

Victor Kaptelinin · Bonnie Nardi

Activity Theory in HCI

Fundamentals and Reflections

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Bonnie Nardi

**Judith Brown, Jeff Wilson, Robert
Biddle, Chris Hack, Stevenson Gossage**



Activity Theory In Hci Fundamentals And Reflections Bonnie Nardi:

Activity Theory in HCI Victor Kaptelinin, Bonnie Nardi, 2022-05-31 Activity theory a conceptual framework originally developed by Aleksei Leontiev has its roots in the socio cultural tradition in Russian psychology The foundational concept of the theory is human activity which is understood as purposeful mediated and transformative interaction between human beings and the world Since the early 1990s activity theory has been a visible landmark in the theoretical landscape of Human Computer Interaction HCI Along with some other frameworks such as distributed cognition and phenomenology it established itself as a leading post cognitivist approach in HCI and interaction design In this book we discuss the conceptual foundations of activity theory and its contribution to HCI research After making the case for theory in HCI and briefly discussing the contribution of activity theory to the field Chapter One we introduce the historical roots main ideas and principles of activity theory Chapter Two After that we present in depth analyses of three issues which we consider of special importance to current developments in HCI and interaction design namely agency Chapter Three experience Chapter Four and activity centric computing Chapter Five We conclude the book with reflections on challenges and prospects for further development of activity theory in HCI Chapter Six Table of Contents Introduction Activity theory and the changing face of HCI Basic concepts and principles of activity theory Agency Activity and experience Activity centric computing Activity theory and the development of HCI

Activity Theory in HCI Victor Kaptelinin, Bonnie Nardi, 2012 Activity theory a conceptual framework originally developed by Aleksei Leontiev has its roots in the socio cultural tradition in Russian psychology The foundational concept of the theory is human activity which is understood as purposeful mediated and transformative interaction between human beings and the world Since the early 1990s activity theory has been a visible landmark in the theoretical landscape of Human Computer Interaction HCI Along with some other frameworks such as distributed cognition and phenomenology it established itself as a leading post cognitivist approach in HCI and interaction design In this book we discuss the conceptual foundations of activity theory and its contribution to HCI research After making the case for theory in HCI and briefly discussing the contribution of activity theory to the field Chapter One we introduce the historical roots main ideas and principles of activity theory Chapter Two After that we present in depth analyses of three issues which we consider of special importance to current developments in HCI and interaction design namely agency Chapter Three experience Chapter Four and activity centric computing Chapter Five We conclude the book with reflections on challenges and prospects for further development of activity theory in HCI Chapter Six Table of Contents Introduction Activity theory and the changing face of HCI Basic concepts and principles of activity theory Agency Activity and experience Activity centric computing Activity theory and the development of HCI

Humanistic HCI Jeffrey Bardzell, Shaowen Bardzell, 2022-05-31 Although it has influenced the field of Human Computer Interaction HCI since its origins humanistic HCI has come into its own since the early 2000s In that time it has made substantial contributions to HCI

theory and methodologies and also had major influence in user experience UX design aesthetic interaction and emancipatory social change oriented approaches to HCI This book reintroduces the humanities to a general HCI readership characterizes its major epistemological and methodological commitments as well as forms of rigor compares the scientific report vs the humanistic essay as research products while offering some practical advice for peer review and focuses on two major topics where humanistic HCI has had particular influence in the field user experience and aesthetics and emancipatory approaches to computing This book argues for a more inclusive and broad reach for humanistic thought within the interdisciplinary field of HCI and its lively and engaging style will invite readers into that project **Making Claims** D. Scott

McCrickard,2022-05-31 Human centered informatics HCI is a young discipline that is still defining its core components with approaches rooted in engineering science and creative design In the spirit of this book series this book explores HCI as an intersection point for different perspectives of computing and information technology seeking to understand how groups of designers can communicate with an increasingly diverse set of colleagues on a broadening set of problems In so doing this book traces the evolution of claims as a way to capture and share knowledge particularly in comparison to other approaches like patterns and issues Claims can be a centrally important aspect in HCI design efforts either consciously by targeted design techniques or through ingrained habits of experienced designers An examination of claims their uses in design and the possibilities for explicit use in future collaborative design endeavors seeks to inspire their further development use in HCI design Table of Contents What are Claims Knowing and Sharing Evolution of Claims Using Claims Looking Forward

