

P.O.Box 8718, Beijing 100080, China	Journal of Software, Oct. 2005,16(10):1717-1725
E-mail: jos@iscas.ac.cn	ISSN 1000-9825, CODEN RUXUEW, CN 11-2560/TP
http://www.jos.org.cn	Copyright © 2005 by The Editorial Department of <i>Journal of Software</i>

基于分布式认知理论的扩展资源模型

王常青, 邓昌智, 马翠霞, 华庆一, 戴国忠

[Full-Text PDF](#) [Submission](#) [Back](#)

王常青¹, 邓昌智¹, 马翠霞¹, 华庆一², 戴国忠¹

¹(中国科学院 软件研究所,北京 100080)

²(西北大学 计算机系,陕西 西安 710069)

作者简介: 王常青(1978—),男,博士生,山东青岛人,主要研究领域为人机交互,界面评估,分布式认知;邓昌智(1978—),男,博士生,主要研究领域为人机交互,个人信息管理;马翠霞(1975—),女,博士,主要研究领域为人机交互;华庆一(1956—),男,教授,博士生导师,CCF高级会员,主要研究领域为人机交互概念建模;戴国忠(1944—),男,研究员,博士生导师,CCF高级会员,主要研究领域为人机交互,计算机图形学.

联系人: 王常青 Phn: +86-10-62561624 ext 8013, E-mail: wcq@iel.iscas.ac.cn, http://www.iscas.ac.cn

Received 2004-05-17; Accepted 2004-10-09

Abstract

Distributed cognition theory plays a role of instructor in Human-Computer Interaction research by coordinating interaction between human and computer and combining advantages of them. Though Resources Model based on distributed cognition theory has been successfully employed for analyzing human computer interaction, the model, to some extent, leads to confusion in the representative forms because of the absence of support to complex user tasks and correct definitions of elements. Therefore, an extended resources model (ERM) is constructed by using distributed cognition theory to connect actions with representations in Human-Computer Interaction and to guide the design and realization of interfaces. The Extended Resources Model supports actions with static constructions and interactive strategies so as to decrease human cognitive burdens of interaction. This work will be beneficial to designing interfaces according to human's cognitive characteristics.

Wang CQ, Deng CZ, Ma CX, Hua QY, Dai GZ. An extended resources model based on distributed cognition theory. *Journal of Software*, 2005,16(10):1717-1725.

DOI: 10.1360/jos161717

<http://www.jos.org.cn/1000-9825/16/1717.htm>

摘要

分布式认知理论通过协调人机对话,结合人和计算机各自的优势解决问题,在人机交互研究中扮演了指导者的角色.尽管分布式认知理论支持的资源模型在分析人机交互时取得了成功,但模型存在不能提供复杂用户任务支持、缺乏对模型中元素的准确定义等问题,在一定程度上导致了表现形式上的混乱.使用分布式认知理论构造了扩展资源模型,建立人机交互活动中的动作和表征之间的联系,从而指导界面的设计和实现.扩展资源模型从静态结构和交互策略两个方面对界面交互动作提供支持,在交互中减少人的认知负担.该研究对设计符合人的认知特点的界面具有一定的指导作用.

基金项目: Supported by the National Natural Science Foundation of China under Grant Nos.60033020, 60073050 (国家自然科学基金); the National High-Tech Research and Development Plan of China under Grant No.2003AA411330 (国家高技术研究发展计划(863)); the National Grand Fundamental Research 973 Program of China under Grant No.2002CB312103 (国家重点基础研究发展规划(973))

References:

- [1] John BE. Cognitive modeling for human-computer interaction. In: Booth K, ed. Proc. of the Graphics Interface'98. 1998. 161-167.
- [2] Wright P, Fields B, Harrison M. Analyzing human-computer interaction as distributed cognition: The resources model. *Human Computer Interaction*, 2000,15(1):1-42.

- [3] Wright P, Fields B, Harrison M. Designing human system interaction using the resource model. In: Yong L, Herman L, Leung Y, Moyes J, eds. Proc. of the APCHI'96 Conf. 1996. 181-191.
- [4] Hollan J, Hutchins E, Kirsh D. Distributed cognition: Toward a new foundation for human-computer interaction research. ACM Trans. on Computer-Human Interaction, 2000,7(2):147-196.
- [5] Card SK, Moran TP, Newell A. The psychology of human-computer interaction. Lawrence Erlbaum Assoc, Inc., 1983.
- [6] Hutchins E, Norman DA. Distributed cognition in aviation. A Concept Paper for NASA (Contract No.NCC2-591). Department of Cognitive Science, University of California, 1988.
- [7] Zhou GM, Fu XL. Distributed cognition: A new cognition perspective. Advance of Psychological Science, 2002,10(2):147-153 (in Chinese with English abstract).
- [8] Zhang J. The nature of external representations in problem solving. Cognitive Science, 1997,21(2):179-217.
- [9] Shah K, Rajyaguru S, St. Amant R, Ritter FE. Connecting a cognitive model to dynamic gaming environments: Architectural and image processing issues. In: Proc. of the 5th Int'l Conf. on Cognitive Modeling. Bamberg: Universitats-Verlag Bamberg, 2003. 189-194.
<http://citeseer.ist.psu.edu/622356.html>
- [10] Kitajima M, Polson PG. A comprehension-based model of correct performance and errors in skilled, displayed-based, human-computer interaction. Int'l Journal of Human-Computer Studies, 1995,43(1):65-100.
- [11] Howes A, Payne SJ. Display-Based competence: Toward user models for menu-driven interfaces. International Journal of Man-Machine Studies, 1990,33(6): 637-655.
- [12] Ritter FE, Baxter GD, Jones G, Young RM. Supporting cognitive models as users. ACM Trans. on Human Computer Interaction, 2000,7(2):141-173.
- [13] Smith S, Duke D, Wright P. Using the resources model in virtual environment design. In: Smith S, Harrison M, eds. Workshop on User Centered Design and Implementation of Virtual Environments. York: The University of York, 1999. 57-72.
- [14] Walenstein A. Cognitive support in software engineering tools: A distributed cognition framework [Ph.D. Thesis]. Burnaby: School of Computing Science, Simon Fraser University, 2002.
- [15] Gibson JJ. The theory of affordances. Perceiving acting and knowing. Hillsdale: Erlbaum Associates, 1977.

附中文参考文献:

- [7] 周国梅,傅小兰.分布式认知——一种新的认知观点.心理科学进展,2002,10(2):147-153.