

Highlights from

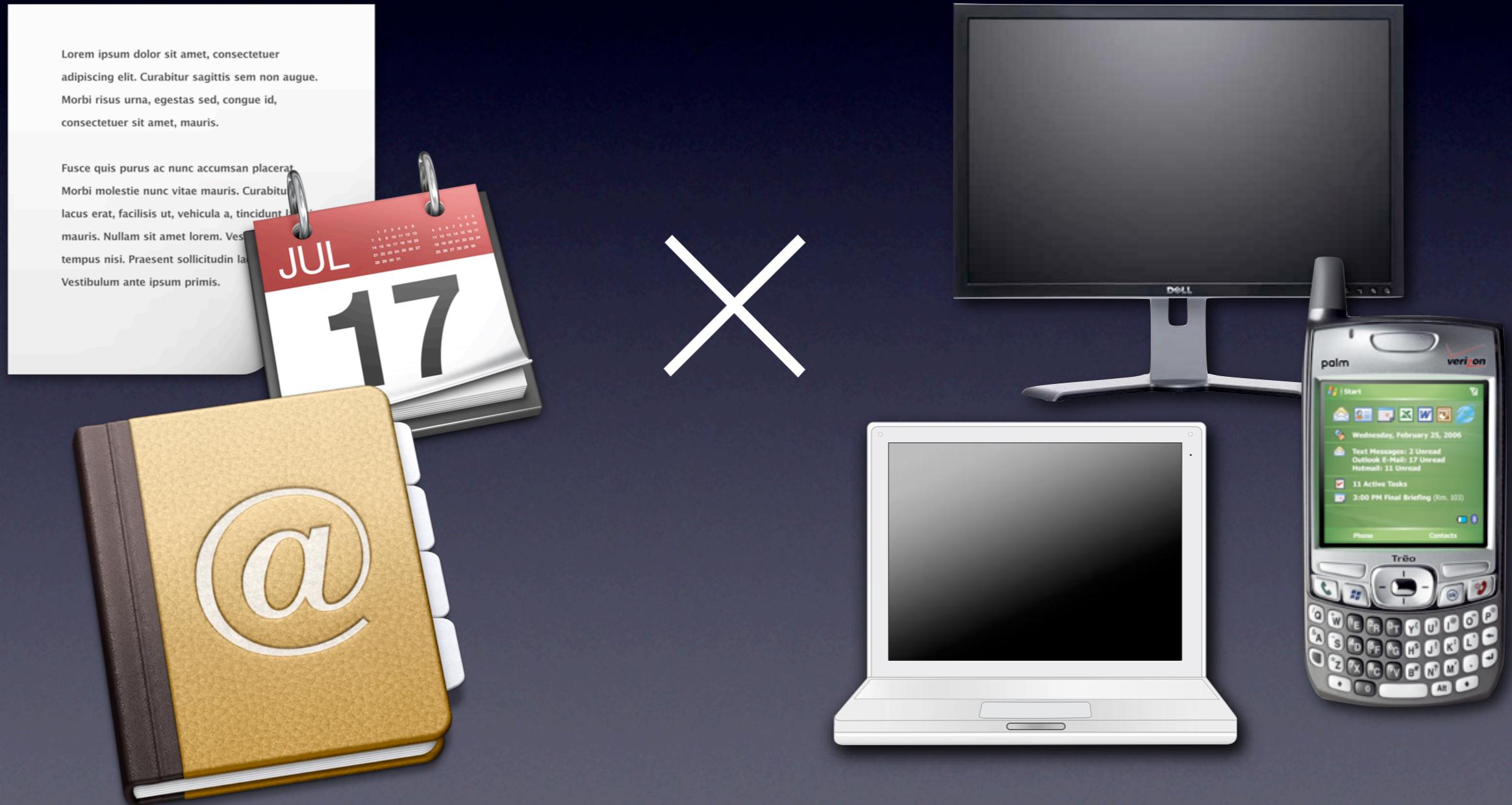
Mental Workload at Transitions between Multiple Devices in Personal Information Management

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VirginiaTech

Personal information, Multiple devices



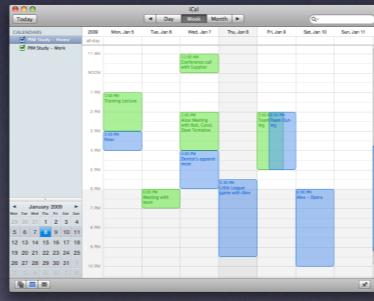
Problem Domain

- Is there a difference in mental workload when users perform tasks using multiple devices?
- Increased perception of task difficulty?
- Does switching to alternate strategies result in lower workload?

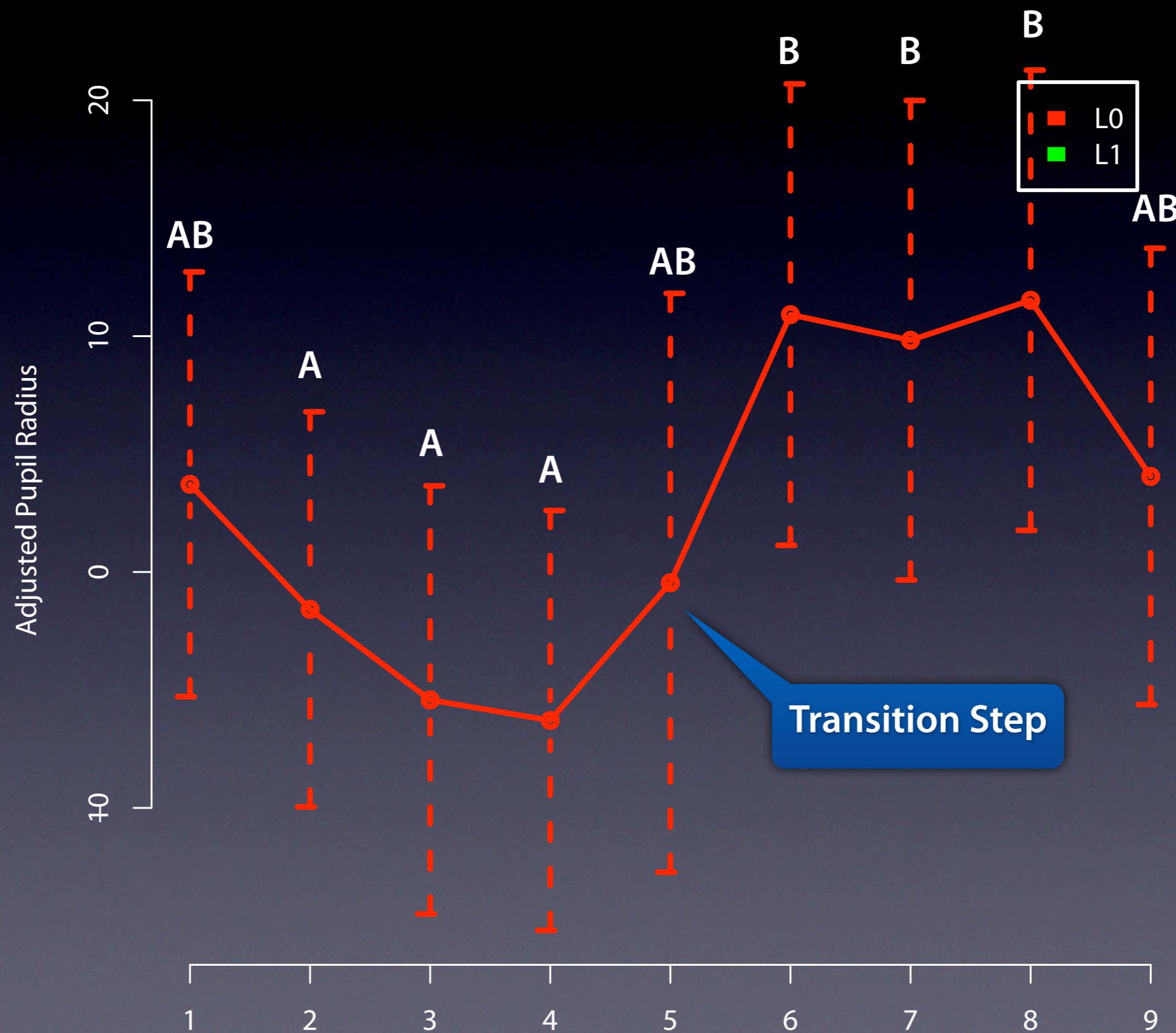
Mental workload

- [...] “*that portion of operator information processing capacity or resources that is actually required to meet system demands.*” [O'Donnell and Eggemeier, 1986]
- Subjective measure: NASA Task Load Index (TLX)
- Physiological measure: Task-Evoked Pupillary Response (TEPR)

