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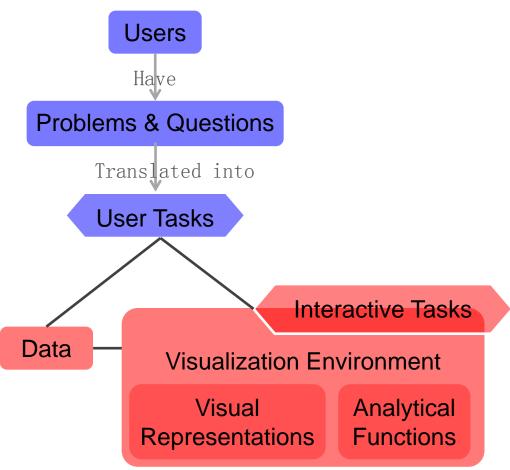
DEFINITION

- 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

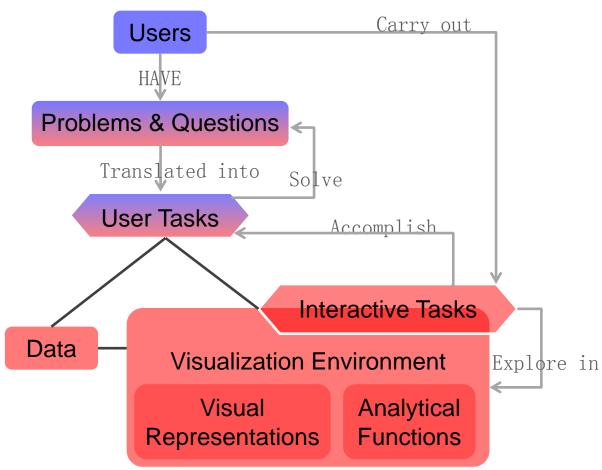
Domain of User's problems



Domain of Designer's Visual Solutions

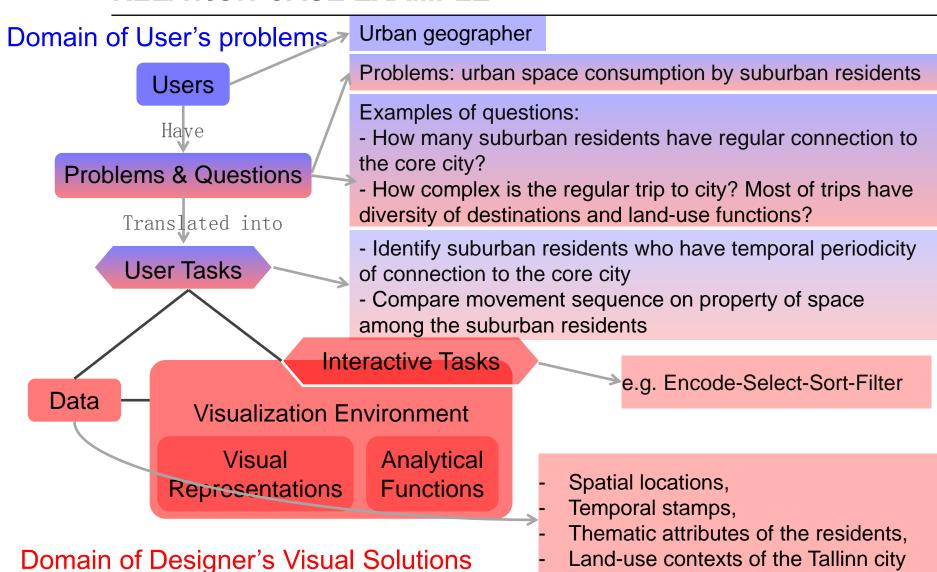
RELATION

Domain of User's problems

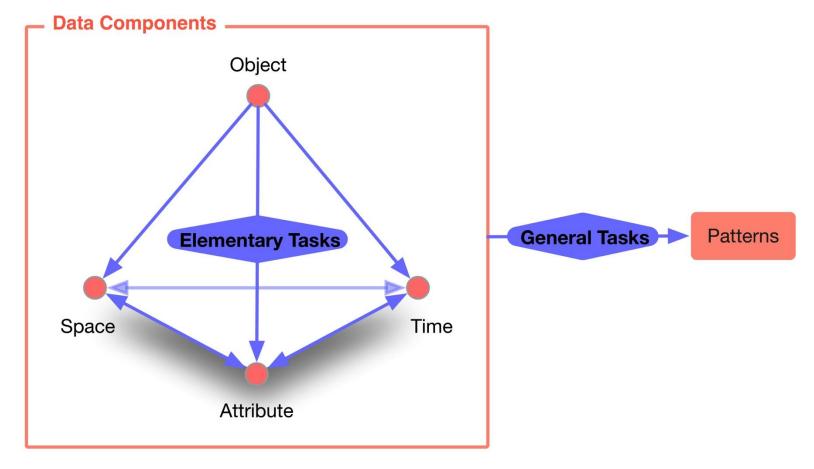


Domain of Designer's Visual Solutions

RELATION-CASE EXAMPLE



USER TASKS



