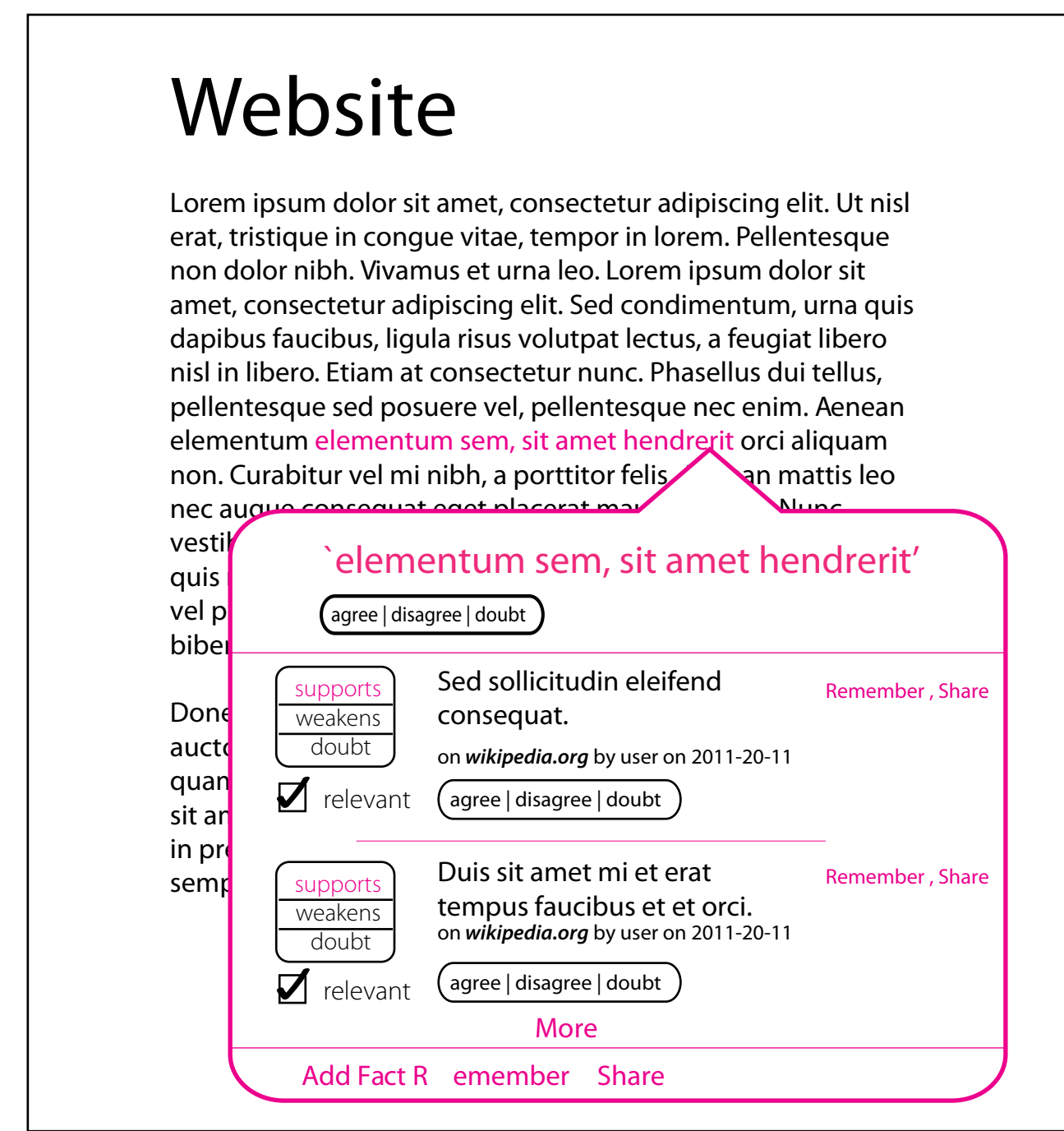


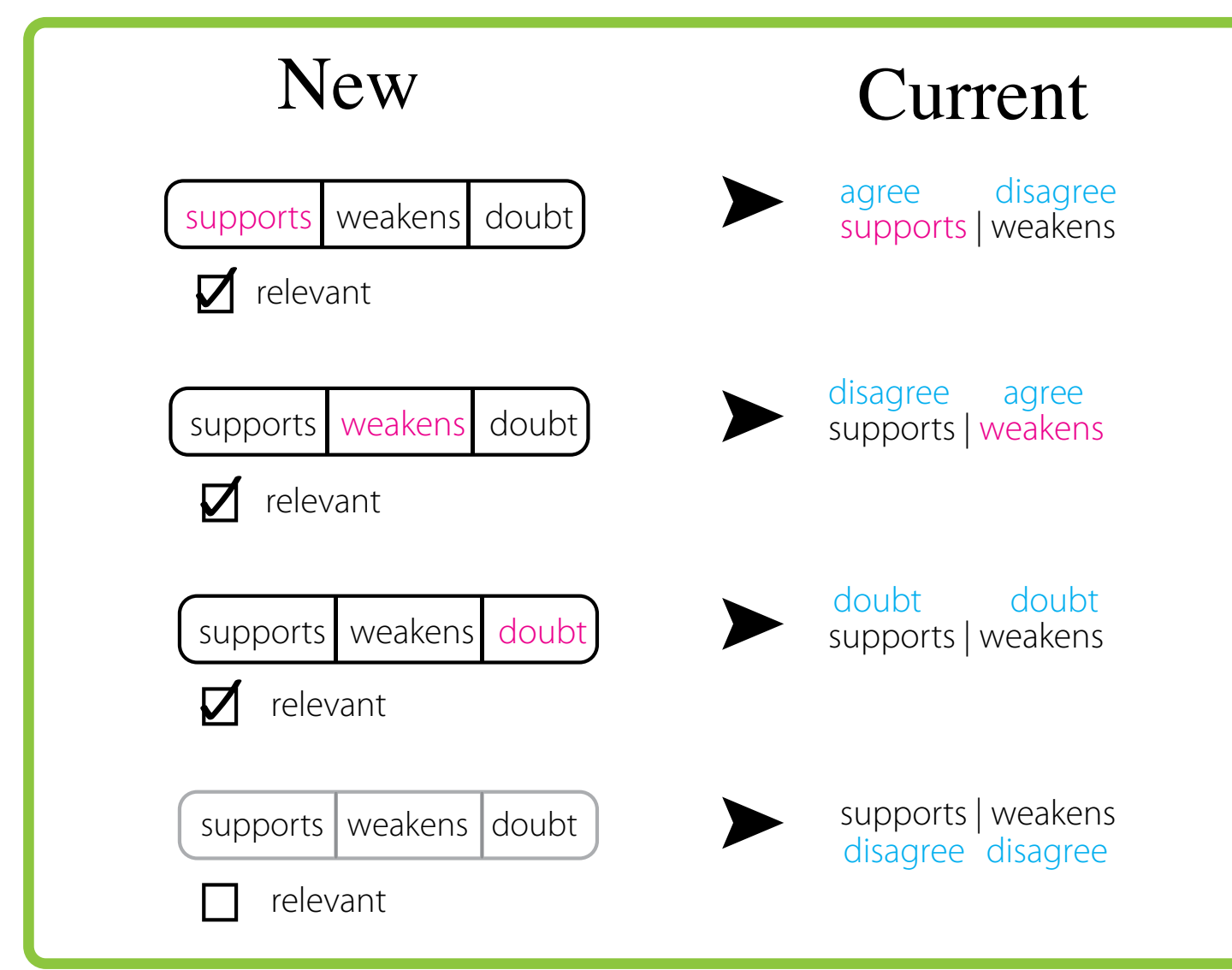
Interaction flow proposal

20110904

This document describes interaction examples for the in-site factlinks. Mind that these are schematics and not final designs. Reliability and braincycle indicators are not depicted in this version. Close interaction with the factlink.com is desirable but not depicted yet. Additions include the remembering option which behaves similar to favourite behaviour and allows users to save facts cross session, tab and browser. Share allows users to share with social media sites as well as users on the factlink website.



3. By using a floating helper (factbubble) instead of a modal dialogue the user is able to remain in the same context, the flow of reading a text is less interrupted. By being able to open multiple floating helpers, information on various facts on the same page can be quickly skimmed over which reduces the demand on the users working memory.



4. Agreeing or disagreeing with a related fact should be visually consistent with agreeing with a basic fact. Agreeability of the relation between facts is presented by a radio button style interface with the checkbox option to deem a relation irrelevant (unchecking relevant disables the other options). Doubting a relation is debatable and personally feel that only supports or weakens should be presented to user.