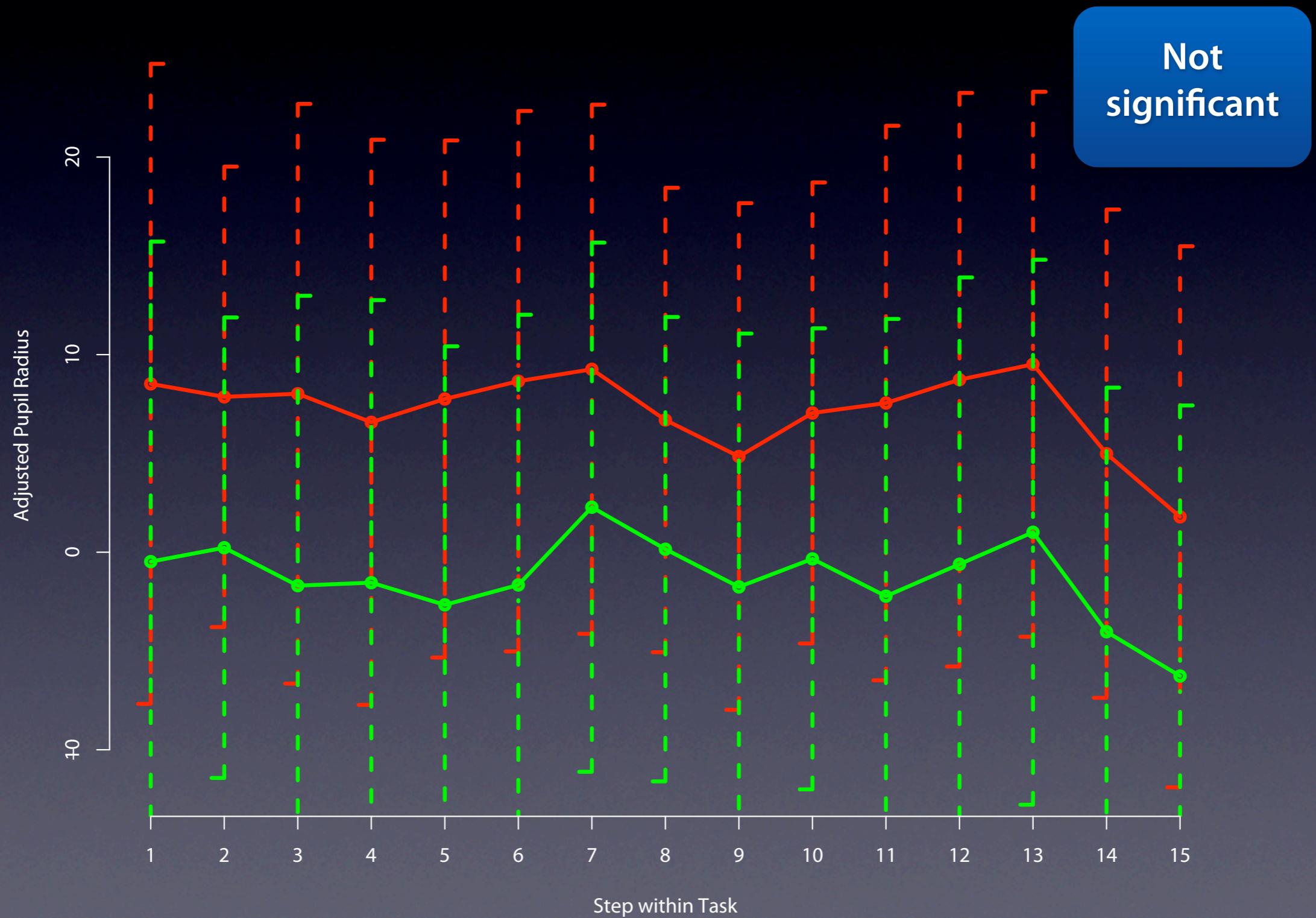
Experiment design

	Files	Calendar	Contacts
Level 0			
Level 1			

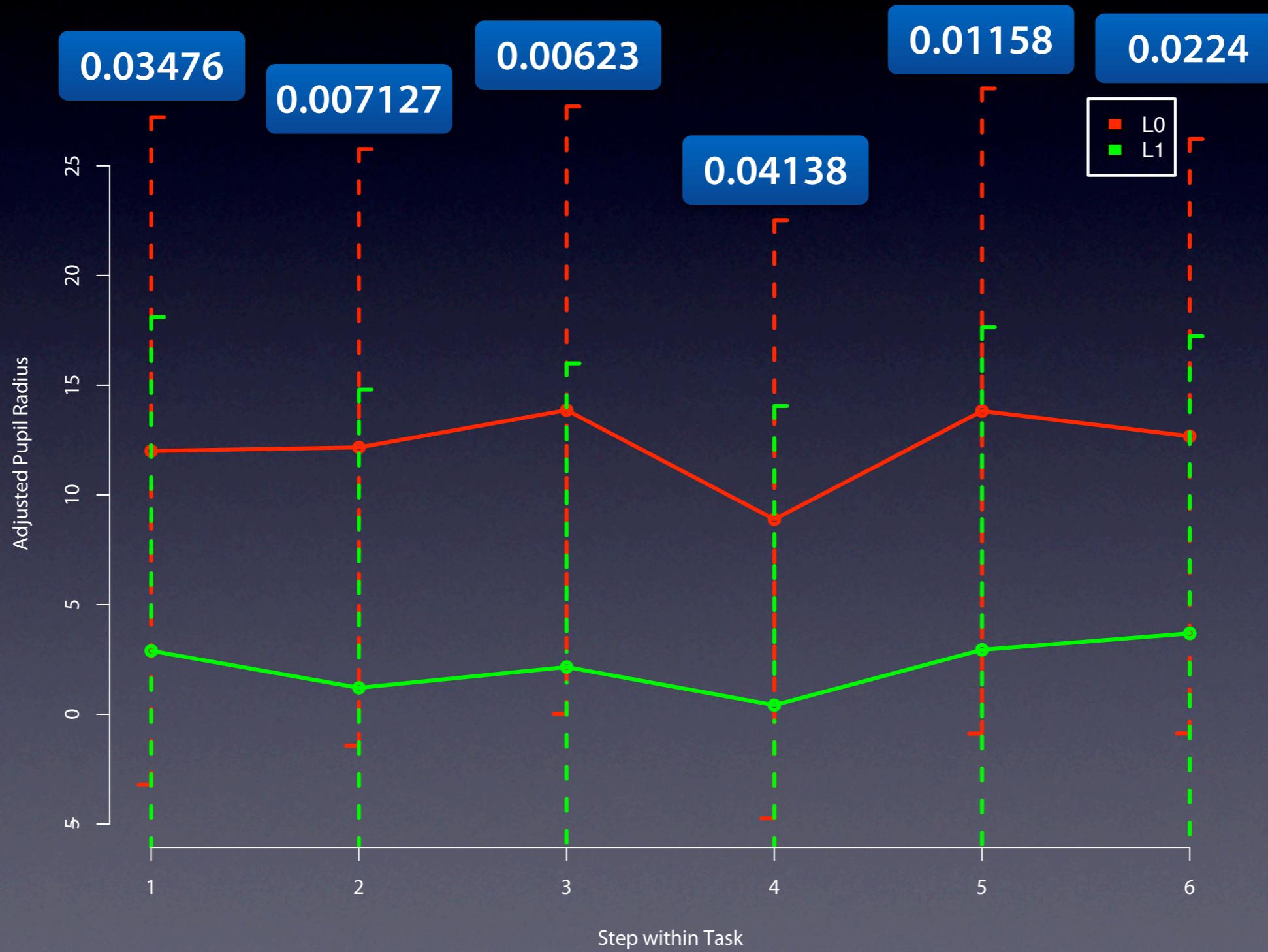
Files task, L0 — TEPR



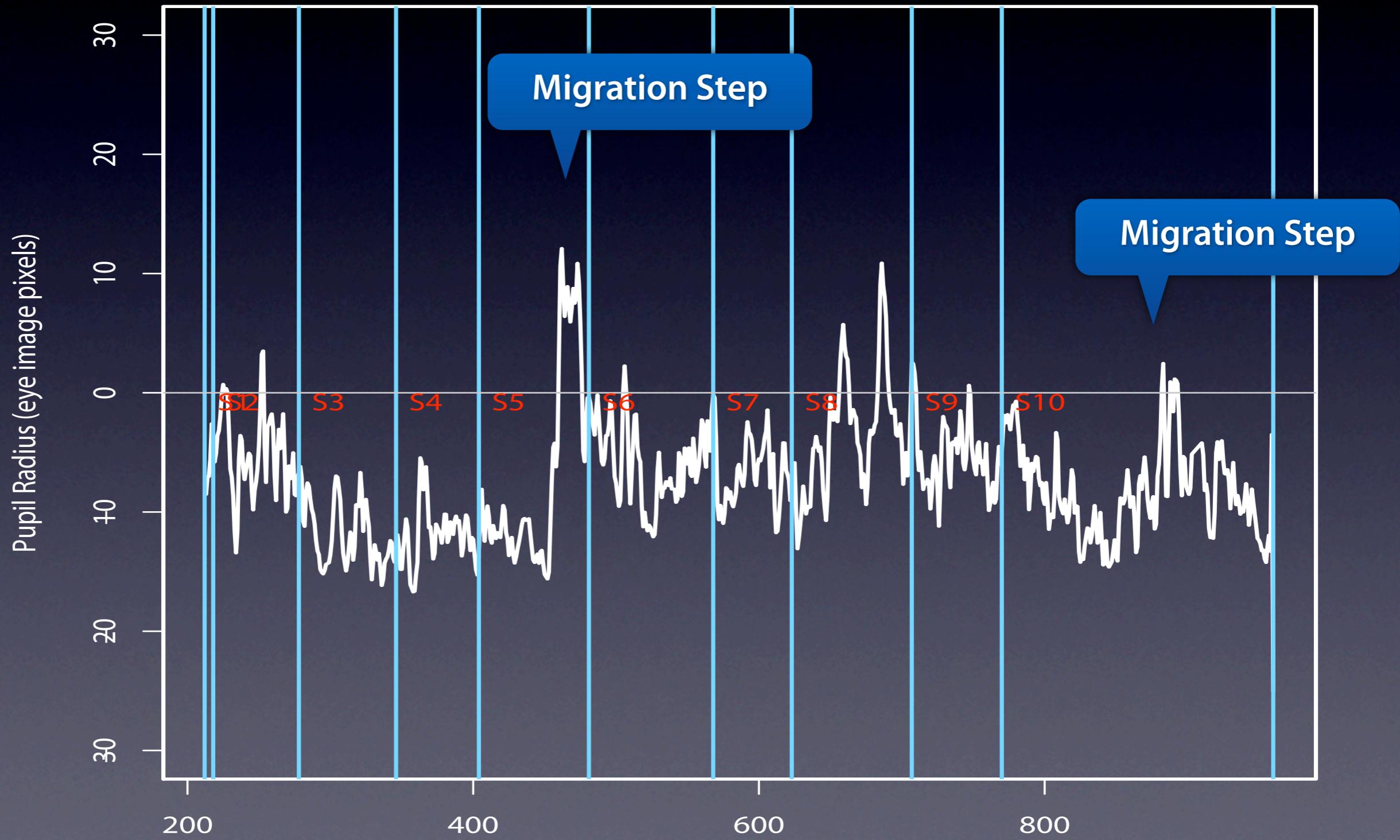
