



Usability and the Semantic Web

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Note on additional text

- Text that appears in this smaller font – or in marginal notes – was not shown during the presentation at ESWC 2006
- This text has been added so as to enable readers to understand the slides independently of the live presentation



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Introduction Summary

Introduction

Many innovative technologies aim to enhance a user's interaction with a system in some respects; but they typically raise usability challenges which, if not dealt with, may outweigh the intended benefits

Research on semantic web technologies has so far focused mostly on the technology, but the past 3 years have seen an increase in interest in interaction design and evaluation

The main part of this talk discusses three of the key usability challenges, approaches that have been taken to them, and issues that remain open

Three general challenges

1. *Reducing effort and complexity in querying and search*

In the ideal case, users could obtain information via semantic methods by straightforwardly characterizing their information need in terms of elements of the ontology(ies) used in the system

In most cases, the ontologies (and other information sources) are too large, complex, and otherwise unsuited for end-user inspection

Designers of query interfaces for the semantic web have been creative and often successful in devising ways of allowing users to benefit from the existence of an ontology without confronting them with its complexity

A goal related to that of reducing effort is the goal of ensuring adequate *expected benefit*, which can be relatively difficult with semantically based interfaces; two strategies are discussed briefly

2. *Conveying adequate mental models*

The same design solutions that reduce effort and complexity in querying can also make the resulting behavior of the system difficult to understand and predict, as is illustrated here by a discussion of an intermediate SmartWeb prototype

Research and experience in human-computer interaction on *mental models* yields a number of results and ideas about when and why it is important for a user to have at least some vague understanding of how a system works internally and about ways of conveying an appropriate mental model

3. *Providing adequate motivation for content provision*

Many semantic web application scenarios presuppose that some users will invest effort in providing or enhancing content (e.g., by annotating web pages)

Theory and experience from several fields have yielded a number of ideas about the conditions under which users may be motivated to do such work

The roles of users in semantic web research and development

In more mature fields that involve novel forms of human-computer interaction, it is often hard to publish a paper concerning a new interactive system unless it includes some empirical evidence that the novel aspects of the system are well accepted by users

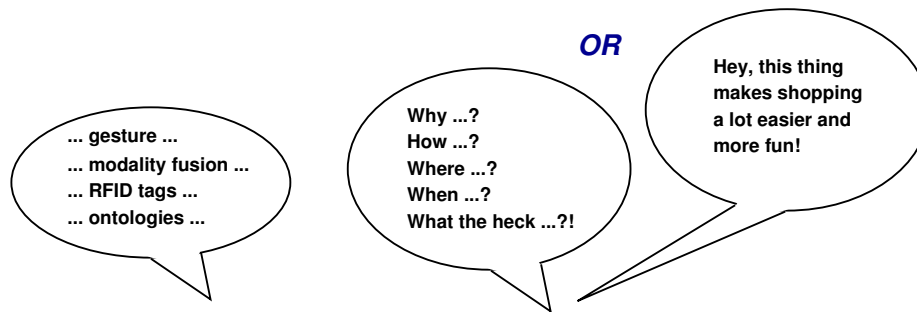
By contrast, empirical research with users is found only sporadically (though increasingly) in the semantic web field

Several apparent reasons are discussed

Finally, some general hints about how to involve users effectively in research on semantic web technologies are given, with emphasis on the diversity of roles that users can play and the proven effectiveness of interdisciplinary teams in designing useful and usable systems



Two Perspectives



Usability of Novel Technologies

Innovative
Technology

Usability Challenges

Spoken dialog
systems

Dealing with speech recognition
errors

Knowing what to say

Systems that
adapt to their
users

Understanding and controlling
system behavior

Putting up with additional
demands on attention

Systems with
semantic web
technology

?



Hasn't This Been Done Before?

Workshops

- WWW 2004
- ESWC 2005
- ISWC 2005 (and 2006)

Other individual papers

- [Too many to mention]

My goal today

- Highlight *a few key themes*
- Discuss them with reference to concrete examples from real systems

WWW 2004: <http://interaction.ecs.soton.ac.uk/dsw04/agenda.html>
 ESWC 2005 <http://ftp.informatik.rwth-aachen.de/Publications/CEUR-WS/Vol-137/>
 ISWC 2005 <http://www.ifi.unizh.ch/ddis/iswc2005ws.html>