Qualitative HCI Research Ann Blandford,Dominic Furniss,Stephann Makri,2022-05-31 Human Computer Interaction HCI addresses problems of interaction design understanding user needs to inform design delivering novel designs that meet user needs and evaluating new and existing designs to determine their success in meeting user needs Qualitative methods have an essential role to play in this enterprise particularly in understanding user needs and behaviours and evaluating situated use of technology Qualitative methods allow HCI researchers to ask questions where the answers are more complex and interesting than true or false and may also be unexpected In this lecture we draw on the analogy of making a documentary film to discuss important issues in qualitative HCI research historically films were presented as finished products giving the viewer little insight into the production process more recently there has been a trend to go behind the scenes to expose some of the painstaking work that went into creating the final cut Similarly in qualitative research the essential work behind the scenes is rarely discussed There are many how to guides for particular methods but few texts that start with the purpose of a study and then discuss the important details of how to select a suitable method how to adapt it to fit the study context or how to deal with unexpected challenges that arise We address this gap by presenting a repertoire of qualitative techniques for understanding user needs practices and experiences with technology for the purpose of informing design We also discuss practical considerations such as tactics for recruiting participants and ways of getting started when faced with a pile of

interview transcripts Our particular focus is on semi structured qualitative studies which occupy a space between ethnography and surveys typically involving observations interviews and similar methods for data gathering and methods of analysis based on systematic coding of data Just as a documentary team faces challenges that often go unreported when arranging expeditions or interviews and gathering and editing footage within time and budget constraints so the qualitative research team faces challenges in obtaining ethical clearance recruiting participants analysing data choosing how and what to report etc We present illustrative examples drawn from prior experience to bring to life the purpose planning and practical considerations of doing qualitative studies for interaction design We include takeaway checklists for planning conducting reporting and evaluating semi structured qualitative studies Adaptive Interaction Stephen J. Payne, Andrew Howes, 2022-06-01 This lecture describes a theoretical framework for the behavioural sciences that holds high promise for theory driven research and design in Human Computer Interaction The framework is designed to tackle the adaptive ecological and bounded nature of human behaviour It is designed to help scientists and practitioners reason about why people choose to behave as they do and to explain which strategies people choose in response to utility ecology and cognitive information processing mechanisms A key idea is that people choose strategies so as to maximise utility given constraints The framework is illustrated with a number of examples including pointing multitasking skim reading online purchasing Signal Detection Theory and diagnosis and the influence of reputation on purchasing decisions Importantly these examples span from perceptual motor coordination through cognition to social interaction Finally the lecture discusses the challenging idea that people seek to find optimal strategies and also discusses the implications for behavioral investigation in HCI

Surface Computing and Collaborative Analysis Work Judith Brown, Jeff Wilson, Robert Biddle, Chris Hack, Stevenson Gossage, 2022-05-31 Large surface computing devices wall mounted or tabletop with touch interfaces and their application to collaborative data analysis an increasingly important and prevalent activity is the primary topic of this book Our goals are to outline the fundamentals of surface computing a still maturing technology review relevant work on collaborative data analysis describe frameworks for understanding collaborative processes and provide a better understanding of the opportunities for research and development We describe surfaces as display technologies with which people can interact directly and emphasize how interaction design changes when designing for large surfaces We review efforts to use large displays surfaces or mixed display environments to enable collaborative analytic activity Collaborative analysis is important in many domains but to provide concrete examples and a specific focus we frequently consider analysis work in the security domain and in particular the challenges security personnel face in securing networks from attackers and intelligence analysts encounter when analyzing intelligence data Both of these activities are becoming increasingly collaborative endeavors and there are huge opportunities for improving collaboration by leveraging surface computing This work highlights for interaction designers and software developers the particular challenges and opportunities presented by interaction with

surfaces We have reviewed hundreds of recent research papers and report on advancements in the fields of surface enabled collaborative analytic work interactive techniques for surface technologies and useful theory that can provide direction to interaction design work We also offer insight into issues that arise when developing applications for multi touch surfaces derived from our own experiences creating collaborative applications We present these insights at a level appropriate for all members of the software design and development team Table of Contents List of Figures Acknowledgments Figure Credits Purpose and Direction Surface Technologies and Collaborative Analysis Systems Interacting with Surface Technologies Collaborative Work Enabled by Surfaces The Theory and the Design of Surface Applications The Development of Surface Applications Concluding Comments Bibliography Authors Biographies [Translating Euclid](#) Gerry Stahl,2022-05-31

