The Psychology of Everyday Actions The Design Of Everyday Things by Don Norman Ch 2 Adam Meyer 8/29/2022

The Gulfs of Execution and Evaluation

Execution

- ♦ How do I do this?
- ♦ What can I do?

Evaluation

- ♦ What happened?
- Is this what I wanted?

- 1. Form the goal
- 2. Plan the action
- 3. Specify action sequence
- 4. Preform the action sequence
- 5. Perceive the state of the world
- 6. Interpret the perception
- 7. Compare the outcome with the goal

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Root Cause Analysis

Asking 'Why?' until the ultimate, fundamental cause of the activity is reached

Procedural

Memory that can be factual information, but usually are recalled by preformed activities

Declarative

- Memory form factual information
- ♦ Either know or unknown

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Subconscious and Conscious Systems of Cognition

Subconscious

- ♦ Fast
- ♦ Automatic
- ♦ Based off past experiences
- Biased to regularity and structure

Conscious

- ♦ Slow
- Controlled
- Compares, rationalizes, and finds explanations for different decisions

Both are subject to errors, misconceptions, and failures

Three Levels of Processing

♦ Reflective

- Occurs after the event.
- ♦ Evaluates the circumstances, actions, and outcomes
- ♦ Leads to the anticipation of future events

Behavioral

- ♦ Learned skills triggers by situations
- ♦ Example: Moving your hands

♦ Visceral

- ♦ Making quick judgements about the environment:
 - ♦ Good or bad, safe or dangerous
- ♦ Example Fear of heights
- ♦ Appearances, sounds, sight, touch, smell, all drive the visceral response

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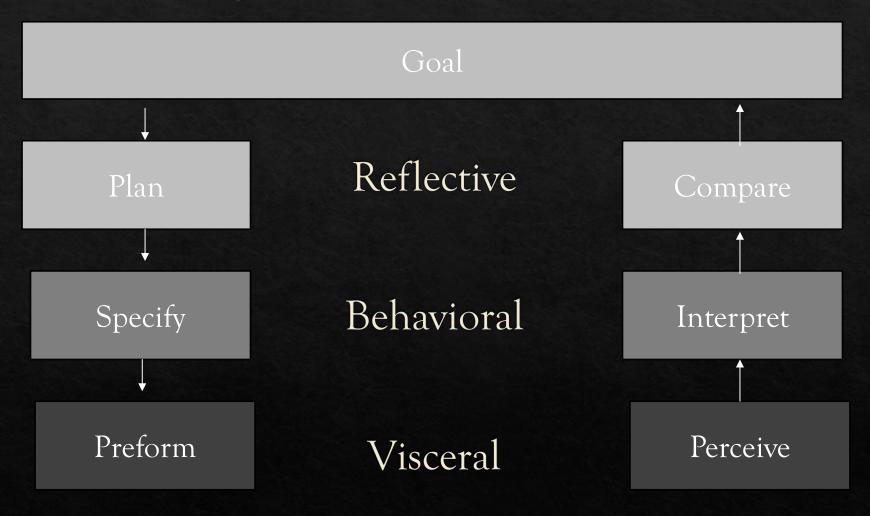
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Subconscious

7 Stages of Action and Levels



How do we develop our conceptual models with respect to the action and processing levels?

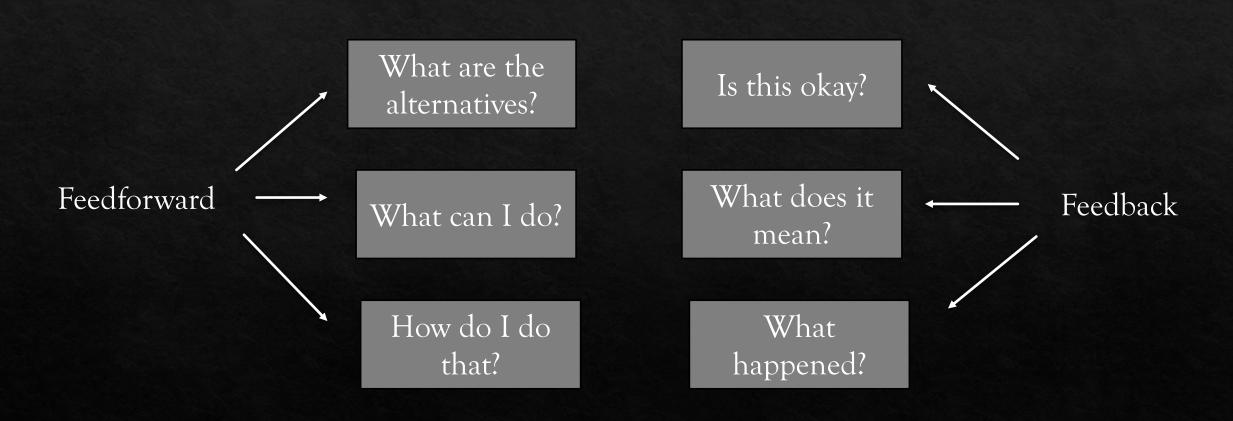
How do we develop our conceptual models with respect to the action and processing levels?

By being storytellers and finding relationships between two actions

But sometimes our stories are not entirely true

Feedforward and Feedback

What do I want to accomplish?



Seven Fundamental Principles of Design

- ♦ Discoverability
- ♦ Feedback
- Conceptual Model
- ♦ Affordances
- ♦ Signifiers
- Mappings
- Constraints