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Structuring Relations Between User Tasks and Interactive Tasks using a Visual Problem-Solving Approach

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DEFINITION

- A task is a two-faceted concept that includes:
 - User tasks refer to cognitive operations performed by a user to address domain problems.
 - Interactive tasks refer to logical sequences of interactions that carry out the user tasks.
- User tasks and interactive tasks are related according to their role in a visual problem-solving approach.



RELATION

Domain of User's problems



Domain of Designer's Visual Solutions

RELATION

Domain of User's problems



Domain of Designer's Visual Solutions

RELATION-CASE EXAMPLE



Domain of Designer's Visual Solutions

Land-use contexts of the Tallinn city

USER TASKS





THREE PRIMITIVE USER TASKS

- Identification focuses on finding attribute values at the elementary level or patterns at the general level, corresponding to the questions who and what.
- Localization focuses on positioning the known data components and their attributes at the elementary level or known patterns at the general level in space and/or time, corresponding to the questions where and when.
- **Comparison** focuses on finding the similarities and differences among data components, corresponding to the questions how.
- Other user tasks apart from the above three primitives can be decomposed into a sequence of primitive tasks.



INTERACTIVE TASKS: A SUMMARIZATION OF TAXONOMIES OF INTERACTION OPERATORS



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RELATION-CASE EXAMPLE

User: Urban geographer

Problems: urban space consumption by suburban residents

Examples of questions:

How many suburban residents have regular connection to the core city?
How complex is the regular trip to city? Most of trips have diversity of destinations and land-use functions?

User Tasks:

- Identify suburban residents who have temporal periodicity of connection to the core city

- Compare movement sequence on property of space among the suburban residents

Interactive tasks: Encode-Select-Sort-Filter

Data components:

- Spatial locations,
- Temporal stamps,
- Thematic attributes of the residents,
- Land-use contexts of the Tallinn city





















CONCLUSION

- This paper presents a refined taxonomy of user tasks and interactive tasks
 - Establish a logical structure between user tasks and interactive tasks through the roles they play in a visual solution design process
 - Investigate the composition of both tasks.
 - Identify three primitive user tasks
 - Extract and merge interaction operators with same functions
- Intends to support those who seek parameters for designing visual solutions to users' domain problems.

