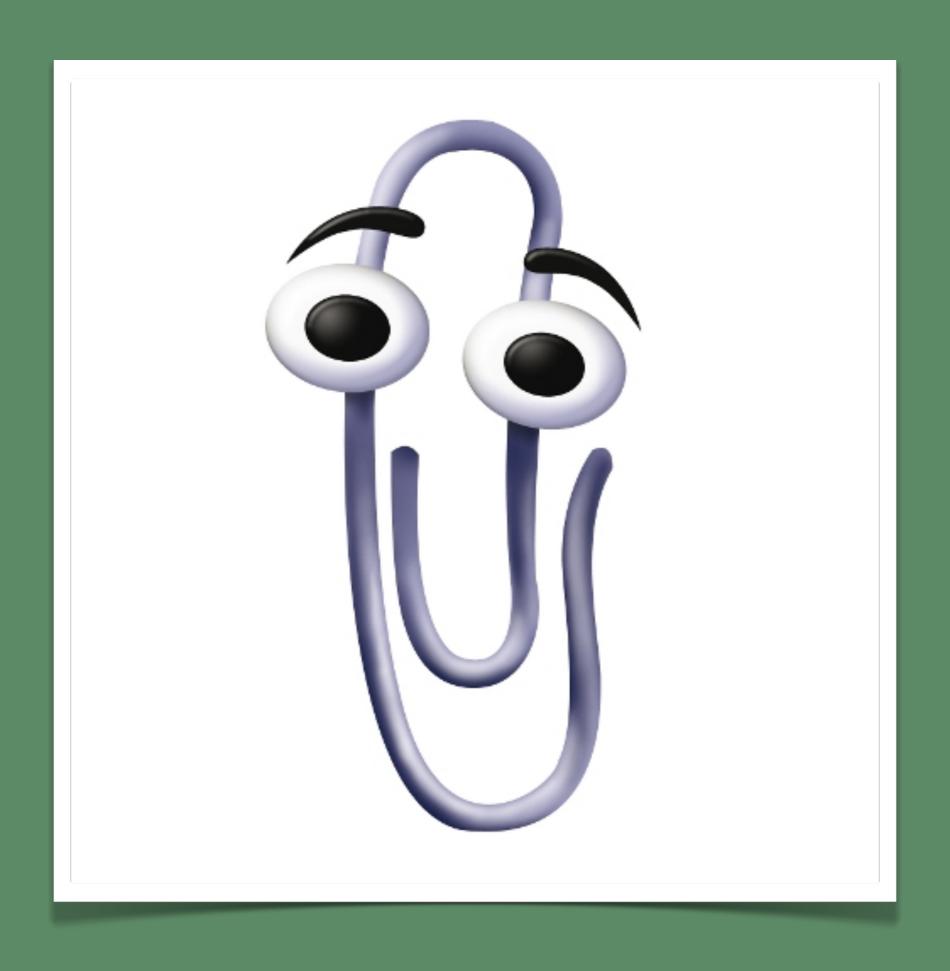
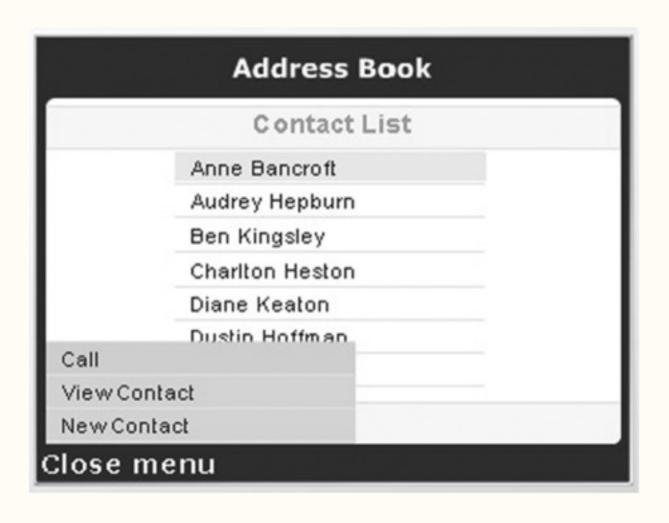
# LEARNABILITY