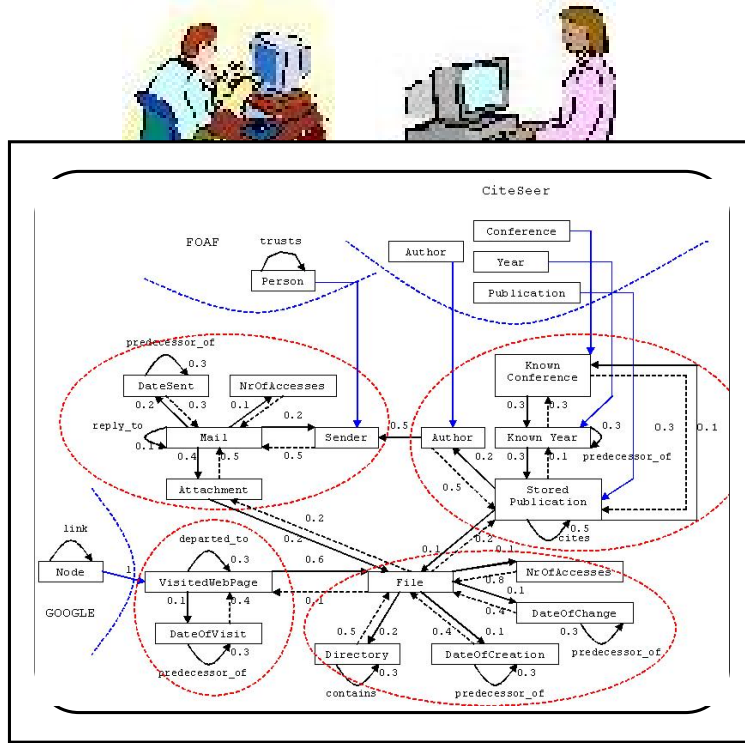


Tasks and Challenges

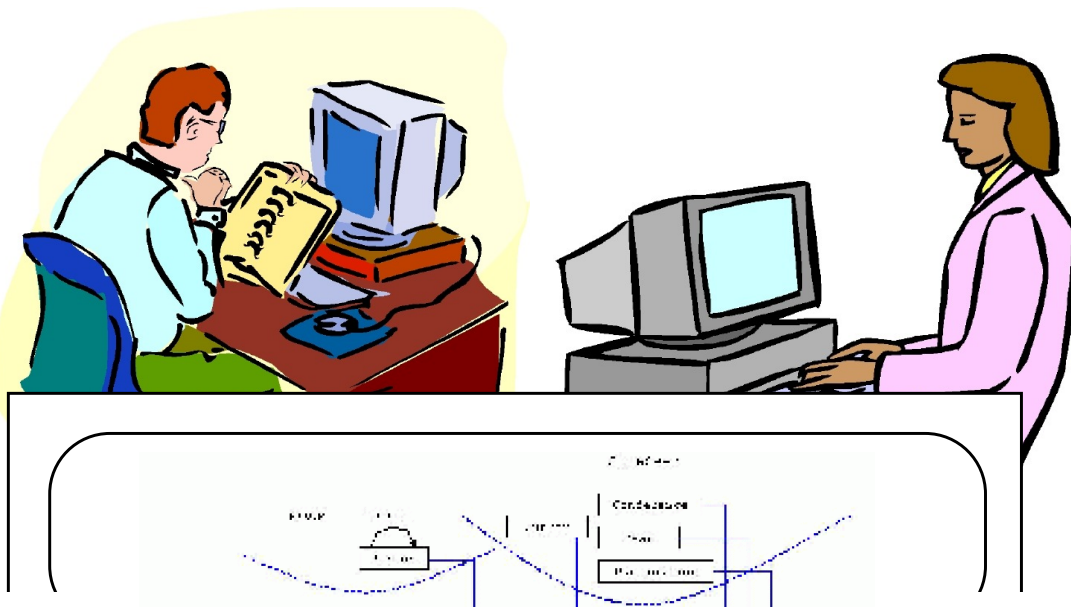
| Type of task | Issues discussed today |
|----------------------------------|--|
| Searching / querying | <p>How can we minimize complexity for the end user?</p> <p>How can we ensure the minimally necessary understanding of the system's processing?</p> |
| Adding information to ontologies | <p>How can we induce users to do the necessary work?</p> <p>How can we involve users in the design process?</p> |



The Usual Focus

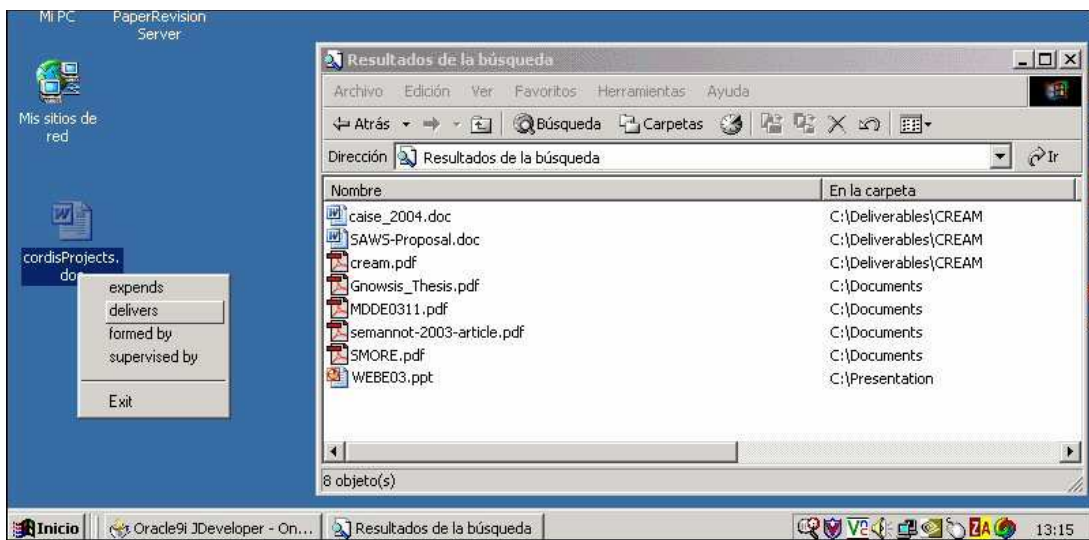


The Focus in This Talk





Reducing Effort and Complexity in Querying A Query in seMouse



- Querying with seMouse involves straightforward selection from the elements in the desktop ontology
- It is unclear how usable this approach would be if the ontology were orders of magnitude larger

Iturrioz, J., Anzuola, S. F., & Diaz, O. (2006). Turning the mouse into a semantic device: The seMouse experience. Y. Sure & J. B. Domingue (Eds.), *The Semantic Web: Research and Applications: Proceedings of the Third European Semantic Web Conference, ESWC 2006* (pp. 457–471). Berlin: Springer.



Halo 2: Background

Project Halo is a multistaged effort of Vulcan, Inc. whose ultimate goal is a large, widely available knowledge base that can answer scientific questions from various fields, in particular questions that require general reasoning and computational capabilities

Since it is impractical to have knowledge engineers involved at all times in the formulation of such a large body of knowledge, tools are being developed and evaluated in Phase 2 of the project that enable domain experts to formulate knowledge independently after a limited amount of training

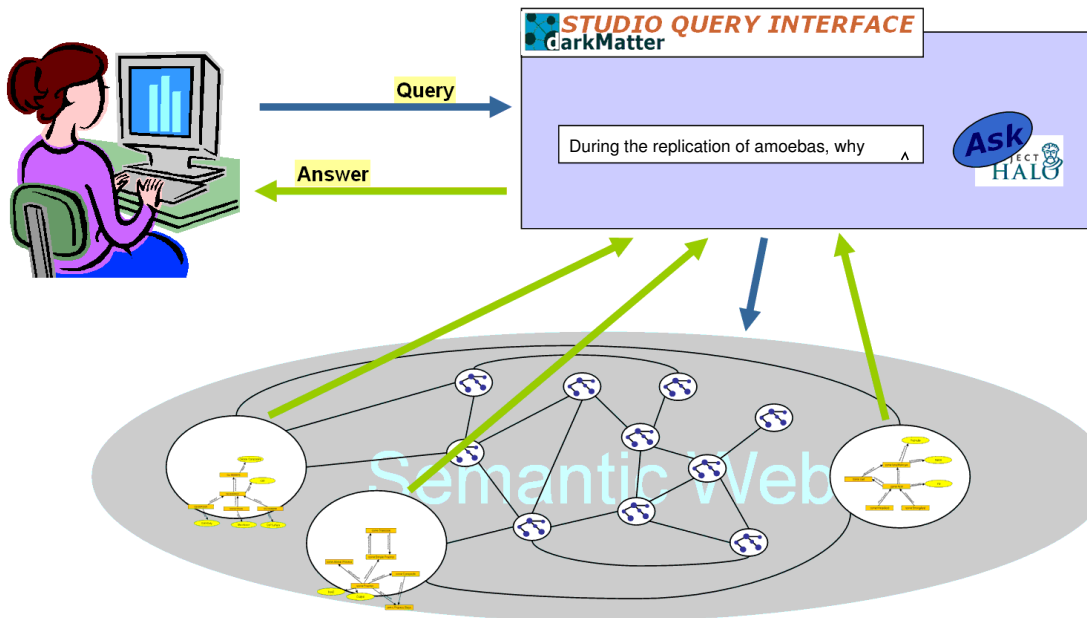
The slides and comments about Halo in this talk refer to examples from one of the two teams that are pursuing somewhat different approaches in parallel: the team led by ontoprise, which also includes groups from the Open University, iSoco, DFKI, Carnegie–Mellon University, and Georgia Tech

More detailed reports on the results from this team, as well as the other team – led by SRI and including groups from Boeing, the University of Texas, and Carnegie–Mellon University – will be presented once the evaluations currently in progress have been completed

For a report on Phase 1 of the Halo project, see Friedland, N., Allen, P., Matthews, G., Witbrock, M., Baxter, D., Curtis, J., Shepard, B., Miraglia, P., Angele, J., Staab, S., Moench, E., Oppers, H., Wenke, D., Israel, D., Chaudhri, V., Porter, B., Barker, K., Fan, J., Law, S., Yeh, P., Tecuci, D., & Clark, P. (2004). Project Halo: Towards a digital Aristotle. *AI Magazine*, 25(4), 29–48.