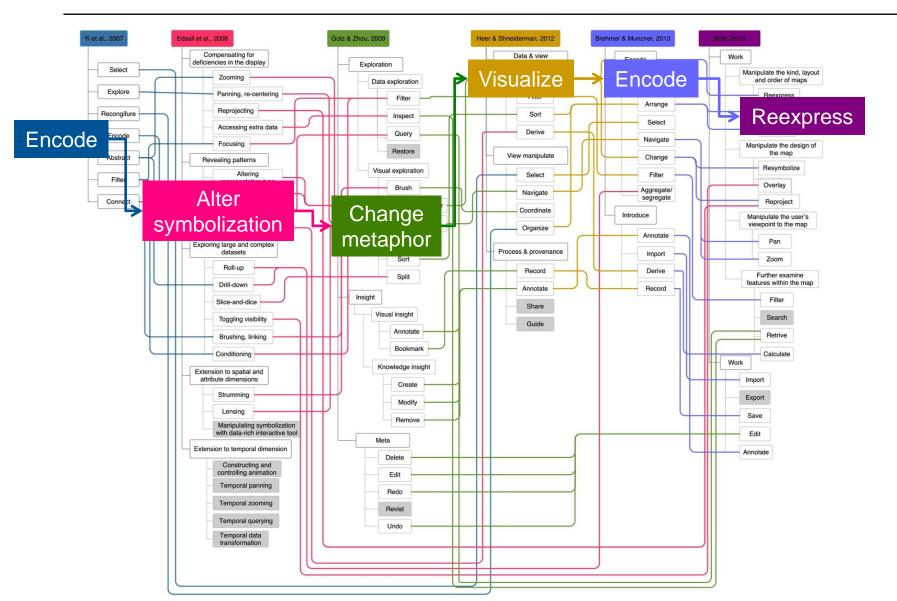


THREE PRIMITIVE USER TASKS

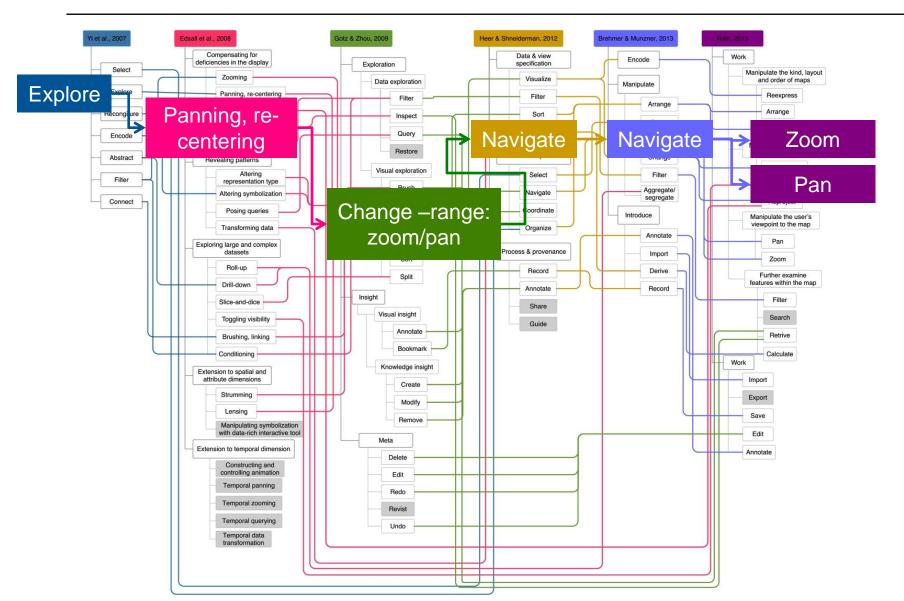
- Identification focuses on finding attribute values at the elementary level or patterns at the general level, corresponding to the questions who and what.
- Localization focuses on positioning the known data components and their attributes at the elementary level or known patterns at the general level 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.