Paperclips and Software Tips



## CONTEXT-AWARE HELP

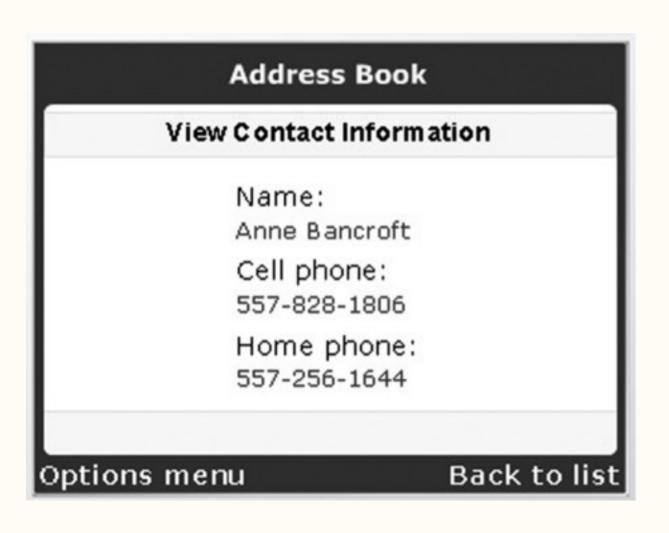
## COMMAND RECOMMENDING

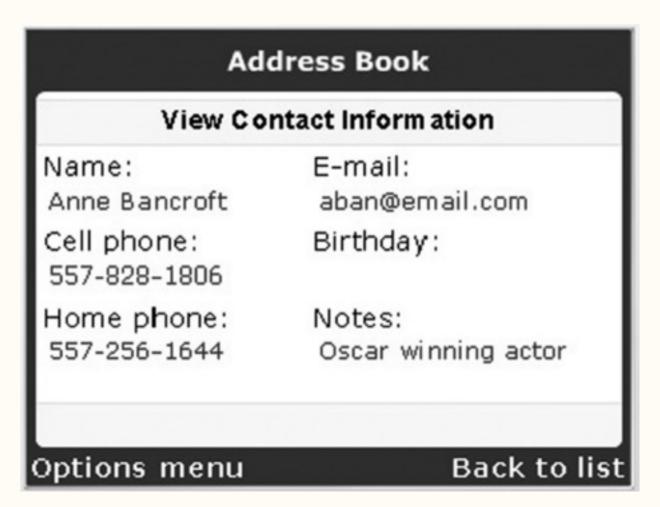




Reduced

Full





Reduced

Full

#### **Major Results**

Improved initial learnability

[1] Caroll & Carrithers 1984; [4] Leung et al. 2010

#### Positive transfer effects

[2] Catrambone & Carroll 1986

#### Major Issue

#### Reduced Awareness

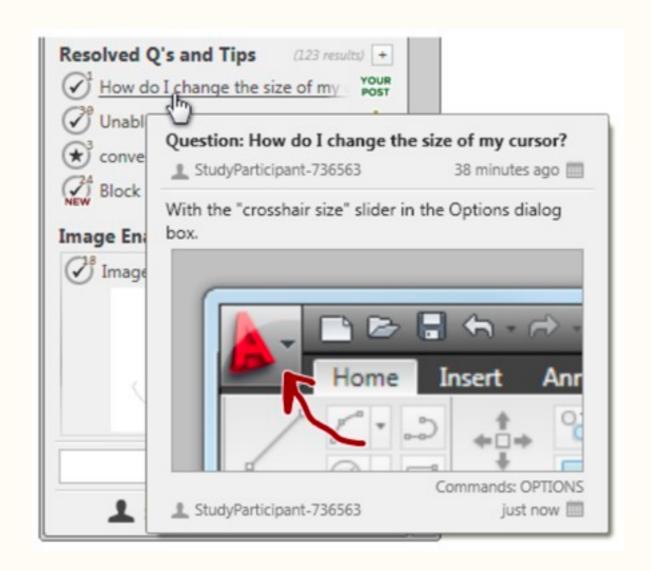
[3] Findlater & McGrenere 2007; [5] Findlater & McGrenere 2010