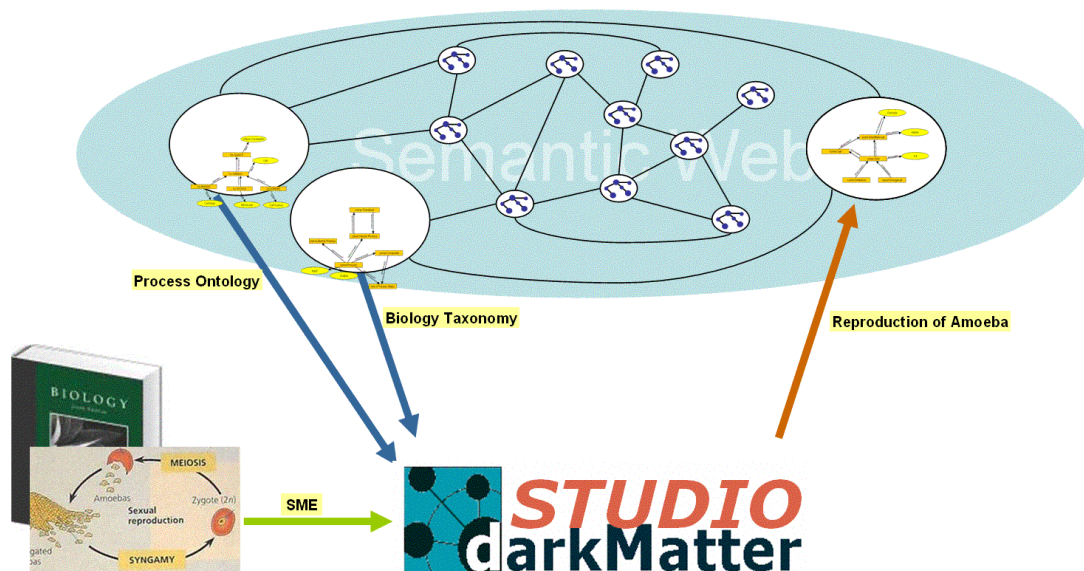
Halo 2: Knowledge Querying



The "Digital Aristotle" vision



Halo 2: Knowledge Formulation





A Query in DarkMatter

Original formulation of a physics question

- A car accelerates from 0 km/h to 95 km/h in 6.2 seconds. What is its acceleration?

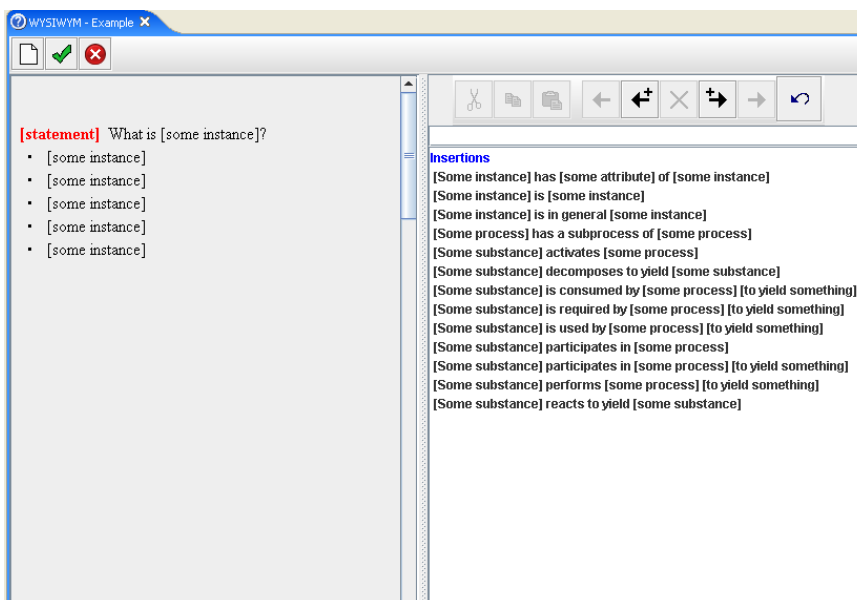
Formulation constructed in the current version of DarkMatter

- A vehicle has a motion of a constant accelerated motion. It has an initial velocity of 0 km/h. The constant accelerated motion has a final velocity of 95 km/h. The constant accelerated motion has an initial time of 0 second. The constant accelerated motion has a final time of 6.2 second. What is the acceleration of the constant accelerated motion?

Queries formulated in DarkMatter with the WYSIWYM tool (see the next slide) currently require the user in effect to glue together elements from the ontology created by the knowledge formul. The addition of more domain-specific patterns is expected to improve the compactness and naturalness of the formulations.



The WYSIWYM Query Formulation Tool



WYSIWYM, developed by Richard Power and colleagues at the University of Brighton and Open University, has been integrated as part of the DarkMatter system. See <http://www.itri.bton.ac.uk/projects/wysiwyw/wysiwyw.html> for further information



Minimizing Complexity and Cognitive Effort

Questions to be considered in each case

1. How great is the complexity and effort required of the user?
2. How might they be reduced?

Strategies for reducing complexity and effort

1. Require recognition rather than recall
2. Provide familiar, domain-specific interfaces
3. Have the system do the mapping of the input onto the concepts of the formal representation (even if imperfectly)
4. Support trial and error
 - Users generally prefer quick cycles of action and evaluation to careful thought



OntoIR: Query Screen

Domain: **Usability evaluation methods**
[Select ontology](#)

Concepts

| | | |
|---|---|---|
| <input type="checkbox"/> Inspection methods | <input checked="" type="checkbox"/> Heuristic evaluation | Technique where usability specialists judge whether each element follows established principles |
| | <input type="checkbox"/> Cognitive walkthroughs | Technique where experts construct task scenarios from a specification and then play the role of a user working with that interface |
| | <input type="checkbox"/> Pluralistic walkthroughs | Technique where users, developers, and usability professionals step through a task scenario, discussing each element of interaction |
| | <input type="checkbox"/> Consistency inspection | Technique to ensure consistency across multiple products from the same development effort |
| | <input type="checkbox"/> Guideline inspection | Technique to ensure that usability principles in guideline form are considered in the interface design |
| | <input type="checkbox"/> Standard inspection | Technique to ensure compliance with industry standards |
| <input checked="" type="checkbox"/> User testing | <input type="checkbox"/> Thinking aloud protocol | Technique where participants are asked to vocalize their thoughts while interacting with the product |
| | <input type="checkbox"/> Co-discovery method | Technique where two participants attempt to perform tasks together while being observed |
| | <input type="checkbox"/> Question-asking protocol | Technique where you prompt the users by asking direct questions about the product |
| <input type="checkbox"/> Artifacts | <input checked="" type="checkbox"/> Questionnaires | Written lists of questions that you distribute to your participants to collect information |
| | <input checked="" type="checkbox"/> Guidelines | Design principles to achieve usability |
| | <input type="checkbox"/> Scenarios | describes a sequence of events when interacting with a system from the users perspective |

Kind of Results [Expand](#) [Collapse](#)

| | | |
|--|--|--|
| <input checked="" type="checkbox"/> Article | <input type="checkbox"/> Journal article | Contribution to a journal |
| | <input type="checkbox"/> Article in book | Chapter of a book |
| | <input type="checkbox"/> Technical report | Internal formal document of an organization or a company |
| | <input type="checkbox"/> Conference paper | Contribution to a conference |

Suggestions [Expand](#) [Collapse](#)

| | |
|---|-------------------------------------|
| User testing Measure Usability attributes | Move to concept 1 ↑ |
| Questionnaire Measure Satisfaction | Move to concept 1 ↑ |

OntoIR presents aspects of a document e.g., selectively, shielding the user from irrelevant aspects of the ontology, e.g., Gardia, E., & Sicilia, M. (2003). Designing ontology-based interactive information retrieval interfaces. *Proceedings of OTM Workshops*, pp. 152–165.