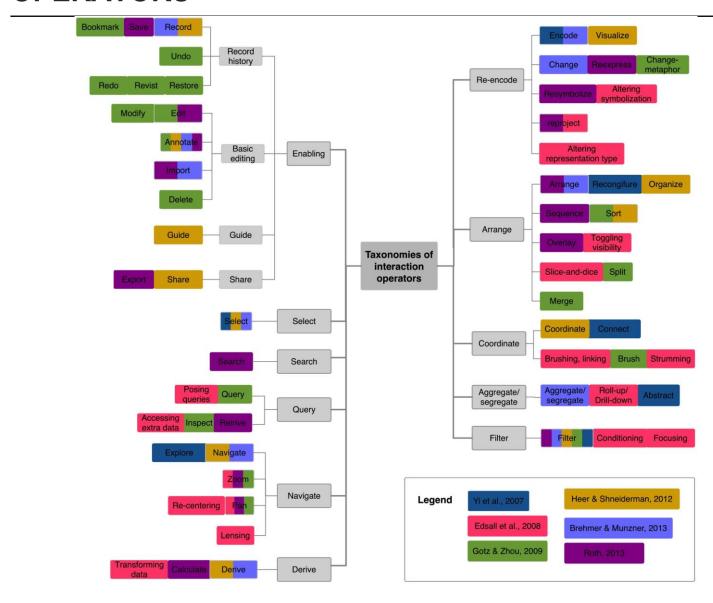
INTERACTIVE TASKS: A SUMMARIZATION OF TAXONOMIES OF INTERACTION OPERATORS



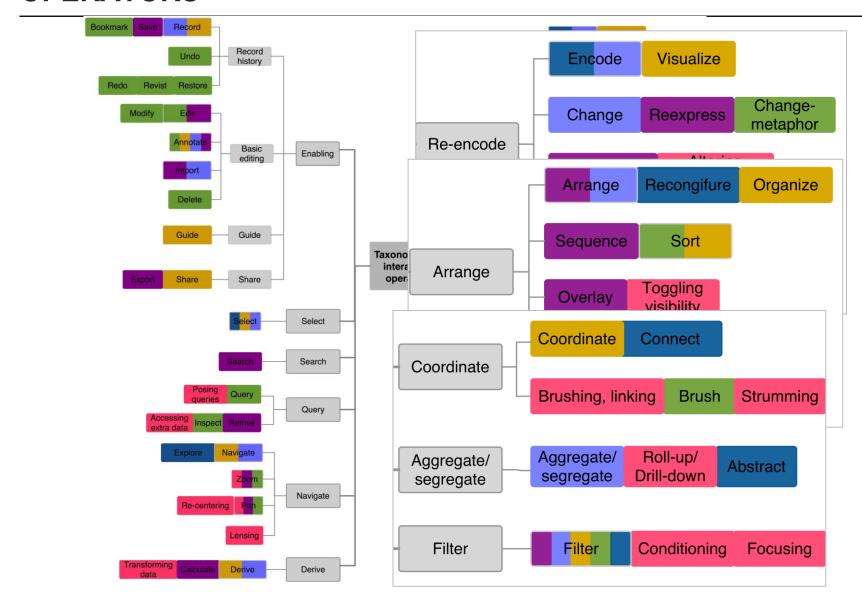
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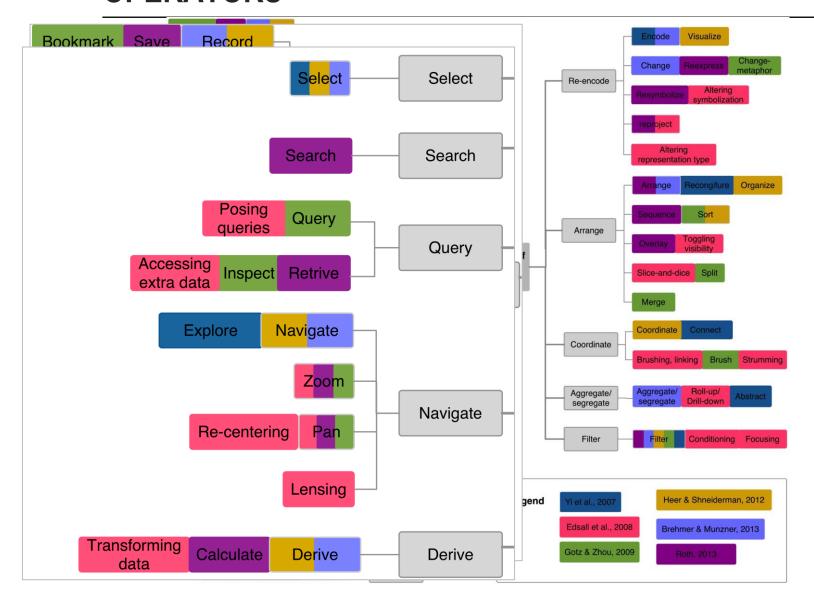
INTERACTIVE TASKS: TAXONOMY OF INTERACTION OPERATORS