Usability primers

Usability consists of **Learnability, Flexibility, Robustness and Transparency**

LEARNABILITY
Predictability: support for the user to determine the effect of future actions based on his/her interaction history and experiences

Synthesizability: possibility for the user to assess the effect of past actions on the current state of the system

Familiarity: the extent to which a users' knowledge and experience in other real-world or computer-based domains can be applied when interacting with a new system

Generalizability: support for the user to extend knowledge of specific interaction within and across applications to other similar situations

Consistency: likeness in input-output behaviour arising from similar situations or similar task objectives.

FLEXIBILITY
Dialogue initiative: allowing the user freedom from artificial constraints on the inputdialogue imposed by the system. May be system pre-emptive or user pre-emptive

Task migratability: the ability to pass control for the execution of a give task so that it becomes either internalized by user or system or shared between them

Customizability: possibility to modify the user interface according to user and/or system needs or wishes

ROBUSTNESS
Vulnerability or error-proneness: the extent to which the system is able to handle user errors without becoming instable or unpredictable

Recoverability: the possibility for the user to correct errors, or to return to a pre-errorstate of the system

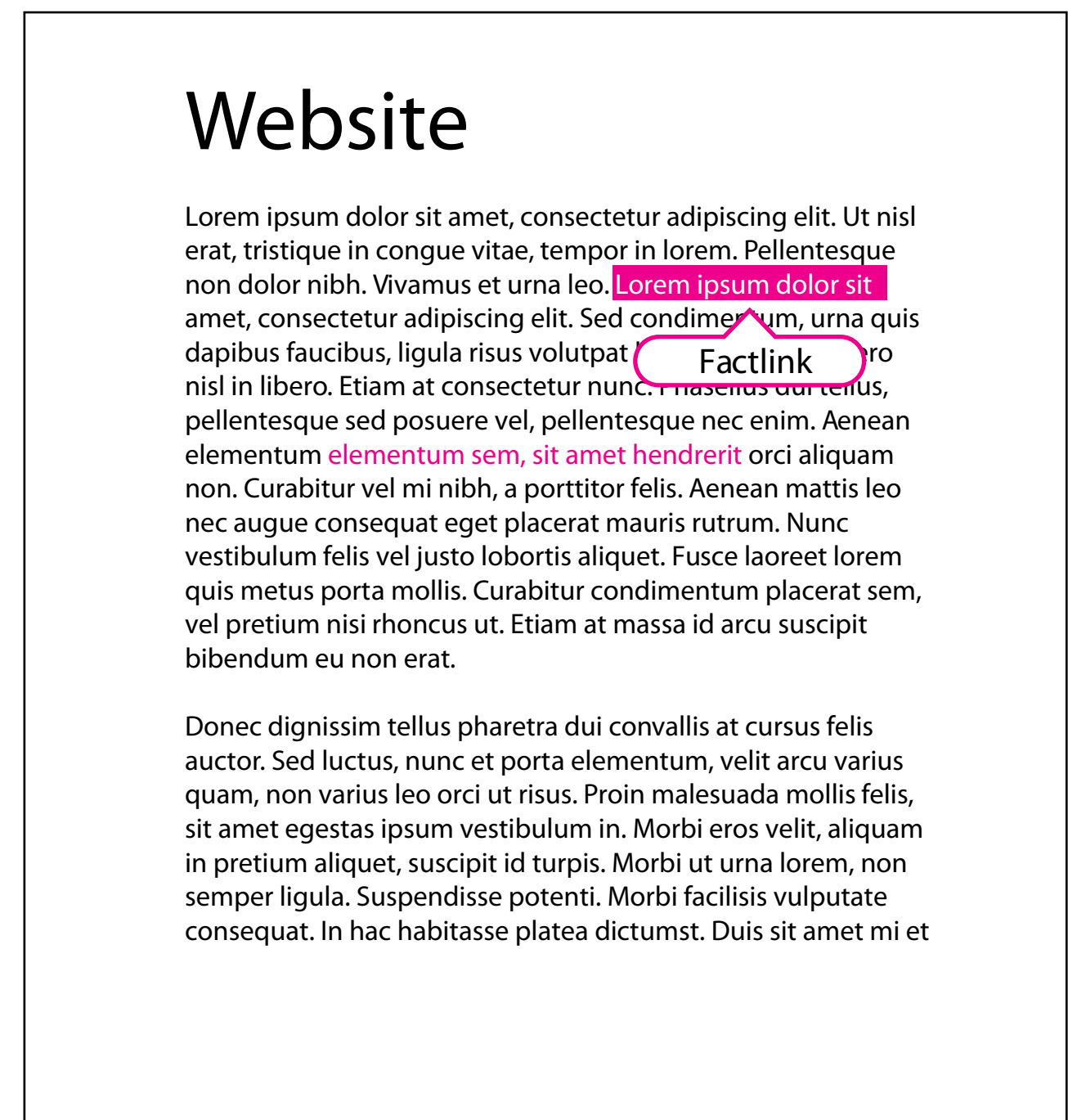
Responsiveness: how the user perceivers the rate of communication with the system;