Translating Euclid reports on an effort to transform geometry for students from a stylus and clay tablet corpus of historical theorems to a stimulating computer supported collaborative learning inquiry experience The origin of geometry was a turning point in the pre history of informatics literacy and rational thought Yet this triumph of human intellect became ossified through historic layers of systematization beginning with Euclid s organization of the Elements of geometry Often taught by memorization of procedures theorems and proofs geometry in schooling rarely conveys its underlying intellectual excitement The recent development of dynamic geometry software offers an opportunity to translate the study of geometry into a contemporary vernacular However this involves transformations along multiple dimensions of the conceptual and practical context of learning Translating Euclid steps through the multiple challenges involved in redesigning geometry education to take advantage of computer support Networked computers portend an interactive approach to exploring dynamic geometry as well as broadened prospects for collaboration The proposed conception of geometry emphasizes the central role of the construction of dependencies as a design activity integrating human creation and mathematical discovery to form a human centered approach to mathematics This book chronicles an iterative effort to adapt technology theory pedagogy and practice to support this vision of collaborative dynamic geometry and to evolve the approach through on going cycles of trial with students and refinement of resources It thereby provides a case study of a design based research effort in computer supported collaborative learning from a human centered informatics perspective **How We Cope with Digital Technology** Phil Turner,2022-06-01 Digital technology has become a defining characteristic of modern life Almost everyone uses it we all rely on it and many of us own a multitude of devices What is more we all expect to be able to use these technologies straight out the box This lecture discusses how we are able to do this without apparent problems We are able to use digital technology because we have learned to cope with it To cope is used in philosophy to mean absorbed engagement that is we use our smart phones and tablet computers with little or no conscious effort In human computer interaction this kind of use is more often described as intuitive While this of course is testament to improved design our interest in this lecture is in the human side of these interactions We cope with technology because we are familiar with it We define

familiarity as the readiness to engage with technology which arises from being repeatedly exposed to it often from birth This exposure involves the frequent use of it and seeing people all around us using it every day Digital technology has become as common a feature of our everyday lives as the motor car TV credit card cutlery or a dozen other things which we also use without conscious deliberation We will argue that we cope with digital technology in the same way as we do these other technologies by means of this everyday familiarity But this is only half of the story We also regularly support or scaffold our use of technology These scaffolding activities are described as epistemic actions which we adopt to make it easier for us to accomplish our goals With digital technology these epistemic actions include appropriating it to more closely meet our needs In summary coping is a situated embodied and distributed description of how we use digital technology

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Social Media and Civic Engagement Scott Robertson, 2022-05-31 Social media platforms are the latest manifestation in a series of sociotechnical innovations designed to enhance civic engagement political participation and global activism While many researchers started out as optimists about the promise of social media for broadening participation and enhancing civic engagement recent events have tempered that optimism As this book goes to press Facebook is fighting a battle over the massive disclosure of user information during the 2016 U S presidential campaign social analytics company Cambridge Analytica is being revealed as a major player in micro profiling voters in that same election bots and fake news factories are undermining democratic discourse via social media worldwide and the president of the United States is unnerving the world as a stream of consciousness Twitter user This book is a foundational review of current research on social media and civic engagement organized in terms of history theory practice and challenges History reviews how researchers and developers have continuously pushed the envelope to explore technology enhancements for political and social discourse Theory reveals that the use of globally networked social technologies touches many fields including political science sociology psychology media studies network science and more Practice is examined through studies of political engagement both in democratic situations and in confrontational situations Challenges are identified in order to find ways forward For better or worse social media for civic engagement has come of age Citizens politicians and activists are utilizing social media in innovative ways while bad actors are discovering possibilities for spreading dissention and undermining trust We are at a sobering inflection point and this book is your foundation for understanding how we got here and where we are going