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INTERACTIVE TASKS: TAXONOMY OF INTERACTION OPERATORS



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:

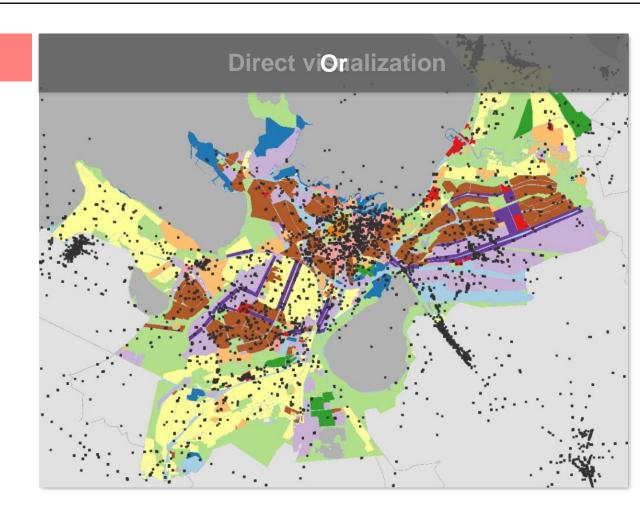
- Identify suburban residents who have temporal periodicity of connection to the core city
- Compare movement sequence on property of space among the suburban residents

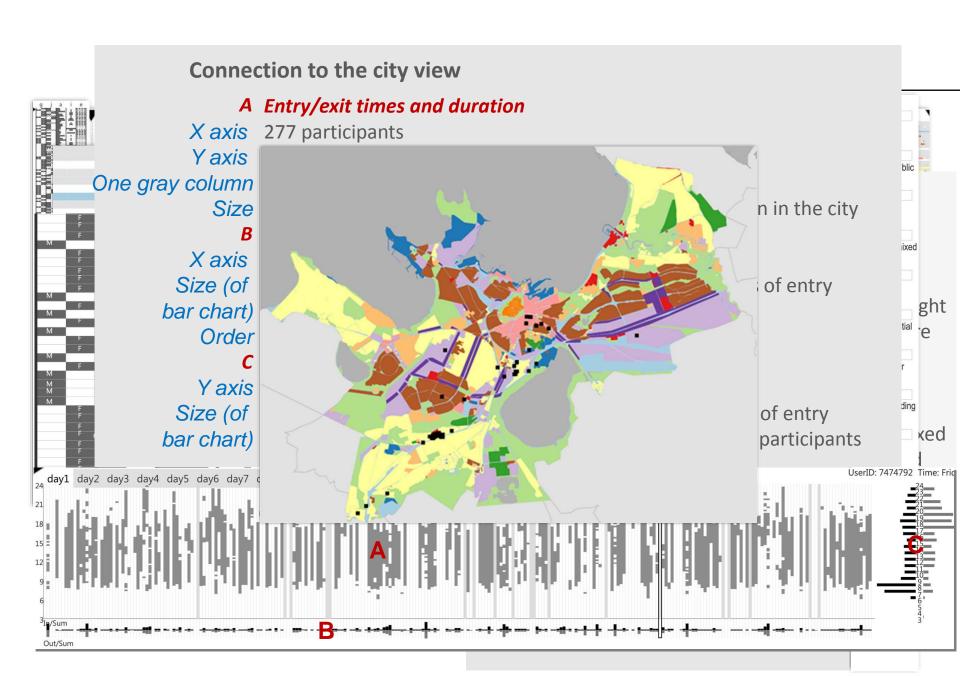
Interactive tasks: Encode-Select-Sort-Filter