OntoIR: Search Result Screen

The screenshot shows the OntoIR search engine interface in a Microsoft Internet Explorer browser window. The page title is "OntoIR: A Concept-Based Search Engine - Microsoft Internet Explorer". The main content area displays search results for the domain "Usability evaluation methods". The results are organized into several sections, each with a title and a brief description:

- Usability evaluation of ontology editors** [Journal article]
 - ... Ontology editors are software tools that allow the creation and maintenance of ontologies through a graphical user interface. As the Semantic Web effort grows, it may be ...
 - [authors= E. Garcia and M.A. Sicilia] [Journal= International journal of computers and their applications] [vol= submitted] [num= submitted]
 - [Uses= SUS (Satisfaction questionnaire)] [Uses= severity ratings (Opinion questionnaire)] [Uses= Heuristic evaluation] [Uses= Thinking aloud protocol]
 - [Search using related concepts !](#)
- Heuristic Evaluation** [Book chapter]
 - ... Book edited by Jakob Nielsen and Robert L. Mack, published by John Wiley & Sons, New York, NY, 1994. ... Robert L. Mack and Jakob Nielsen ... 2.
 - Heuristic Evaluation. ...
 - [authors= J. Nielsen] [Book editors= J. Nielsen, R.L. Mack] [Book title= "Usability inspection methods"]
 - [Topic= Heuristic evaluation] [Uses= severity ratings (Opinion questionnaire)]
 - [Search using related concepts !](#)
- Development of an instrument measuring user satisfaction of the human-computer interface** [Conference paper]
 - ... Chin, J.P., Diehl, V.A. & Norman, D. (1988) Development of an instrument measuring user satisfaction of the human-computer interface. ...
 - [authors= J.P. Chin, V.A. Diehl and K.L. Norman] [Conference= Conference on Human Factors in Computing Systems (CHI'88)]
 - [Topic= QUISS_Q (Satisfaction questionnaire)]
 - [Search using related concepts !](#)
- The American Voice And Robotics "Guardian" System: A Case Study In User Interface Usability Evaluation** [Technical report]
 - .AVR/HCL Phase I Technical Report 1 The american voice and robotics "GUARDIAN" system: A case study in user interface usability evaluation Daniel F. Wallace ...
 - [authors= D.F. Wallace, K.L. Norman and C. Plaisant] [Reference= CAR-TR-392. College Park, MD:Human-Computer Interaction Laboratory, Center for Automation Research, University of Maryland]
 - [Uses= QUISS_Q (Satisfaction questionnaire)]
 - [Search using related concepts !](#)
- SUS: A quick and dirty usability scale** [Book chapter]
 - ... In addition, there is a need for "quick and dirty" methods to ... This chapter describes the System Usability Scale (SUS) a reliable, low-cost usability ...
 - [authors= J. Brooke] [Book editors= P.W. Jordan, B. Thomas, B.A. Weerdmeester and I.L. McClelland] [Book title= "Usability Evaluation in Industry"]
 - [Topic= SUS (Satisfaction questionnaire)]
 - [Search using related concepts !](#)



Considering Expected Benefits

Problem

- With semantically based systems, often no useful result (or no result at all) is returned
 - The available content is often limited
 - The semantically based retrieval mechanisms may not support the retrieval of partially relevant results

General strategy

- Allow easy refinement of queries and/or further navigation using the returned results as a starting point
- "Piggyback" on methods that can be counted on to yield some useful result in almost any case



Search on TAP: Results

Search on TAP

China Capital Aggregated Data

| Entity Search Results | Keyword Search Results |
|---|---|
| <p>Beijing City</p> <p>Available Data:</p> <ul style="list-style-type: none"> Government People Places Show All Data <p>Sources:</p> <ul style="list-style-type: none"> cia.gov news.bbc.co.uk | <ul style="list-style-type: none"> Chinese cities, chinese province <i>rank: 1</i> http://www.chinatoday.com/city/a.htm ... The number of Mayoress in China is 375; The total urban population in China is 515.11 ... re-controlled by China in July of 1997) Hubei Province (Capital : Wuhan) ... <i>Sources:Yahoo</i> Beijing - china .org.cn <i>rank: 1</i> http://www.china.org.cn/english/features/beijing/30552.htm On the Edge of the North China Plain ... Beijing- China . Beijing Tourism Administration. National Museum. Palace Museum. Summer Palace. Lao She Teahouse ... <i>Sources:Google</i> CHINA NEWS CHINESE NEWS HavenWorks.com/world/ china capital : Beijing, People's Republic of China , PRC, P.R.C., ... <i>rank: 2</i> |

- The "Search on TAP" system illustrates how the form in which results are presented can convey a picture of the different types of results that are available and how they were derived
- But a small-scale user study revealed that users still had difficulty assessing the range of information available via the system
- This user study also uncovered a bug in the screen design:
 - In the earlier version of the system that was tested, the order of the two columns was the opposite of that shown here
 - As a result, users tended to overlook the "entity search results", as if they were advertisements

Cf. <http://tap.stanford.edu/> (go to "Demos" to try the system) and McCool, R., Cowell, A., & Thurman, D. (2005). End-user evaluations of Semantic Web Technologies. In A. Bernstein, I. Andrioutsos, D. Degler, & B. McBride (Eds.), *Proceedings of the iswc 2005 workshop on end user semantic web interaction*. Aachen, Germany: CEUR Workshop Proceedings, Vol. 174.



Conveying Adequate Mental Models Introduction to Mental Model Exercise

The following sequence of slides shows screens from the current demonstration prototype of SmartWeb, illustrating its responses to each of three queries.

Although the basic input modality of SmartWeb is speech, these queries were typed in for the purpose of this demonstration.

Readers are asked to put themselves in the position of a user who has entered these queries, considering the following questions:

1. Are there any major differences in the ways in which these three queries were processed?
2. Can I predict what kind of answer I'm going to get to different types of question?

They can then look at the overview of SmartWeb's actual processing on the succeeding slide and consider how much of the information shown there ought to be conveyed to the user

The screen shots were kindly supplied by the authors of: Ankolekar, A., Cimiano, P., Hitzler, P., Kiesel, M., Krötzsch, M., Ladwig, G., Lewen, H., Oberle, D., Sintek, M., & Studer, R. (2006). SmartWeb: Multimodal mobile access to the semantic web. *Posters of the Third European Semantic Web Conference*, Budva, Montenegro.



SmartWeb: Stadium Query (1)



"Welcome to SmartWeb.
Please ask a question" ...
"Data received" [left over from
previous query.]