Calendar task — TEPR



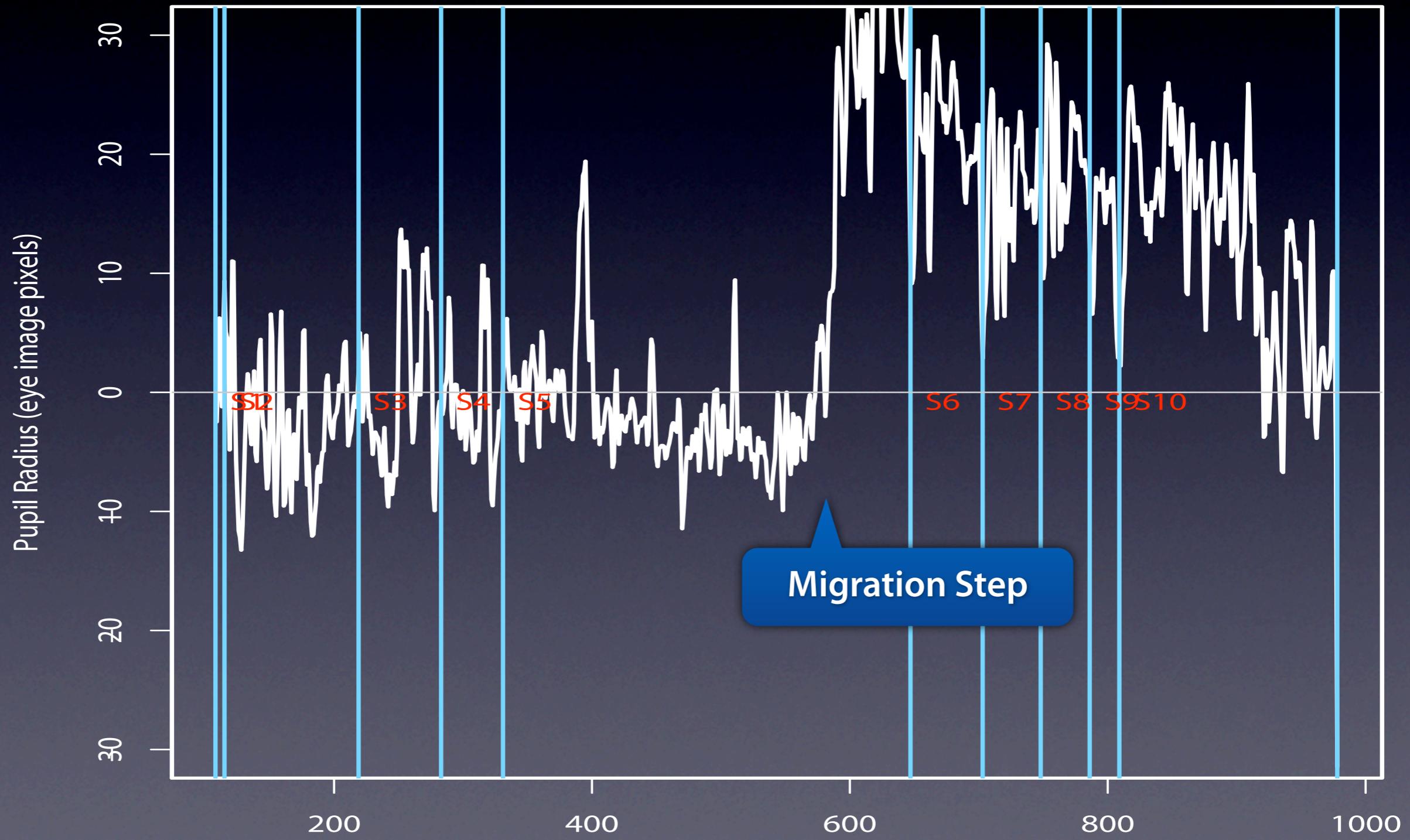
Contacts task — TEPR



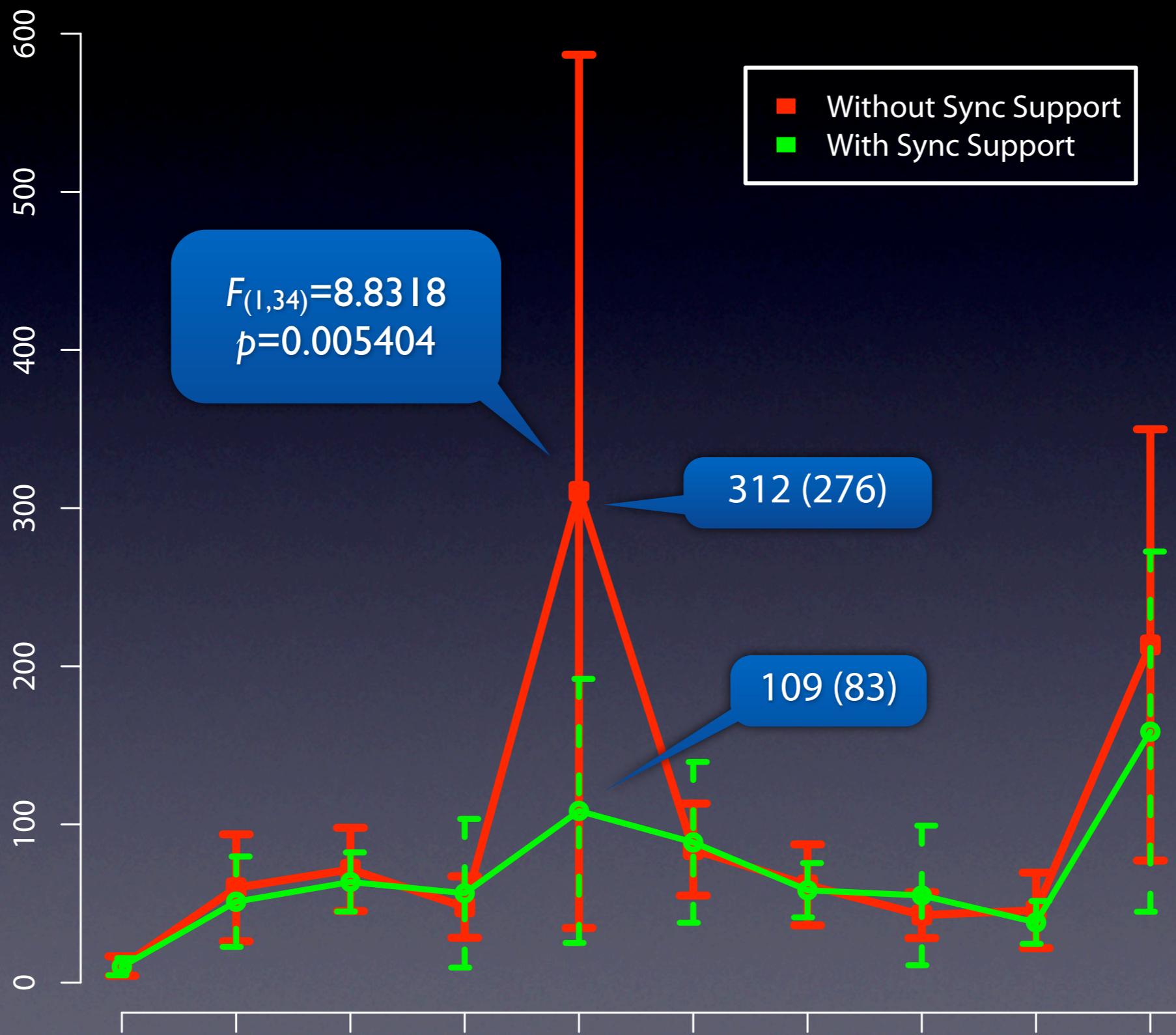
Files L0: Migration Step



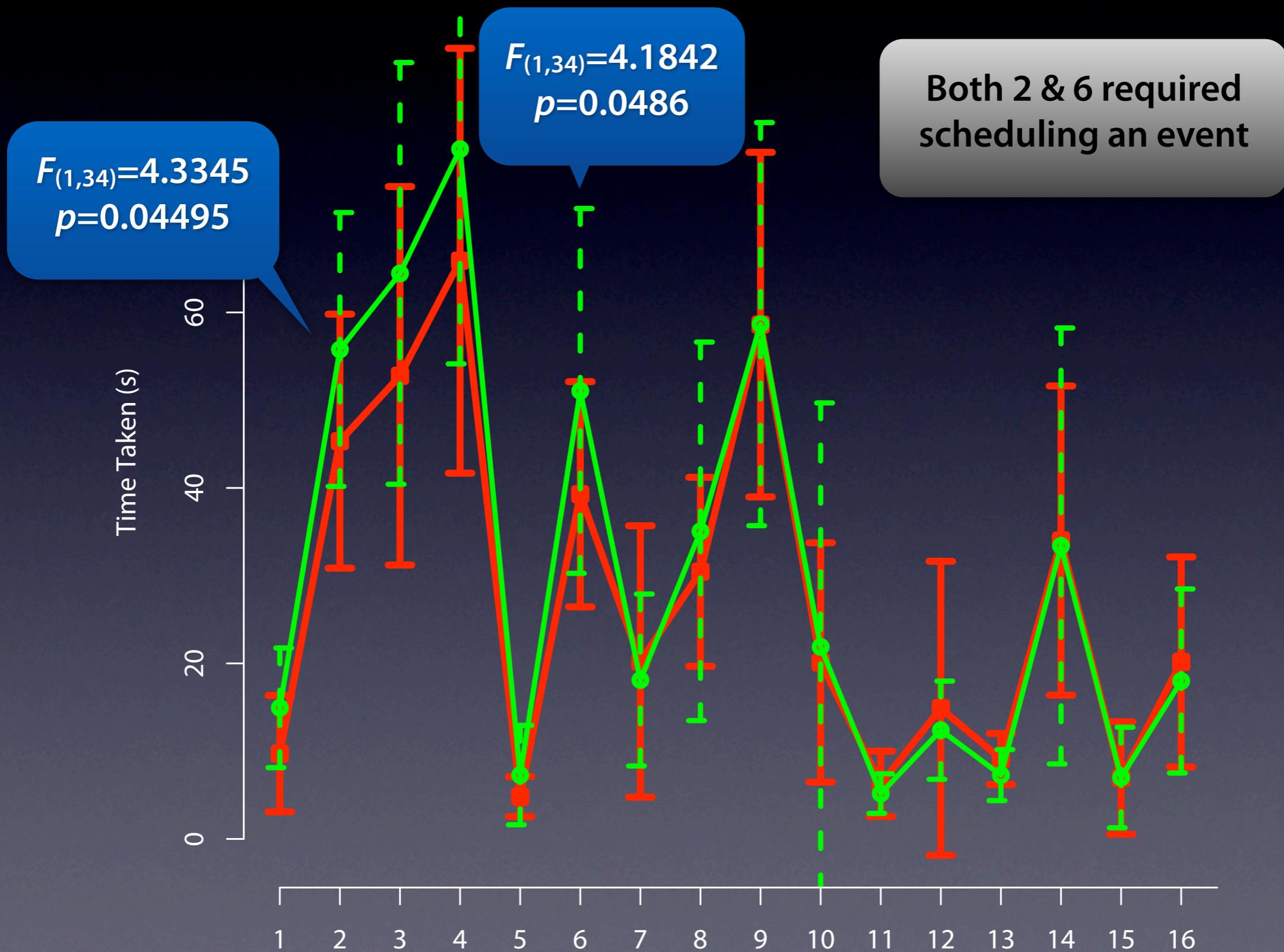
Files L0: Migration Step