Task conformance: the degree to which the system supports all of the tasks that a user wishes to perform and in a way that the user understands them

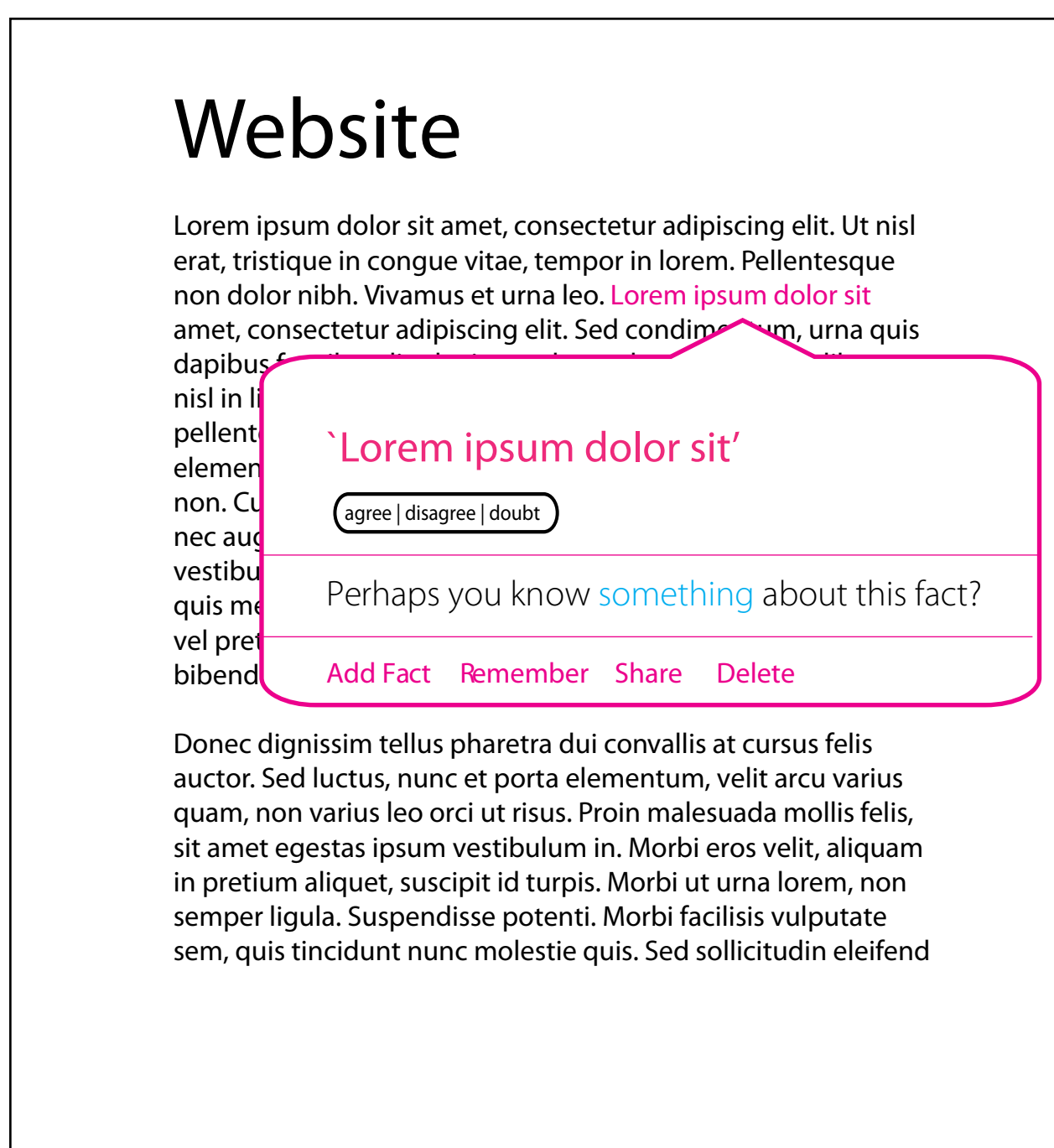
TRANSPARENCY:
Observability: the extent to which the system provides information about possible actions and the degree of direct understandability of messages and icons