#### **Future Work**

Longitudinal study

Alternate learnability metrics

Types of tasks



IP-QAT: In-Product Questions, Answers & Tips

[6] Matejka et al., UIST 2011



#### Context Augmented Web Search

[7] Ekstrand et al., UIST 2011

#### **Major Results**

Initial steps

Context taxonomy

#### **Major Issues**

Confusion

Privacy & Confidentiality

Content

#### **Future Work**

Different contextual information

Machine-readable information

Collaborative filtering



#### **OWL: Organization-wide Learning**

[8] Linton et al., Educational Technology & Society 2000

Coach by comparison to experts

Not very personalized

Intelligent Tips and Skill-O-Meter

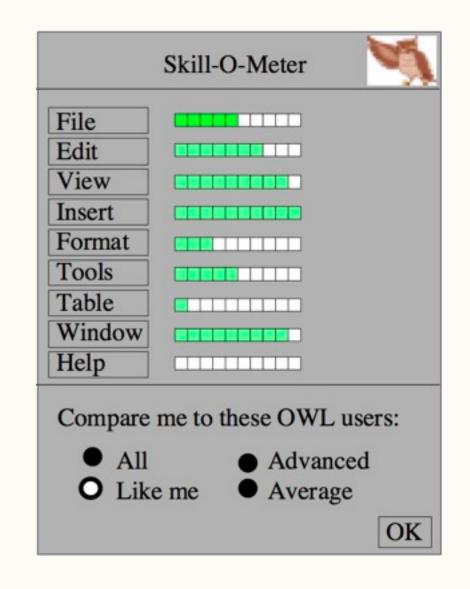


Image: [8] Linton et al., Educational Technology & Society 2000

#### CommunityCommands

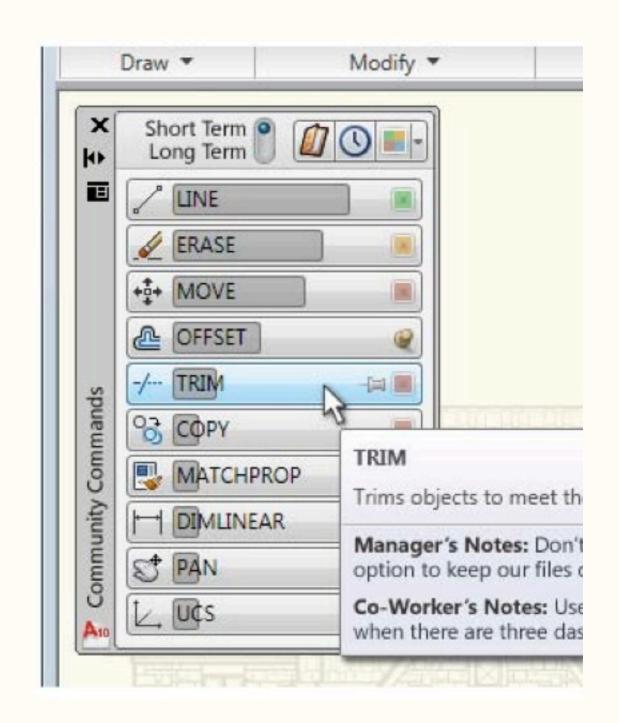
[9] Matejka et al., UIST 2009

Ambient interface

Implicit rating

Personalized

Collaborative filtering



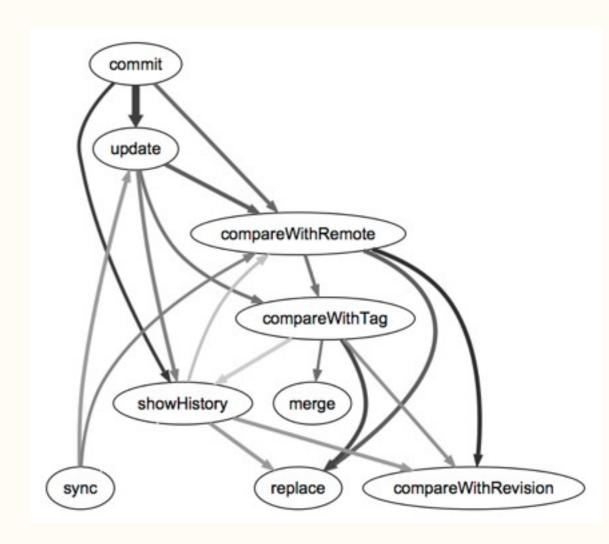
#### Software IDE-based

[10] Murphy-Hill et al., SIGSOFT 2012

Models command discovery

Eight algorithms tested

Hybrid approach



#### **Major Results**

Strong support for collaborative filtering

#### **Major Issues**

User's tool inertia

One-and-done recommendations

#### **Future Work**

**Temporality** 

Sequences

Inefficiency-based recommendations

Adoption Rate

Metadata

## CONCLUSION

TAILORED INTERFACES CONTEXT-AWARE HELP

COMMAND RECOMMENDING

Relatively fresh field

Collaborative filtering and context

Longitudinal studies

# DISCUSSION

## REFERENCES

- [1] Carroll, J. M., & Carrithers, C. (1984). Training Wheels in a User Interface, Communications of the ACM. 27(8), 800–806.
- [2] Catrambone, R., & Carroll, J. (1986). Learning a word processing system with training wheels and guided exploration. CHI 1987 Conference Proceedings: SIGCHI/GI Conference on Human Factors in Computing Systems and Graphics Interface, 169–174.