Disability Interactions Catherine Holloway, Giulia Barbareschi, 2022-05-31 Disability interactions DIX is a new approach to combining cross disciplinary methods and theories from Human Computer Interaction HCI disability studies assistive technology and social development to co create new technologies experiences and ways of working with disabled people DIX focuses on the interactions people have with their technologies and the interactions which result because of technology use A central theme of the approach is to tackle complex issues where disability problems are part of a system that does not have a simple

solution Therefore DIX pushes researchers and practitioners to take a challenge based approach which enables both applied and basic research to happen alongside one another DIX complements other frameworks and approaches that have been developed within HCI research and beyond Traditional accessibility approaches are likely to focus on specific aspects of technology design and use without considering how features of large scale assistive technology systems might influence the experiences of people with disabilities DIX aims to embrace complexity from the start to better translate the work of accessibility and assistive technology research into the real world DIX also has a stronger focus on user centered and participatory approaches across the whole value chain of technology ensuring we design with the full system of technology in mind from conceptualization and development to large scale distribution and access DIX also helps to acknowledge that solutions and approaches are often non binary and that technologies and interactions that deliver value to disabled people in one situation can become a hindrance in a different context Therefore it offers a more nuanced guide to designing within the disability space which expands the more traditional problem solving approaches to designing for accessibility This book explores why such a novel approach is needed and gives case studies of applications highlighting how different areas of focus from education to health to work to global development can benefit from applying a DIX perspective We conclude with some lessons learned and a look ahead to the next 60 years of DIX

Participatory Design Susanne Bødker, Christian

Dindler, Ole S. Iversen, Rachel C. Smith, 2022-05-31 This book introduces Participatory Design to researchers and students in Human Computer Interaction HCI Grounded in four strong commitments the book discusses why and how Participatory Design is important today The book aims to provide readers with a practical resource introducing them to the central practices of Participatory Design research as well as to key references This is done from the perspective of Scandinavian Participatory Design The book is meant for students researchers and practitioners who are interested in Participatory Design for research studies assignments in HCI classes or as part of an industry project It is structured around 11 questions arranged in 3 main parts that provide the knowledge needed to get started with practicing Participatory Design Each chapter responds to a question about defining conducting or the results of carrying out Participatory Design The authors share their extensive experience of Participatory Design processes and thinking by combining historical accounts cases how to process descriptions and reading lists to guide further readings so as to grasp the many nuances of Participatory Design as it is practiced across sectors countries and industries

Core-Task Design Leena Norros, Paula Savioja, Hanna

Koskinen, 2022-06-01 This book focuses on design of work from the human factors HF perspective In the approach referred to as Core Task Design CTD work is considered practice composed of human actors the physical and social environment and the tools used for reaching the actors objectives This book begins with consideration of an industrial case the modernization of a nuclear power plant automation system and the related human system interfaces in the control room This case illustrates generic design dilemmas that invite one to revisit human factors research methodology Human factors should adopt practice

as a new unit of analysis and should accept intervention as an inherent feature of its methodology These suggestions are put into practice in the CTD approach according to which three general design functions are performed those being understand to generalize empirical analysis of the work at hand foresee the promise creation of concepts for future work and intervene to develop participatory development and design of work For fulfillment fulfillment of each of the design functions several CTD methods are introduced The methods are aimed at modeling the core task and analyzing how the actors actually take the core task features into account in order to achieve balance between potentially conflicting demands in action Thereby new understanding of the core task is acquired Further methods focus on projecting the roles and functionality of technologies in the future work and on implementing changes to the work Specific studies of the nuclear power plant s control room renewal constitute an example demonstrating a core task and the associated methods We argue that the CTD approach offers clear utility for the design of future technology work and everyday services and environments CTD utilizes achievements of practice theory in the social sciences to generate a creative synthesis of Cognitive Work Analysis semiotic analysis of practice and the cultural historical theory of activity Core Task Design facilitates dialogue among human factors experts design engineers and end users in their joint development of work The intended audience of this book is students researchers and practitioners of human factors industrial art and design and instrumentation and control system design Table of Contents Acknowledgments Preface Introduction Core Task Design Methodology Understandings How to Generalize from Empirical Enquiry about Actual Work Foreseeing How to Uncover the Promise of Solutions for Future Work Intervening How to Develop the Work System Core Task Design in Broader Perspective Bibliography Author Biographies