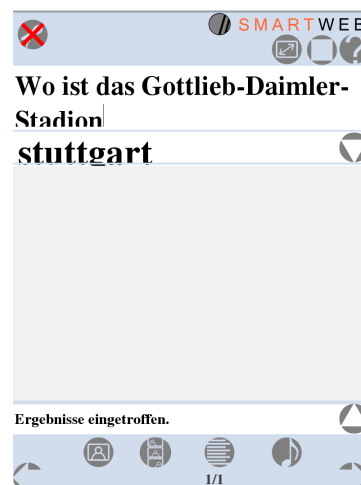
"Where is the Gottlob Daimler
Stadium?"



SmartWeb: Stadium Query (2)



"No semantic analysis
available"



"Stuttgart" ... "Results
received"



SmartWeb: Route Query

| | | |
|---|---|---|
| <p>Wie komme ich von Stuttgart nach Berlin?</p> <p>Daten empfangen.</p> | <p>wie komme ich von Stuttgart nach Berlin</p> <p>Route (gefragt) Ziel Berlin Start Stuttgart</p> <p>Daten empfangen.</p> | <p>wie komme ich von Stuttgart nach Berlin</p> <p>Siehe Beschreibung</p> <p>1.0 Stuttgart nach Berlin</p> <ul style="list-style-type: none"> Start auf Neue Brücke in Richtung Anschlußstelle Stuttgart-Stammheim für 0.0m in Stuttgart links abbiegen auf Schmale Strasse in Richtung Anschlußstelle Stuttgart-Stammheim für 0.021m <p>Ergebnisse eingetroffen.</p> |
| <p>"How do I get from Stuttgart to Berlin?" ...</p> | <p>"... Route requested; goal: Berlin, starting point: Stuttgart"</p> | <p>"See description" [shown on main screen]</p> |

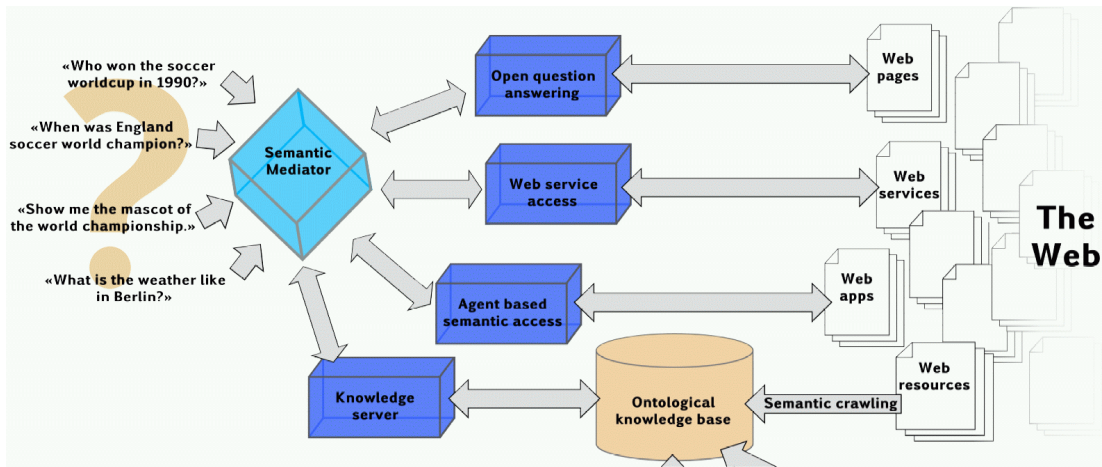


SmartWeb: Montenegro Query

| | | |
|---|--|---|
| <p>Wo liegt Montenegro?</p> <p>Daten empfangen.</p> | <p>Wo liegt Montenegro</p> <p>Keine semantische Analyse verfügbar.</p> <p>Daten empfangen.</p> | <p>Wo liegt Montenegro</p> <p>albanien</p> <p>Ergebnisse eingetroffen.</p> |
| <p>"Where is Montenegro?"</p> | <p>"No semantic analysis available"</p> | <p>"Albania"</p> |



SmartWeb: Processing Overview



- The structure of SmartWeb is designed to ensure that a broad variety of questions can be answered, including questions of types not specifically anticipated by the system designers
- This underlying complexity yields system behavior that may be hard for users to understand and predict unless they are given some guidance

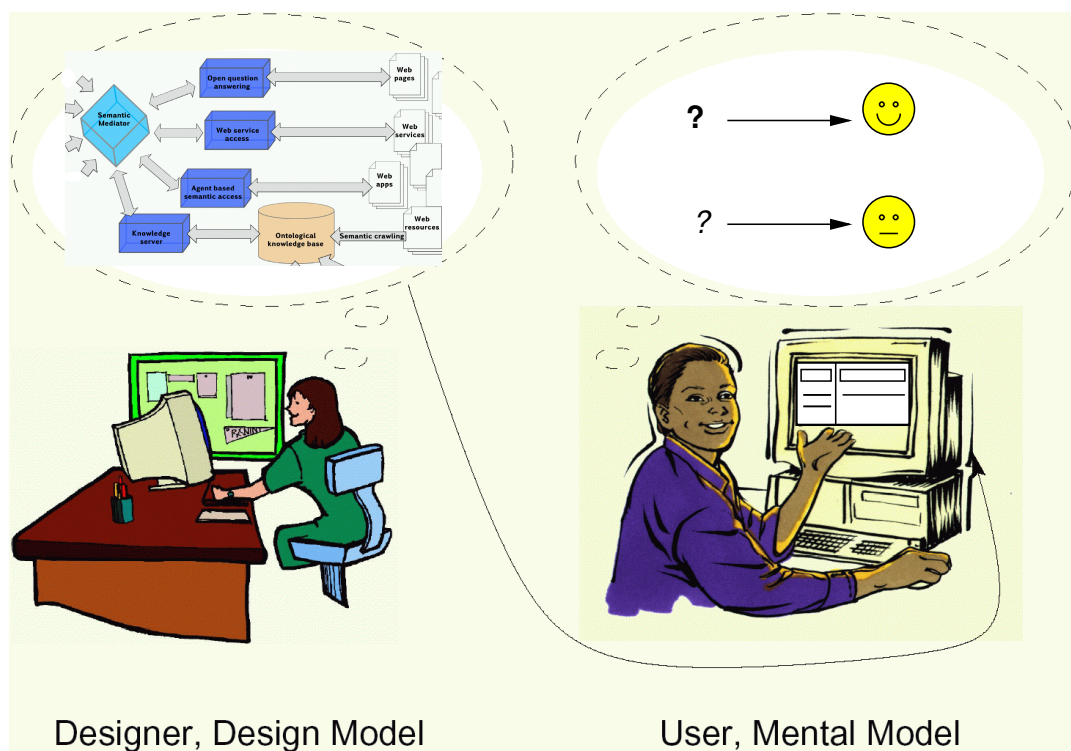


Basic Idea of Mental Models

- Users sometimes(!) like to have a vague(!) idea of what's going on
 - ... called the *mental model* of the system
 - ... typically nontechnical, incomplete, and changing over time
- When is a mental model needed?
 - Not so much: When everything goes smoothly
 - More:
 - When you want to ...
 - ... predict what the system will do in a given situation
 - ... understand some unexpected system behavior



Conveying Mental Models



Designer, Design Model

User, Mental Model



How Not to Convey a Mental Model

1

- Welcome to SmartSemanticSearch
- Just ask whatever you like
- I will use semantic web technology to understand your question and give you a much better answer than you could get with Google

2

- Welcome to SmartSemanticSearch
- The ontology used as a knowledge base was created on the basis of the *XYZ* and *UVW* ontologies and populated via ...



