth sciences:*

radiology (Analyzing Chest X-Rays)

geology (Sattelite Images of Glaciers)

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