Feedback: the extent to which the system provides information on the system actions in response to user input

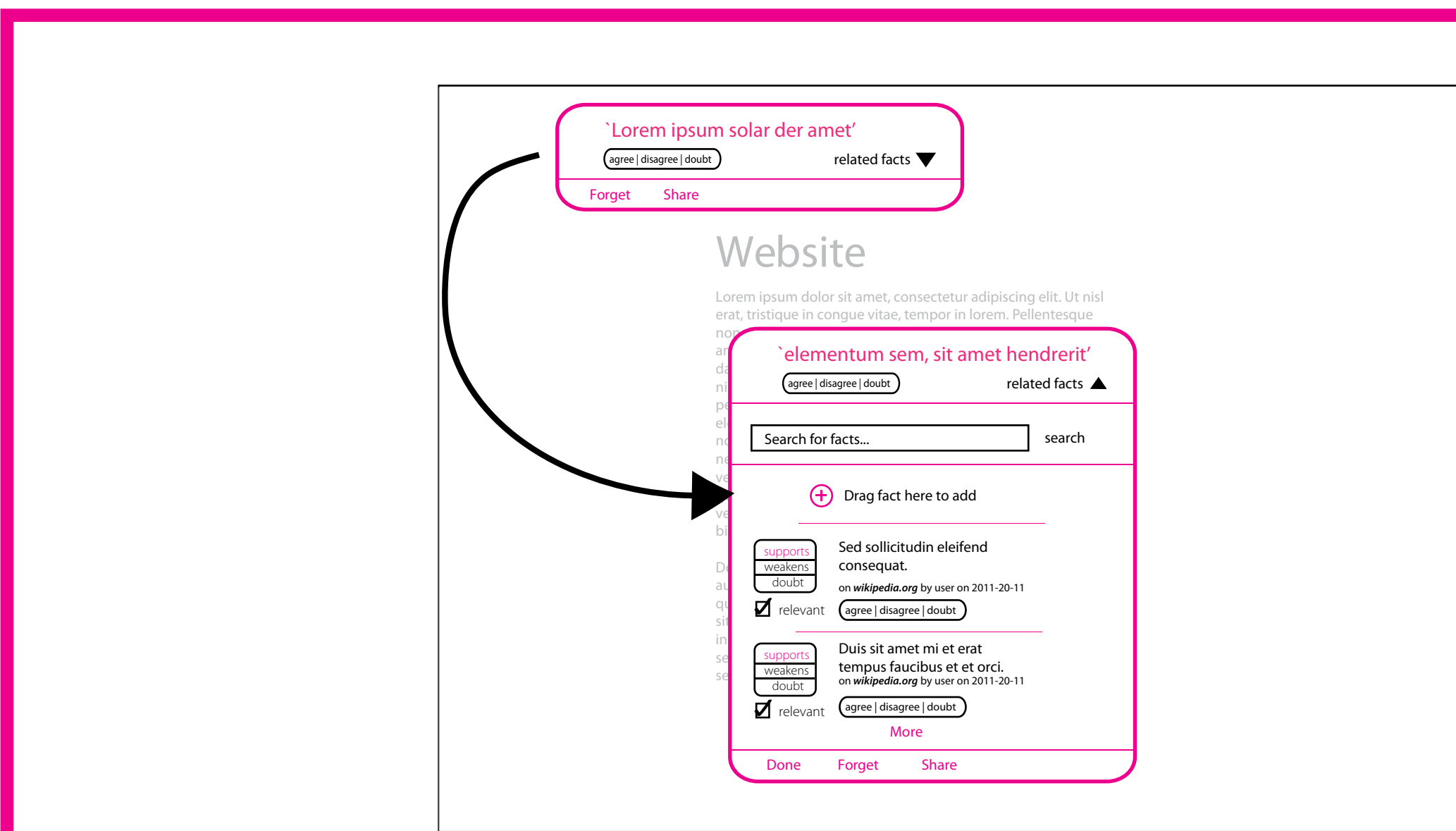
From Dix, A., Finley, J., Aboud, G., & Beal, R. (1998) *Human-Computer interaction*. London: Prentice Hall.