Ways of Conveying Mental Models

Suggesting what the user can do

- Appearance of interface elements for input
- Examples of possible inputs
- ...

Suggesting what the system has done

- Layout of the presentation of the results
- Indications of information used to derive the responses
- ...



Providing Adequate Motivation Introduction

A widespread concern in the semantic web community is that some applications presuppose that nontechnical users will do a good deal of work (e.g., semantic annotation) in order to make content available for processing by semantic web techniques

The examples in this section concern two systems (among others) that (a) provide more or less immediate benefit to the user who adds semantic content and (b) also offer delayed benefits to the user and to other persons

The Document Manager from the SemIPort project helps the user to organize scientific articles by placing them in nested groups and by specifying relations among them

The zoomable interface can be seen as a domain-specific visualization of the ontology that internally represents the information supplied by the user

The immediate benefit of the annotations added by the user is the improved access that he or she has to the documents

Less direct benefits include:

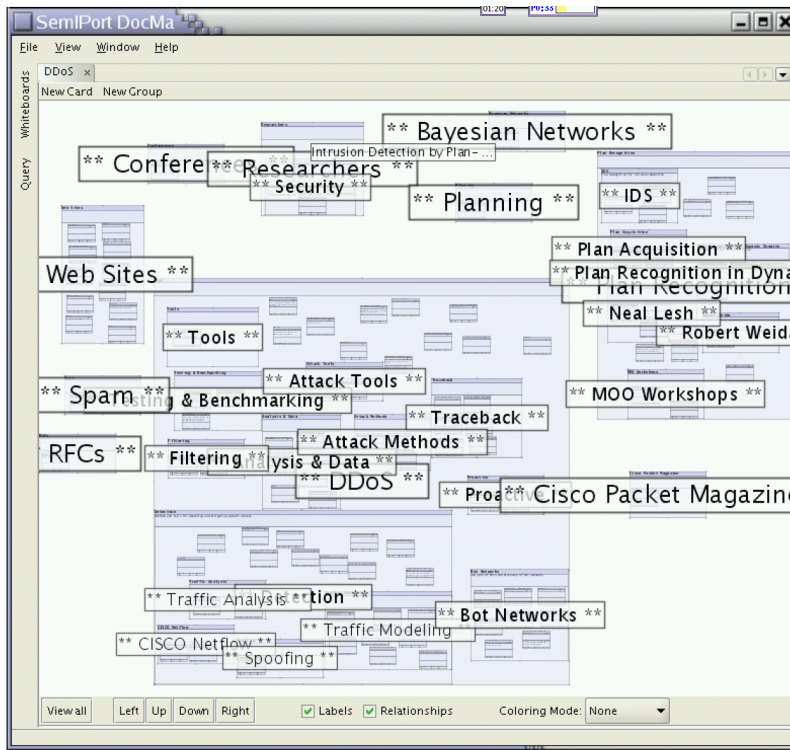
1. For the user: the ability, while querying the computer science portal *io-port*, to send the current work context to the portal so that search results can be reordered on the basis of their relevance to the work context
2. For other users who are looking for documents that are related in particular ways to a document that they have found: the use by the central *io-port* server of all relevant annotations that have been made by users who have uploaded their annotations to the central server

Responses from users indicate that they would not take the trouble to make the annotations only for the sake of the indirect benefits

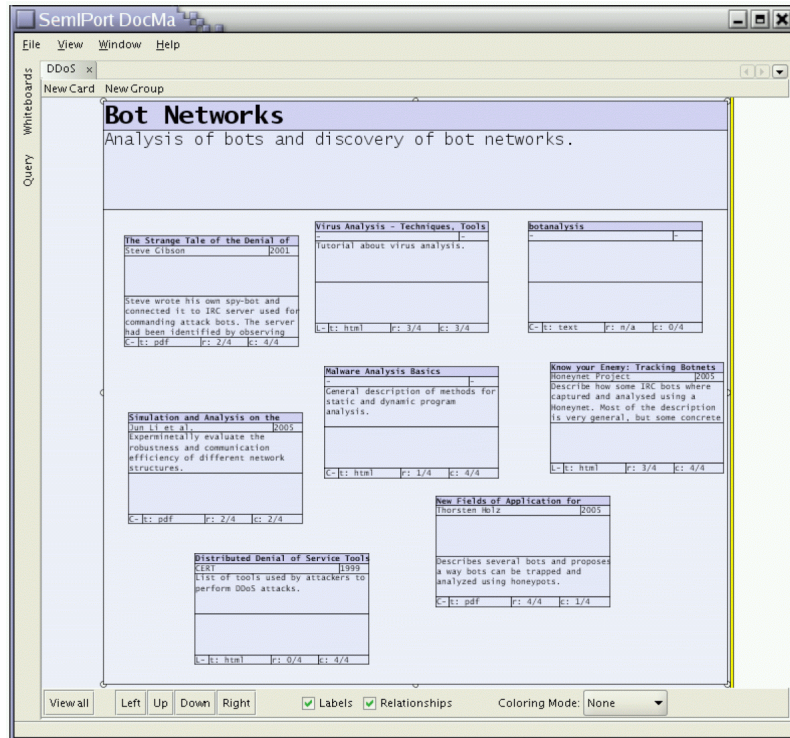


SemiPort Document Manager (1)

For documentation and downloading instructions, see Schwarzkopf, E. (2005). *SemiPort Document Manager 0.9 guide*. Technical Report. Saarbruecken, Germany: DFKI. Available (along with the software) from <http://www.dfkf.de/~schwarzkopf/semiport/>.

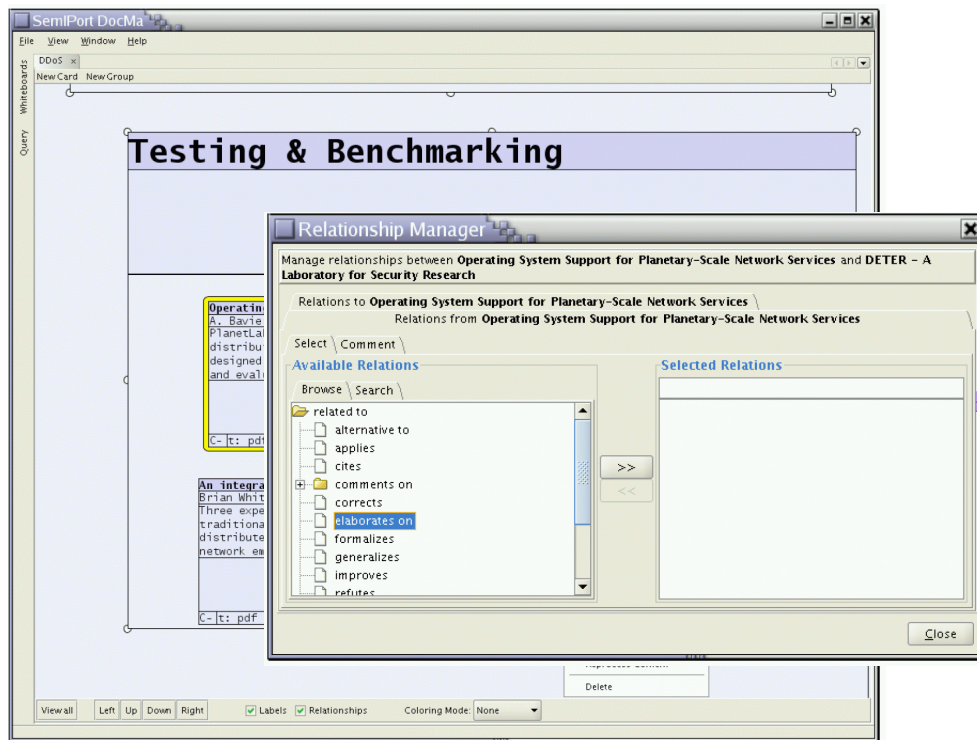


SemiPort Document Manager (2)