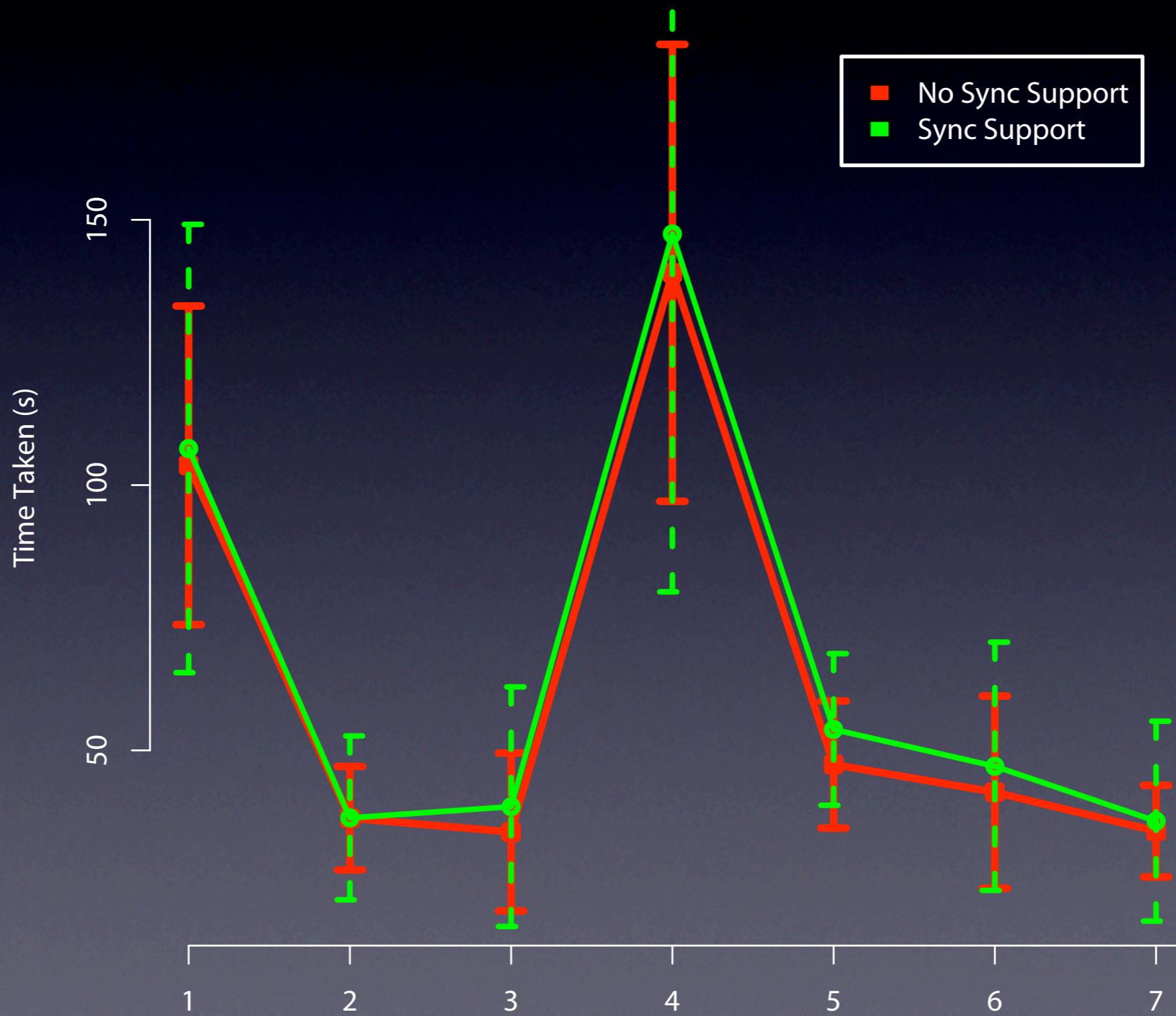
Files — Time



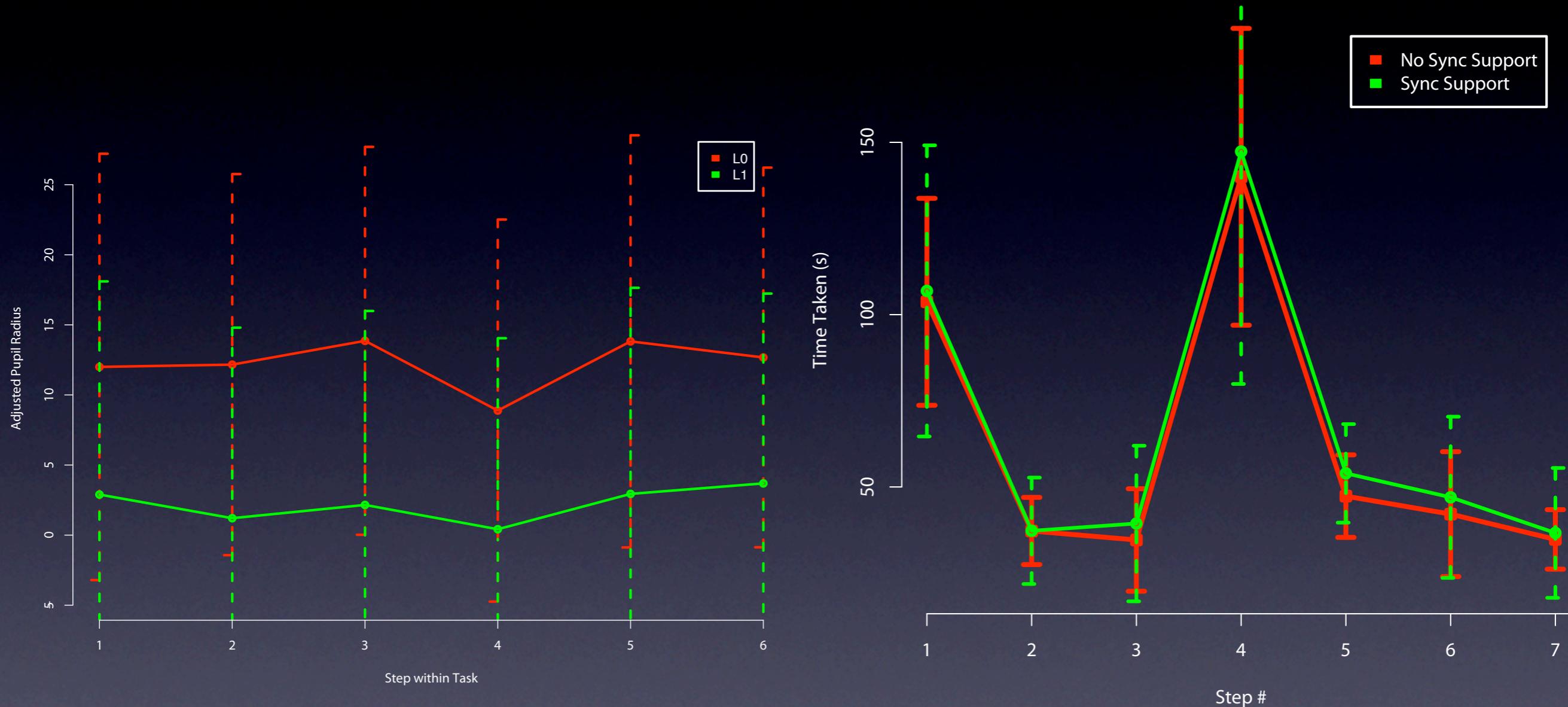
Calendar task — Time



Contacts task — Time



Calendar task — TEPR, Time



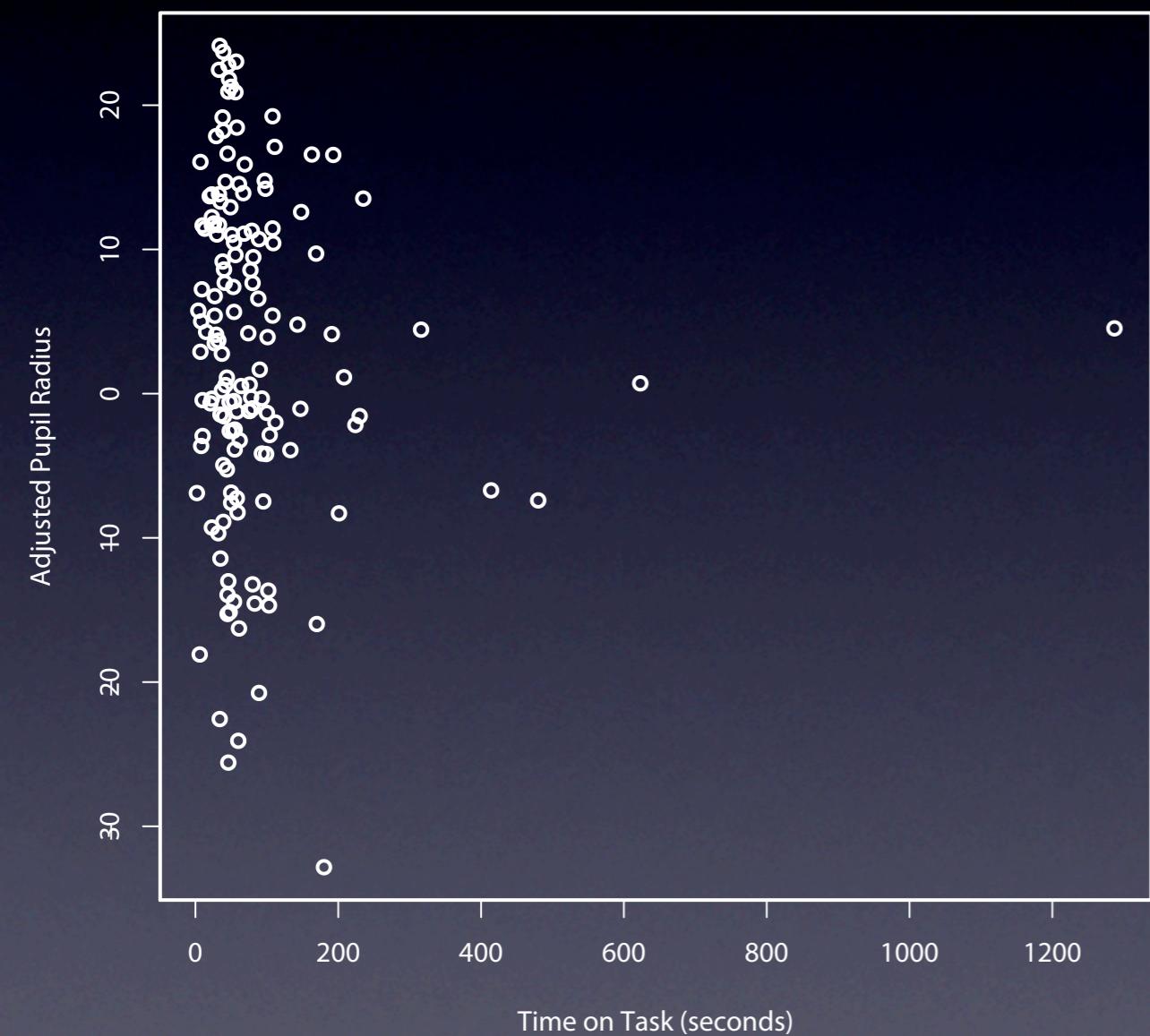
Same time, but higher workload in L0:
More mental workload for same performance

Workload — Time

- TLX correlation significant only for Files
- No significant correlation between TEPR and time.
- Sensitivity of tasks?