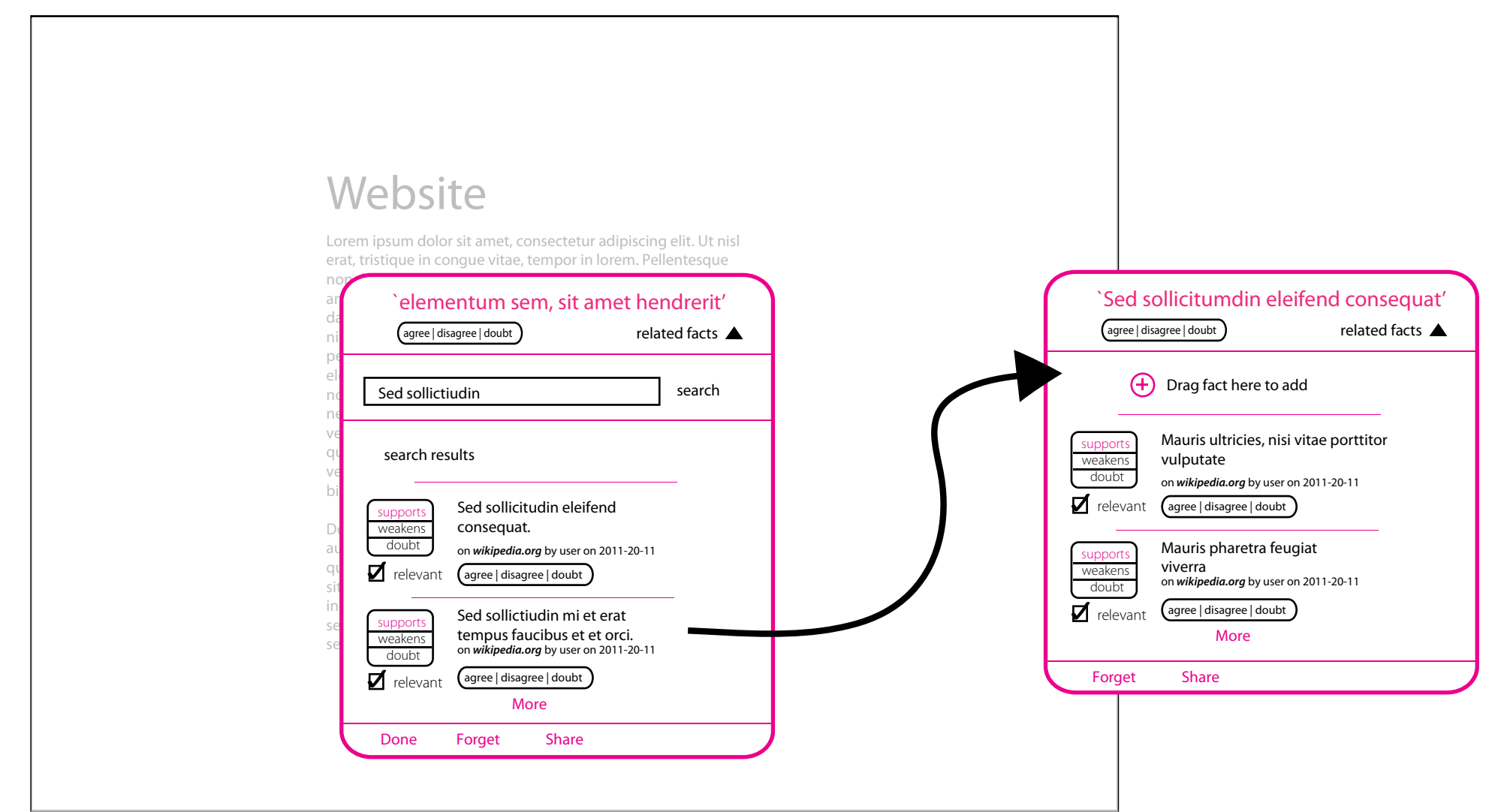
1. Factlinks are highlighted structures similar to regular hyperlinks. They can be added on site by highlighting text, typically about the length of a sentence, either through a context menu or a floating helper.