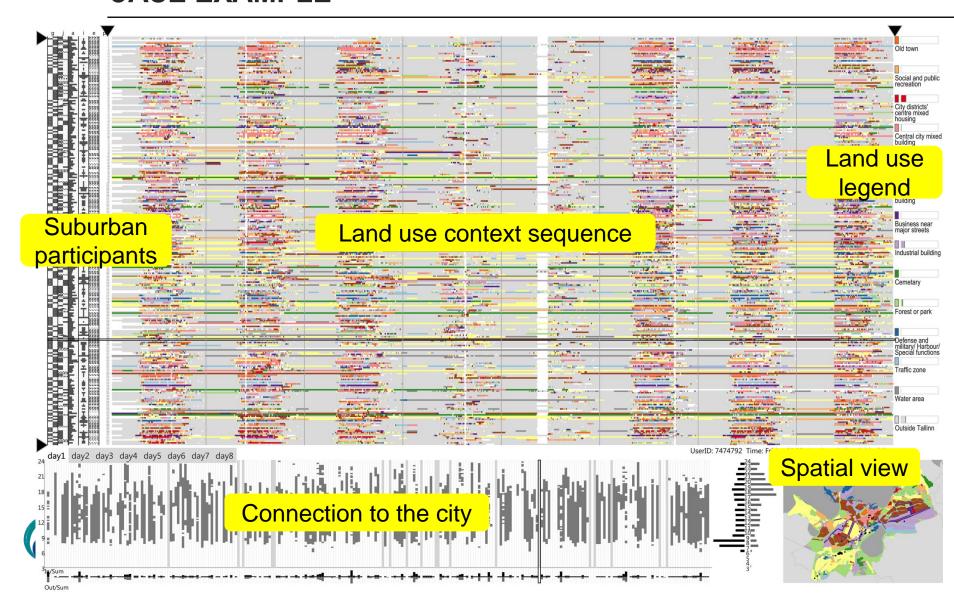
Data components:

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

Encode data







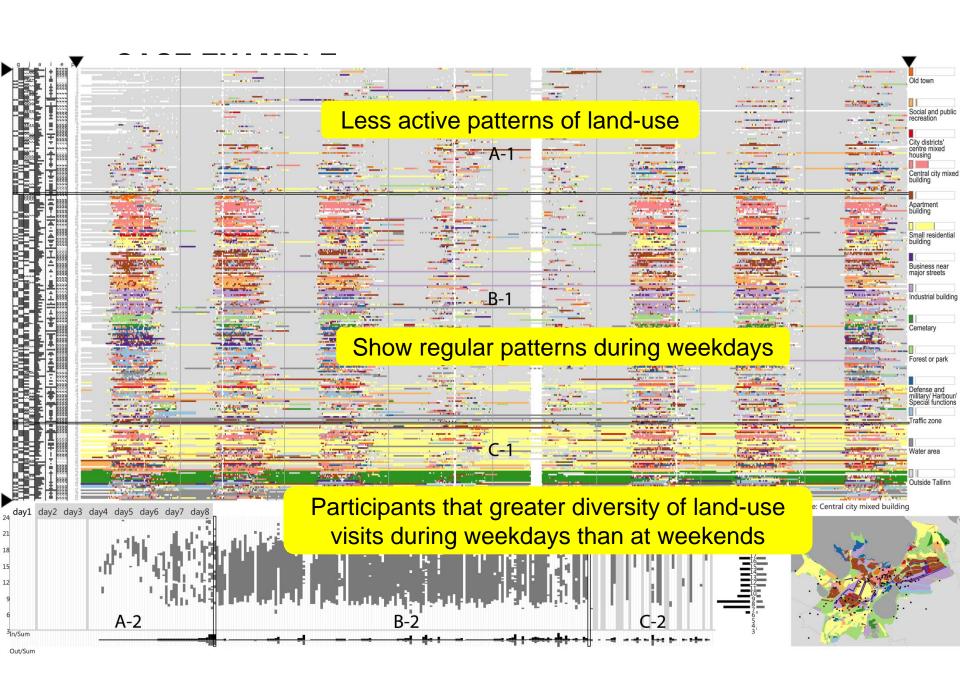
Encode data



Sort residents by the number of time they were entering the city on one weekday



Sort residents by land-use types visited by residents at working, then leisure and then home times on the same day