The Trouble With Sharing Airi Lampinen, 2022-05-31 Peer to peer exchange is a type of sharing that involves the transfer of valued resources such as goods and services among members of a local community and or between parties who have not met before the exchange encounter It involves online systems that allow strangers to exchange in ways that were previously confined to the realm of kinship and friendship Through the examples in this book we encounter attempts to foster the sharing of goods and services in local communities and consider the intricacies of sharing homes temporarily with strangers also referred to as hospitality exchange or network hospitality Some of the exchange arrangements discussed involve money while others explicitly ban participants from using it All rely on digital technologies but the trickiest challenges have more to do with social interaction than technical features This book explores what makes peer to peer exchange challenging with an emphasis on reciprocity closeness and participation How should we reciprocate How might we manage interactions with those we encounter to attain some closeness but not too much What keeps people from getting involved or draws them into exchange activities that they would rather avoid This book adds to the growing body of research on exchange platforms and the sharing economy It provides empirical examples and conceptual grounding for thinking about interpersonal challenges in peer to peer exchange and the efforts that are required for exchange arrangements to flourish It offers inspiration for how

we might think and design differently to better understand and support the efforts of those involved in peer to peer exchange While the issues cannot be simply solved by technology it matters which digital tools an exchange arrangement relies on and even seemingly small design decisions can have a significant impact on what it is like to participate in exchange processes The technologies that support exchange arrangements often platforms of some sort can be driven by differing sets of values and commitments This book invites students and scholars in the Human Computer Interaction community and beyond to envision and design alternative exchange arrangements and future economies

Organizational Implementation Morten Hertzum, 2022-06-01 Information systems are part and parcel of organizations Yet organizations often struggle to realize the benefits that motivate their introduction of these systems To derive benefit from a new information system it must be integrated into the structures and processes of the organization That is the system must be organizationally implemented This book is about organizational implementation which requires thorough preparations but also continues long after the system has gone live 1 During the preparations the implementation is planned This phase includes specifying the effects pursued with the system adapting the system and organization to each other and obtaining buy in for the planned change 2 At go live the system is put to operational use and the associated organizational changes take effect This phase is about insisting on the planned change even though go live is normally hectic and accompanied by a productivity dip 3 During continued use after go live implementation continues as design in use This phase is long and improvisational It includes following up on effects realization but it is just as much about embracing the opportunities that emerge from using the system Apart from covering the three phases of organizational implementation the book inserts implementation in an organizational change context and discusses barriers to implementation as well as boosters of implementation The book concludes with an outlook to larger scale issues beyond the implementation of one system in one organization and with an overview of the competences needed in the implementation team which runs the organizational implementation

Proxemic Interactions Nicolai Marquardt, Saul Greenberg, 2022-05-31 In the everyday world much of what we do as social beings is dictated by how we perceive and manage our interpersonal space This is called proxemics At its simplest people naturally correlate physical distance to social distance We believe that people's expectations of proxemics can be exploited in interaction design to mediate their interactions with devices phones tablets computers appliances large displays contained within a small ubiquitous computing ecology Just as people expect increasing engagement and intimacy as they approach others so should they naturally expect increasing connectivity and interaction possibilities as they bring themselves and their devices in close proximity to one another This is called Proxemic Interactions This book concerns the design of proxemic interactions within such future proxemic aware ecologies It imagines a world of devices that have fine grained knowledge of nearby people and other devices how they move into range their precise distance their identity and even their orientation and how such knowledge can be exploited to design interaction techniques The first part of this book concerns theory After

introducing proxemics we operationalize proxemics for ubicomp interaction via the Proxemic Interactions framework that designers can use to mediate people's interactions with digital devices. The framework in part identifies five key dimensions of proxemic measures: distance, orientation, movement, identity, and location to consider when designing proxemic-aware ubicomp systems. The second part of this book applies this theory to practice via three case studies of proxemic-aware systems that react continuously to people's and devices' proxemic relationships. The case studies explore the application of proxemics in small-space ubicomp ecologies by considering first person-to-device, then device-to-device, and finally person-to-person and device-to-device proxemic relationships. We also offer a critical perspective on proxemic interactions in the form of dark patterns where knowledge of proxemics may and likely will be easily exploited to the detriment of the user.