- [3] Findlater, L., & McGrenere, J. (2007). Evaluating reduced-functionality interfaces according to feature findability and awareness. *Human-Computer Interaction–INTERACT 2007*, 592–605.
- [4] Leung, R., Findlater, L., & McGrenere, J. (2010). Multi-layered interfaces to improve older adults' initial learnability of mobile applications. *ACM Transactions on Accessible Computing*, 3(1), 1–30. doi:10.1145/1838562.1838563.http
- [5] Findlater, L., & McGrenere, J. (2010). Beyond performance: Feature awareness in personalized interfaces. *International Journal of Human-Computer Studies*, 68(3), 121–137. doi:10.1016/j.ijhcs.2009.10.002
- [6] Matejka, J., Grossman, T., & Fitzmaurice, G. (2011). IP-QAT: In-Product Questions, Answers & Tips. *UIST 2011 Conference Proceedings:* ACM Symposium on User Interface Software & Technology, 175-184.
- [7] Ekstrand, M., Li, W., Grossman, T., Matejka, J., & Fitzmaurice, G. (2011). Searching for software learning resources using application context. *UIST* 2011 Conference Proceedings: ACM Symposium on User Interface Software & Technology, 195-204.
- [8] Linton, F., Joy, D., Schaefer, H., & Charron, A. (2000). Owl: A recommender system for organization-wide learning. Educational Technology & Society, 65–69.
- [9] Matejka, J., Li, W., Grossman, T., & Fitzmaurice G. (2009). CommunityCommands: command recommendations for software applications. *UIST* 2009 Conference Proceedings: ACM Symposium on User Interface Software & Technology, 193–202.
- [10] Murphy-Hill, E., Jiresal, R., & Murphy, G. (2012). Improving Software Developers' Fluency by Recommending Development Environment Commands. SIGSOFT 2012 / FSE-20 Conference Proceedings: ACM International Symposium on the Foundations of Software Engineering, 1–11.