Encode data



Sort residents by the number of time they were entering the city on one weekday



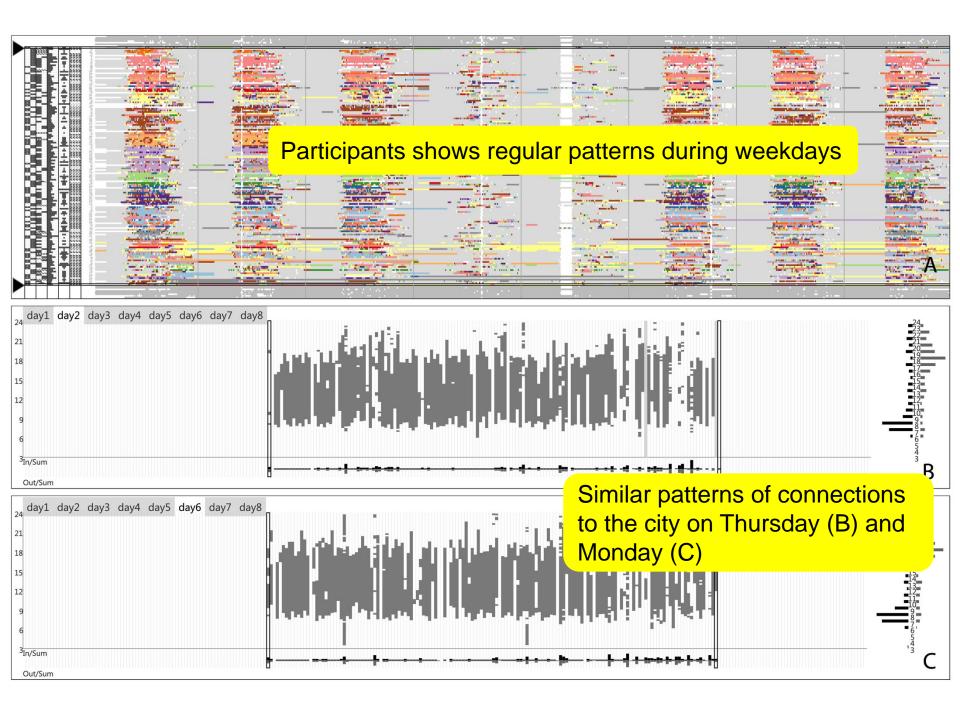
Sort residents by land-use types visited by residents at working, then leisure and then home times on the same day



Filter to show the residents who show regular pattern during weekdays



Filter to show connections to the city on Thursday and Monday



Encode data

Sort residents by the number of time they were entering the city on one weekday

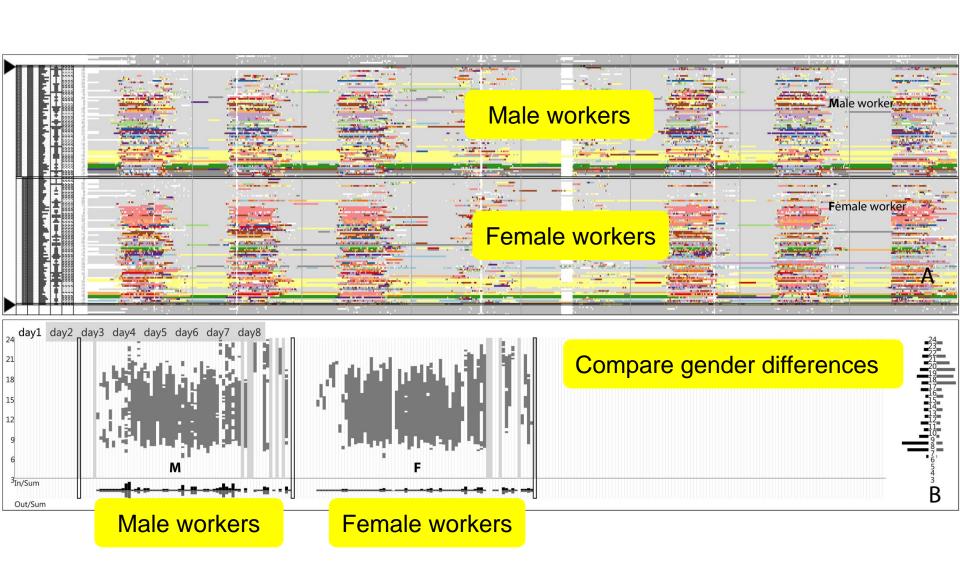
Sort residents by land-use types visited by residents at working, then leisure and then home times on the same day

Filter to show the residents who show regular pattern during weekdays

Filter to show connections to the city on Thursday and Monday

Filter to show the group residents of "worker"

Sort by gender



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.