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Human-Computer Interactions in Museums Eva Hornecker, Luigina Ciolfi, 2022-05-31
Museums have been a domain of study and design intervention for Human-Computer Interaction (HCI) for several decades. However, while resources providing overviews on the key issues in the scholarship have been produced in the fields of museum and visitor studies, no such resource as yet existed within HCI. This book fills this gap and covers key issues regarding the study and design of HCIs in museums. Through an on-site focus, the book examines how digital interactive technologies impact and shape galleries, exhibitions, and their visitors. It consolidates the body of work in HCI conducted in the heritage field and integrates it with insights from related fields and from digital heritage practice. Processes of HCI design and evaluation approaches for museums are also discussed. This book draws from the authors' extensive knowledge of case studies as well as from their own work to provide examples, reflections, and illustrations of relevant concepts and problems. This book is designed for students and early-career researchers in HCI or Interaction Design, for more seasoned investigators who might approach the museum domain for the first time, and for researchers and practitioners in related fields such as heritage and museum studies or visitor studies. Designers who might wish to understand the HCI perspective on visitor-facing interactive technologies may also find this book useful.

From Tool to Partner Jonathan Grudin, 2022-05-31
This is the first comprehensive history of human-computer interaction (HCI). Whether you are a user-experience professional or an academic researcher, whether you identify with computer science, human factors, information systems, information science, design, or communication, you can discover how your experiences fit into the expanding field of HCI. You can determine where to look for relevant information in other fields and where you won't find it. This book describes the different fields that have participated in improving our digital tools. It is organized chronologically, describing major developments across fields in each

period Computer use has changed radically but many underlying forces are constant Technology has changed rapidly human nature very little An irresistible force meets an immovable object The exponential rate of technological change gives us little time to react before technology moves on Patterns and trajectories described in this book provide your best chance to anticipate what could come next We have reached a turning point Tools that we built for ourselves to use are increasingly influencing how we use them in ways that are planned and sometimes unplanned The book ends with issues worthy of consideration as we explore the new world that we and our digital partners are shaping

[An Anthropology of Services](#)

Jeanette Blomberg, Chuck Darrah, 2022-06-01 This book explores the possibility for an anthropology of services and outlines a practice approach to designing services The reader is taken on a journey that Blomberg and Darrah have been on for the better part of a decade from their respective positions helping to establish a services research group within a large global enterprise and an applied anthropology master's program at a Silicon Valley university They delve into the world of services to understand both how services are being conceptualized today and the possible benefits that might result from taking an anthropological view on services and their design The authors argue that the anthropological gaze can be useful precisely because it combines attention to details of everyday life with consideration of the larger milieu in which those details make sense Furthermore it asks us to reflect upon and assess our own perspectives on that which we hope to understand and change Central to their exploration is the question of how to conceptualize and engage with the world of services given their heterogeneity the increasing global importance of the service economy and the possibilities introduced for an engaged scholarship on service design While discourse on services and service design can imply something distinctively new the authors point to parallels with what is known about how humans have engaged with each other and the material world over millennia Establishing the ubiquity of services as a starting point the authors go on to consider the limits of design when the boundaries and connections between what can be designed and what can only be performed are complex and deeply mediated In this regard the authors outline a practice approach to designing that acknowledges that designing involves participating in a social context that design and use occur in concert that people populate a world that has been largely built by and with others and that formal models of services are impoverished representations of human performance

[An Anthropology of Services](#) draws attention to the conceptual and methodological messiness of service worlds while providing the reader with strategies for intervening in these worlds for human betterment as complex and challenging as that may be

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[Geographical Design](#)

Stephen C Hirtle, 2022-05-31 With spatial technologies ranging from mapping software to the use of location based services spatial knowledge is often acquired and communicated through geographic information technologies This book describes the interplay between spatial cognition research and use of spatial interfaces It begins by reviewing what is known

about how humans process spatial concepts and then moves on to discuss how interfaces can be improved to take advantage of those capabilities by disambiguating cognitive aspects conceptual aspects computational aspects and communications aspects Special attention is given to a variety of innovative geographical platforms that provide users with an intuitive understanding and support the further acquisition of spatial knowledge Alternatives to shortest path algorithms to explore more scenic routes as well as individual user differences that can emerge from previous experiences with virtual spaces are also discussed The book concludes with a discussion of the number of outstanding issues including the changing nature of maps as the primary spatial interface concerns about privacy for spatial information and looks at the future of user centered spatial information systems

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