Specifying Relations Between Documents (1)



Specifying Relations Between Documents (2)

Results of the Distributed-Systems
 CERT 1999
 Guidelines for managers, sysadmins, ISPs, and incident response teams to handle DDoS threats in the near and long term.

L- t: html r: 0/4 e: 4/4

cites
 updates

Internet Denial of Service: Attack and Defense Mechanisms
 updates

Results of the Distributed-Systems Intruder Tools Workshop

Comment:
 Chapter 6 contains more detailed and up-to-date information.

OODA Loop
 The Observe-Orient-Decide-Act loop can be used as a template for organizing DDoS defenses.

L- t: unknown r: 1/4 e: 4/4



Mangrove: Overview

- The Mangrove annotation tool is likewise based on the idea of offering immediate reward for work that contributes to an evolving knowledge base
- As the second of the following slides shows, annotations that a user makes are processed immediately, and the user is given feedback on the ways in which they can now be used
- The subsequent three slides illustrate three of the services at the University of Washington Computer Science Department that make use of annotations made with Mangrove



Mangrove: Annotation Tool

See McDowell, L., Etzioni, O., Gribble, S., Halevy, A., Levy, H., Pentney, W., Verma, D., & Vlasheva, S. (2003). Making sense of the semantic web via instant gratification. *Proceedings of ISWC 2003*, Sanibel Island, Florida, pp. 754–770.



Mangrove: Feedback From Services

UW Mangrove Project -- Publish Feedback

UW Mangrove Home Search

Your file <http://www.cs.washington.edu/homes/lucasm/> was successfully parsed.

- Results from the Calendar for your new data:**
 - New/updated event: "*End of quarter potluck* (Sieg 134)" (<http://abstract.cs.washington.edu/~semweb/public/webcal/day.php?date=20030623>)
 - New/updated event: "*PPoPP practice talk* (Sieg 322)" (<http://abstract.cs.washington.edu/~semweb/public/webcal/day.php?date=20030517>)
- Results from the Who's Who for your new data:**
 - New/updated person: "Luke McDowell" (<http://abstract.cs.washington.edu/~semweb/public/whoswho.cgi#m>)
- Results from the Publications Database for your new data:**
 - New/updated publication: "Crossing the Structure Chasm"



Mangrove: Semantic Search Results

Semantic Search Service - Microsoft Internet Explorer

Searched pages for "assistant professor" <facultyMember> <portrait>?. Semantic Results: 9

Larry Arnstein's Home Page
 Larry Arnstein Research **Assistant Professor** Department of Computer Science & Engineering
 University of Washington Box 352350 Seattle, WA 98195-2350 [http://www ...](http://www...)

| Semantic Context | portrait |
|----------------------------------|----------|
| <facultyMember : Larry Arnstein> | |

<http://www.cs.washington.edu/research/semweb/shadow/www.cs.washington.edu/homes/larrya/>

David Wetherall
Assistant Professor Dept. ... David Wetherall is an **Assistant Professor** in the Department
 of Computer Science and Engineering at the University of Washington. ...

| Semantic Context | portrait |
|-----------------------------------|----------|
| <facultyMember : David Wetherall> | |



Mangrove: Calendar

UW CSE Department Calendar - Microsoft Internet Explorer

File Edit View Favorites Tools Help Address Back

Current Filter Selection: All Non-Course Events

| | Mon Nov 04 | Tue Nov 05 | Wed Nov 06 | Thu Nov 07 | Fri Nov 08 |
|---------|---|---|---|------------------------------|--|
| 9:30am | | | | | |
| 10:30am | | > General Examination : Erik Lemar | > Research Seminar (590 ET) | | |
| 11:30am | | | | | > Research Seminar (590 HK) > Research Seminar (590 LC) |
| 12:30pm | | > Research | | | |
| 1:30pm | | > Research > Research Seminar (590 NC) | | | |
| 2:30pm | | > Research Seminar (590 IT) | > Research Seminar (590 K) 3:00pm> Research Seminar (590 BR) | | > Research Seminar (590 DM) |
| 3:30pm | > CSE 590DB : Nilesch, Database Seminar > Research Seminar (590 PO) > Research Seminar (590 O) > Research Seminar (590 CB) | > Colloquium : Urs Hoelzle | > Qualifying Evaluation Project Presentation : Julie Goldberg > Research Seminar (590 B) > Research Seminar (590 D) | > Colloquium : William Noble | > 590AI : Ana-Maria Popescu Kevin Sikorski . Thumbs up? > Research Seminar (590 S) |
| 4:30pm | | | | | |

Time: 10:30am
Description:
 • Presenter: Erik Lemar
 • Topic: Verification of Pervasive Systems
 • Location: Sieg 324
Source:
<http://www.cs.washington.edu/education/grad/exams.html>




Mangrove: Who's Who

UW CSE Who's Semantic - Microsoft Internet Explorer

File Edit View Favorites Tools Help Links

[Dan Goldman](#) - {dgoldman at cs dot washington dot edu} - (Graduate Student)

Portrait: 

Office: Allen 324

Year Of Study: 2.5th year

Degree Goal: Ph.D.

Research Interests: rendering algorithms and methods for geometry capture and synthesis

Advisor: [David Salesin](#)
[Brian Curless](#)
[Steve Seitz](#)

Birthday: December 6

Sports Played: Skiing, swimming

[Karthik Gopalratnam](#) - {karthikg at cs dot washington dot edu} - (Graduate Student)

Office: CSE 318

Year Of Study: First Year Grad Student

Undergrad University: [University of Texas at Arlington](#)

Degree Completed: B.S.