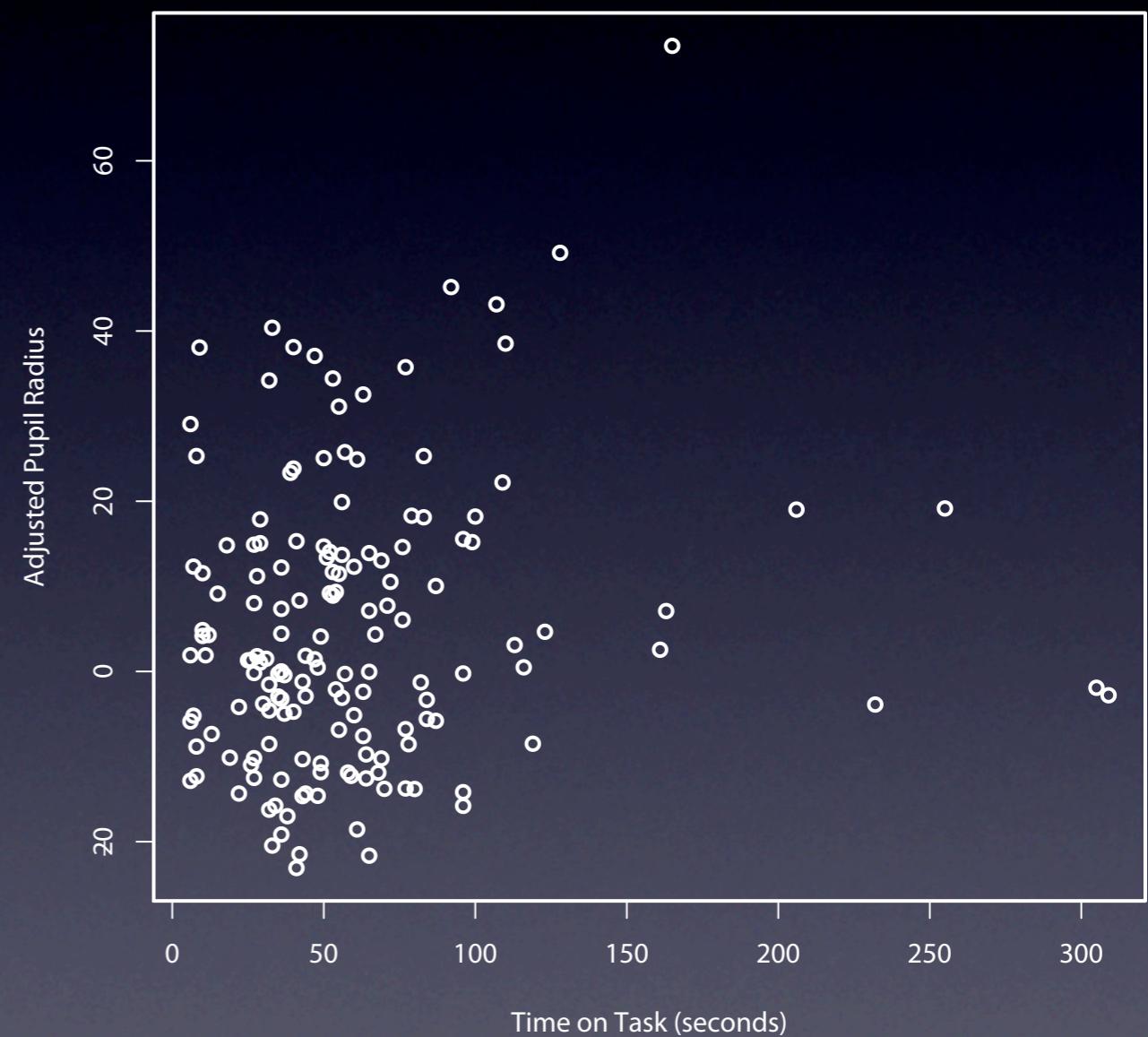
TEPR: Files

Files Level L0



$r=-0.062, p=0.46$

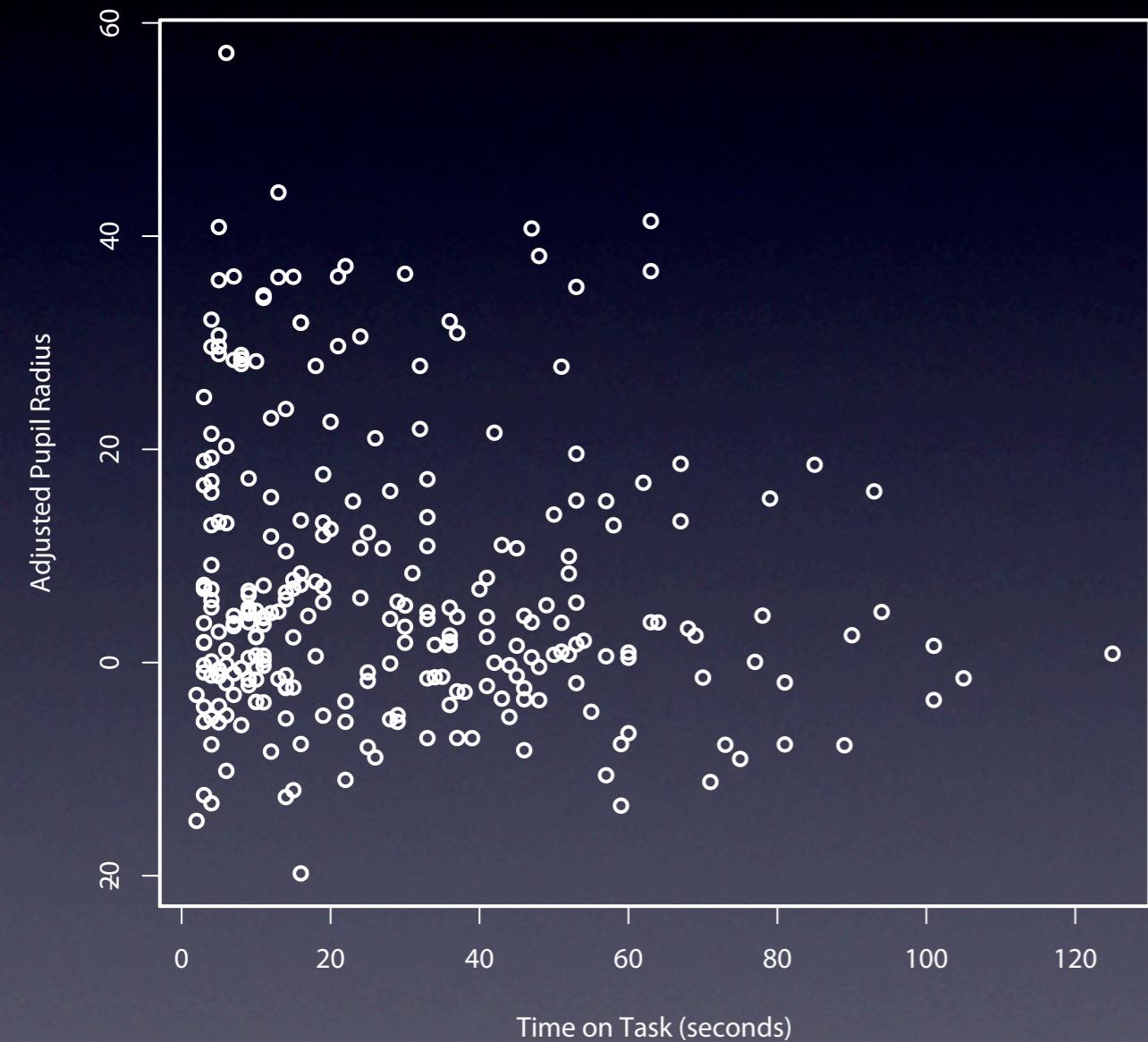
Files Level L1



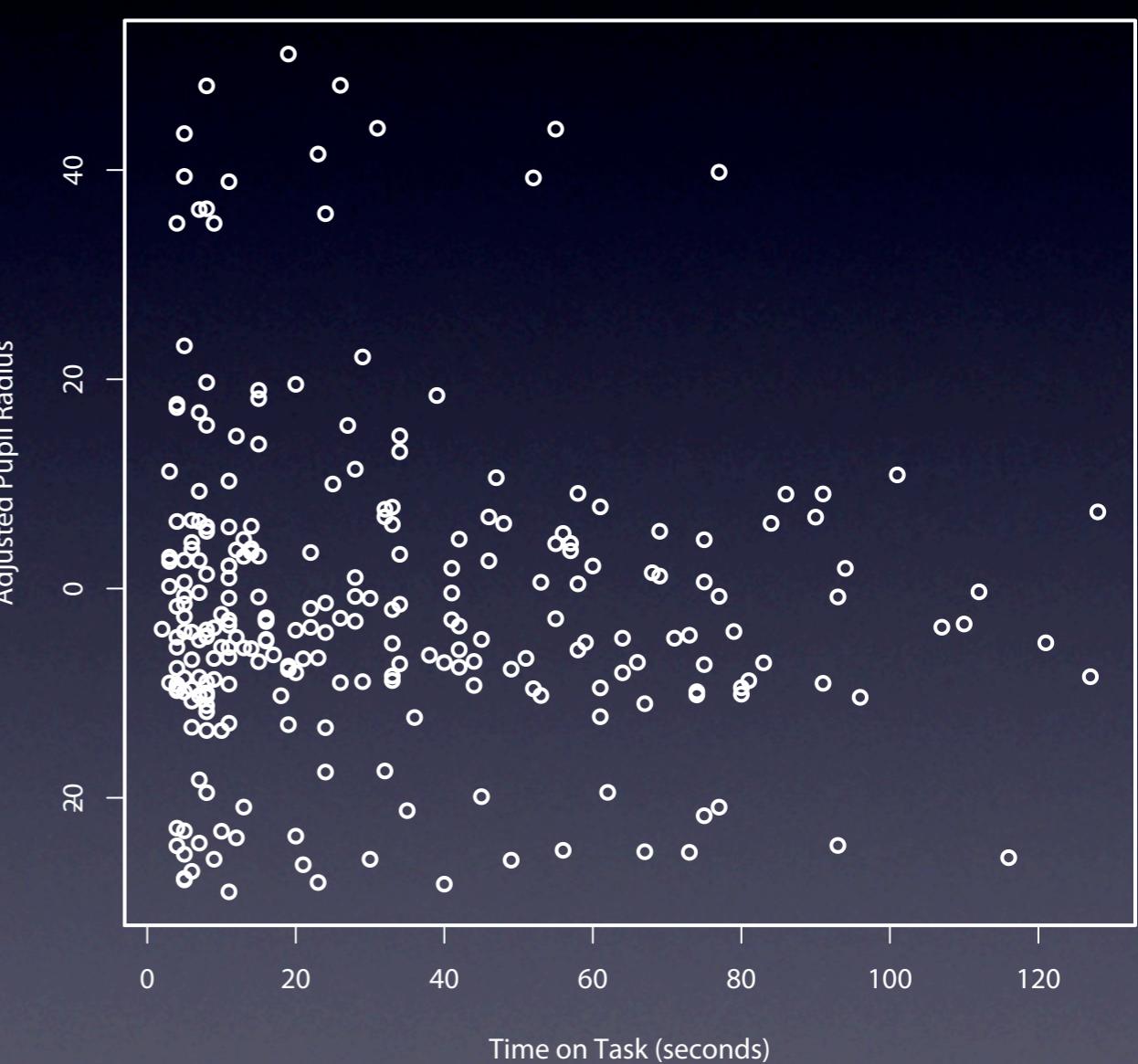
$r=0.15, p=0.06$

TEPR: Calendar

Calendar Level L0



Calendar Level L1

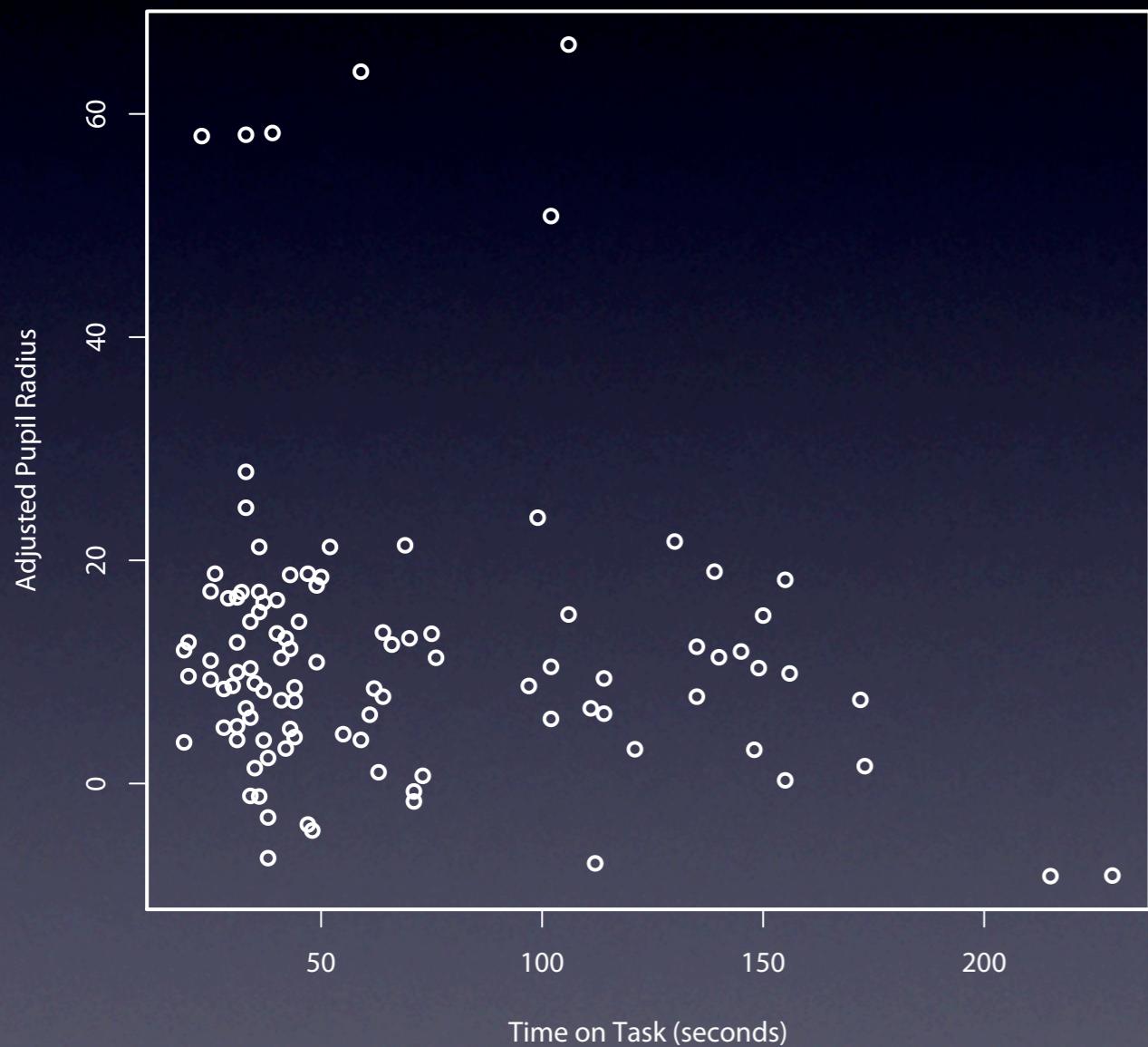


$r=-0.11, p=0.08$

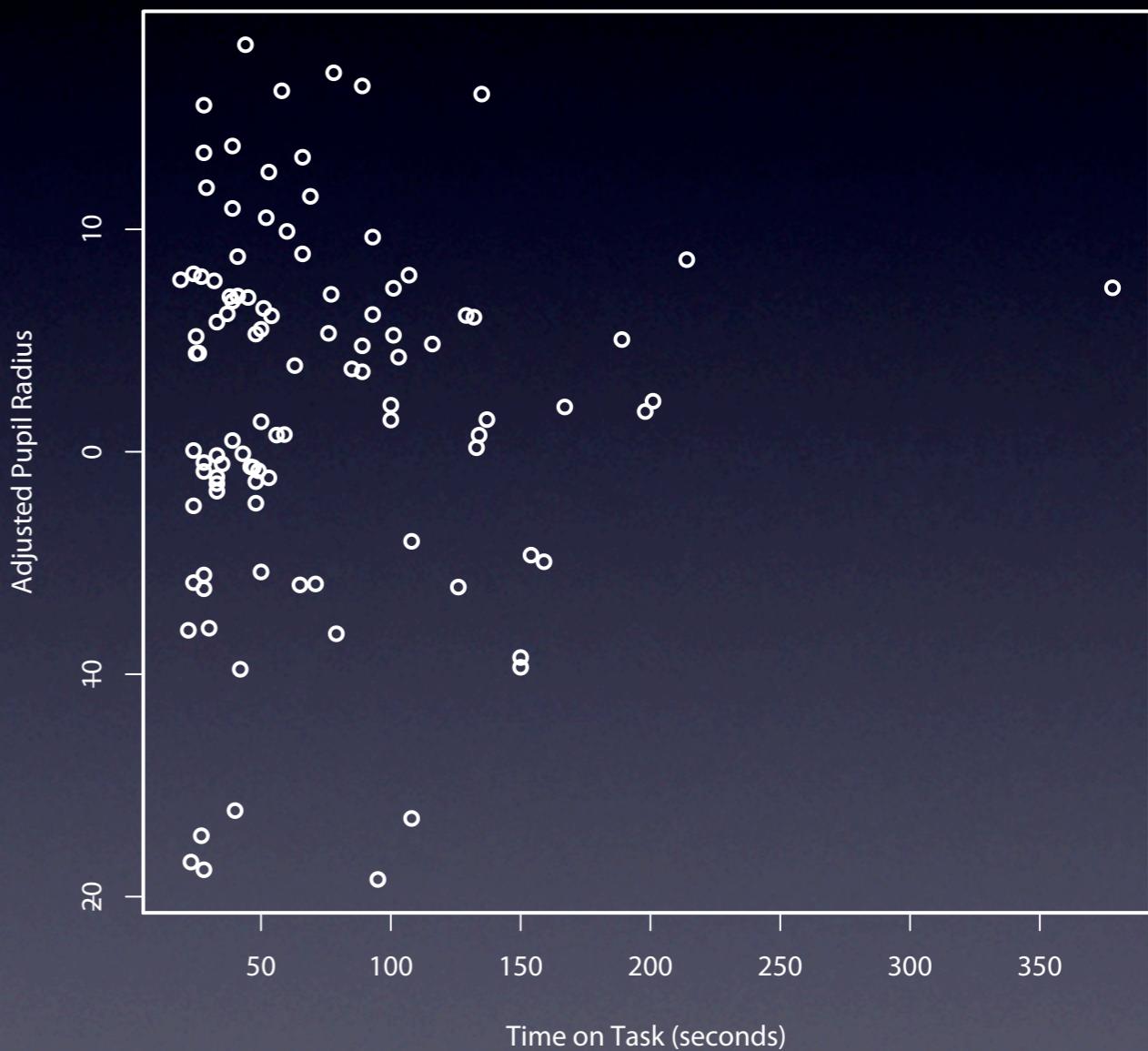
$r=-0.067, p=0.28$

TEPR: Contacts

Contacts Level L0



Contacts Level L1



$r=-0.013, p=0.18$

$r=0.415, p=0.68$

Mental Workload in PIM

- Workload is a useful metric to understand PIM at a sub-task level.
- Provides alternative to performance measurement (e.g. same performance but high workload.)
- Continuous measure of workload provides important information about sub-tasks that subjective measures could not capture

Holistic Usability

- Traditional usability: effectiveness, efficiency and satisfaction (ISO definition)
- Computing is situated, cognition is distributed
- ∴ Must evaluate tools & tasks *in situ*.
- Device transitions are not designed well.

Future work: Hot Cognition

- Emotion, pleasure, frustration, likability
- Maslow's hierarchy applied to interaction:
 - 1: Function, 2: Usability, 3: Pleasure.
 - Usability is necessary, but not sufficient.
 - Quality of life, Perceived ease of use/ usability metrics, happiness.

Questions & comments



Thank you!