Degree Goal: PhD

Research Interests: AI / Machine Learning

Advisor: [Henry Kautz](#)

Birthday: January 6

Sports Played: Cricket, Golf

Hobbies: MUSIC MUSIC MUSIC - Carnatic Music - South



Overview of Types of Benefit (1)

- The following slide shows how the benefits that a user derives from work can be seen as being more or less direct along two dimensions
 - Temporal: How far away (and thus how uncertain) the benefits are in time
 - Social: The extent to which the benefits depend on the actions of other persons – or even accrue only to other persons
- One general strategy, illustrated by the two systems just discussed, is to ensure that at least some of the benefits lie within the less problematic areas of the space

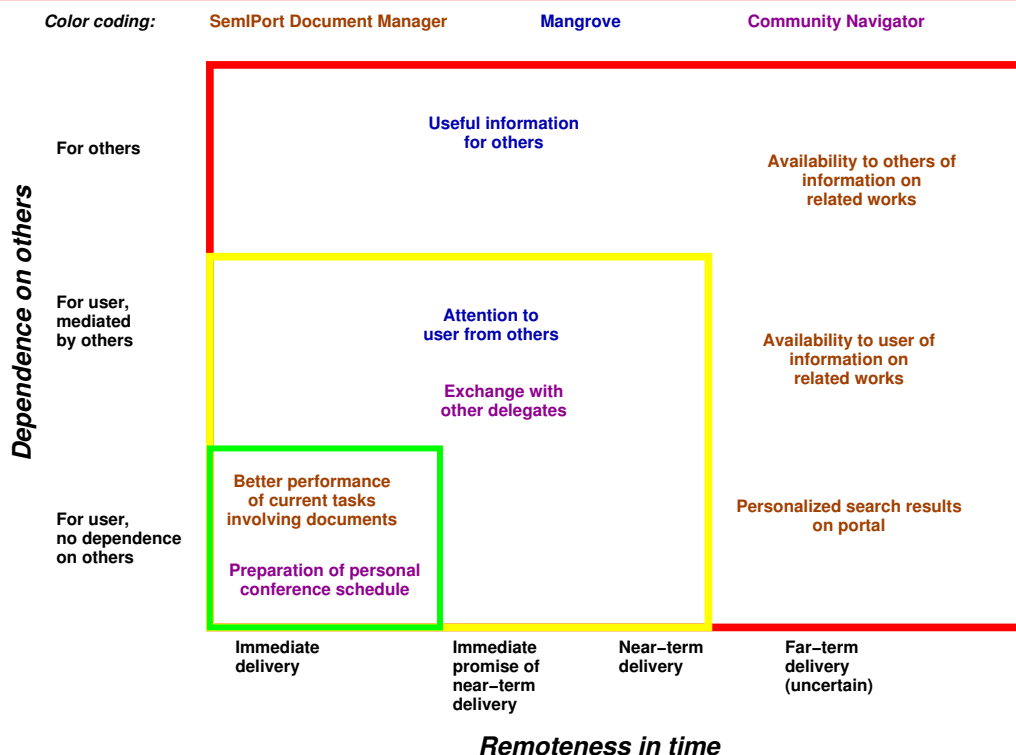
Further references

- Beenen, G., Ling, K., Wang, X., Chang, K., Frankowski, D., Resnick, P., & Kraut, R. (2004). Using social psychology to motivate contributions to online communities. In J. Herbsleb & G. Olson (Eds.), *Proceedings of the 2004 Conference on Computer-Supported Cooperative Work* (pp. 212–221). New York: ACM.
- Cosley, D., Frankowski, D., Terveen, L., & Riedl, J. (2006). Using intelligent task routing and contribution review to help communities build artifacts of lasting value. In R. Grinter, T. Rodden, P. Aoki, E. Cutrell, R. Jeffries, & G. Olson (Eds.), *Human factors in computing systems: CHI 2006 conference proceedings* (pp. 1037–1046). New York: ACM.
- Grudin, J. (1994). Groupware and social dynamics: Eight challenges for developers. *Communications of the ACM*, 37(1), 92–105.
- McDowell, L. (2004). *Meaning for the masses: Theory and applications for semantic web and semantic email systems*. Dissertation, Department of Computer Science and Engineering, University of Washington.

The strategy illustrated in the next slide is also applied in the work described in: Takeda, H., & Ohmukai, I. (2005). Bulk semantic web applications as information/knowledge sharing systems. In D. Zbor (Ed.), *Proceedings of the Workshop on End Users Aspects of the Semantic Web*. Heraklion, Greece.



Overview of Types of Benefit (2)





Existing Areas of Research

Social psychology

- Examples
 - Collective effort theory
 - Goal setting theory
- Utility
 - The theories generate unobvious predictions
 - ... but these often aren't confirmed in practical settings

Groupware, online communities

- Utility
 - The ideas have been tested in practical settings
 - ... but these settings are somewhat different from those of semantic web applications



Some Ideas From Research

How to (maybe) motivate users to contribute

- Emphasize the uniqueness of their possible contribution
 - "Only you can do this"
- Remind them of the benefits (for themselves, for the group)
 - ⇒ May backfire
- Publicize their contributions
 - With or without quality ratings

Caveat

- Try it out in your setting first!

Cf. Beenen et al. (2004), Cosley et al. (2006) (references given above)





How to Involve Users in Research Introduction

- This final section turns to the general question of how research on semantic web technologies can benefit from increased involvement of users
- It specifically addresses concerns that have been voiced by members of the semantic web community
- Further information concerning the involvement of users in design and evaluation can be found in the following sources, among many others:
 - Jacko, J., & Sears, A. (Eds.) (2006). *Human-computer interaction handbook (2nd ed.)*. Mahwah, NJ: Erlbaum.
A comprehensive handbook whose second edition will be appearing within the next few months
 - Stone, D., Jarrett, C., Woodroffe, M., & Minocha, S. (2005). *User interface design and evaluation*. San Francisco: Morgan Kaufmann.
One of several good introductory textbooks
 - Mayhew, D. (1999). *The usability engineering lifecycle: A practitioner's handbook for user interface design*. San Francisco: Morgan Kaufmann.
A more practically oriented, how-to-do-it guide to all phases of the usability engineering lifecycle



Why Not to Conduct User Studies (1)

1. The results of user tests are always positive anyway, so why bother?
 - The negative results don't get published, but they may be the most valuable ones for you
2. We love our systems and know that they're great
 - A generally useful motto is "Users aren't like you"
 - On the other hand, don't assume that they are different in every way (e.g., incapable of understanding even in general terms how a system works)



Why Not to Conduct User Studies (2)

3. By the time you get the results, it's too late to change anything
 - It's better anyway to involve users throughout the design and development lifecycle (see slide below)
4. The semantic web doesn't exist yet, so how can we test semantic web technologies?
 - It's not just a matter of testing (see the slide below)
 - You can study parts of larger systems
 - Making the parts worth using in themselves is a good idea anyway



Why Not to Conduct User Studies (3)

5. If you test your system with users, they may waste a lot of time dealing with uninteresting software bugs
 - This fact constitutes one advantage of the use of low-fidelity prototypes (e.g., Flash mockups or paper prototypes)



How to Exploit Knowledge About Users

| Phase | Activities |
|---------------------------------------|--|
| Analysis of requirements | Conduct observations, interviews, ... |
| Interface design | Apply design principles and guidelines, psychological knowledge, ... |
| Iterative testing with prototypes | Use cheap mockups where possible |
| Summative evaluation of final version | (Long-term) field studies, lab studies, ... |



Who Is Supposed to Do All This?

- Involve in your project one or more persons with some training and/or experience in user-centered design
- Can't afford it?
 - Get suitably trained students
 - ... or researchers who can also contribute technically



Conclusion

Reminder of the Questions Addressed

1. What have users GOT TO do with it?

- Communicate with the system without being overwhelmed by ontologies
- Form an adequate mental model of what's going on
- See enough reasons to contribute for the common good
- (and many other things not covered in this talk)

2. What have users GOT TO DO WITH it?

- We need their participation at all stages if we want to develop applications that will be usable and *used*