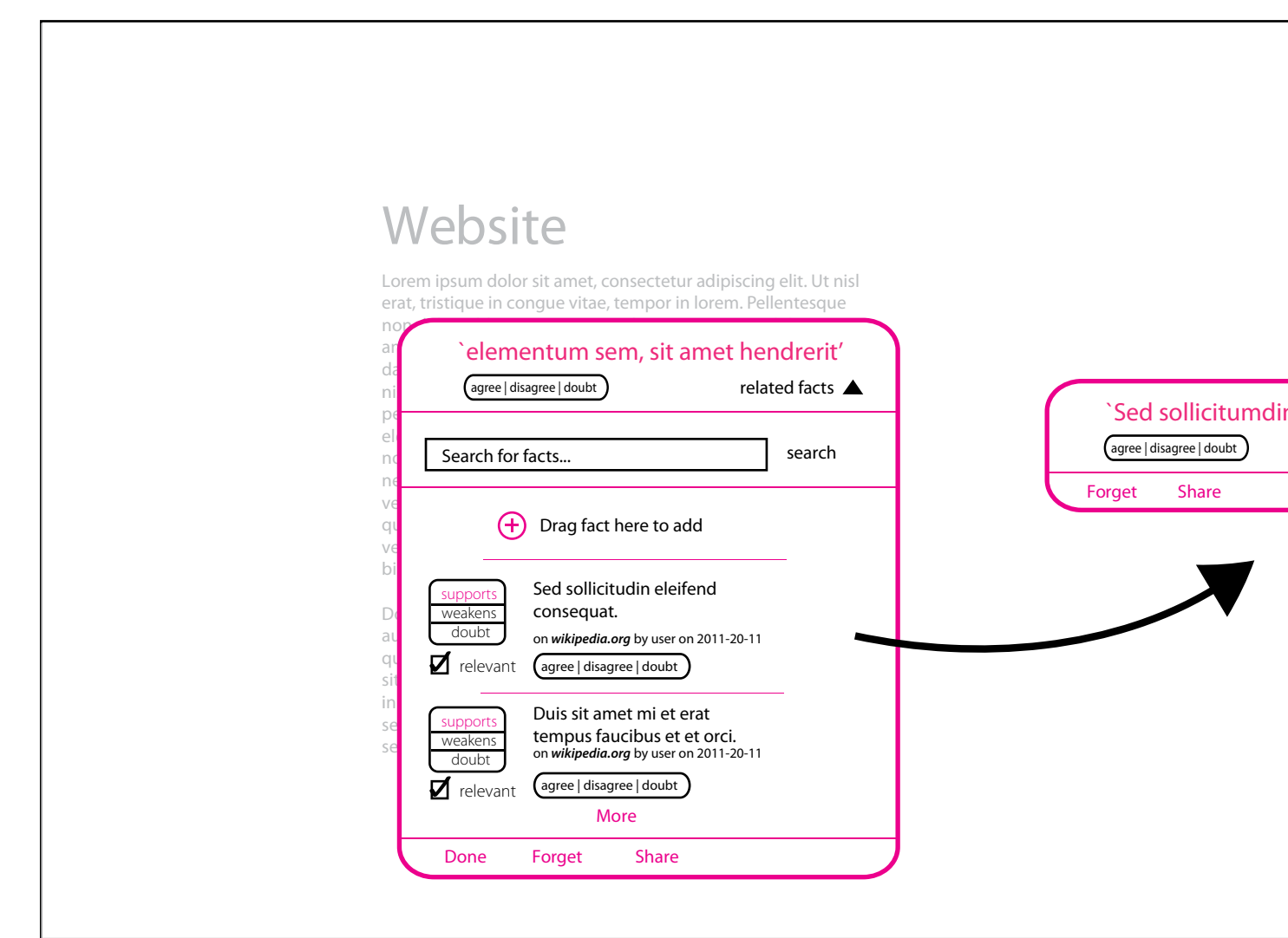
2. When adding a factlink the floating helper changes to an expanded version (fact bubble) where the user can agree or disagree with the fact and various other immediately relevant options, including adding a related fact that supports or weakens the factlink.



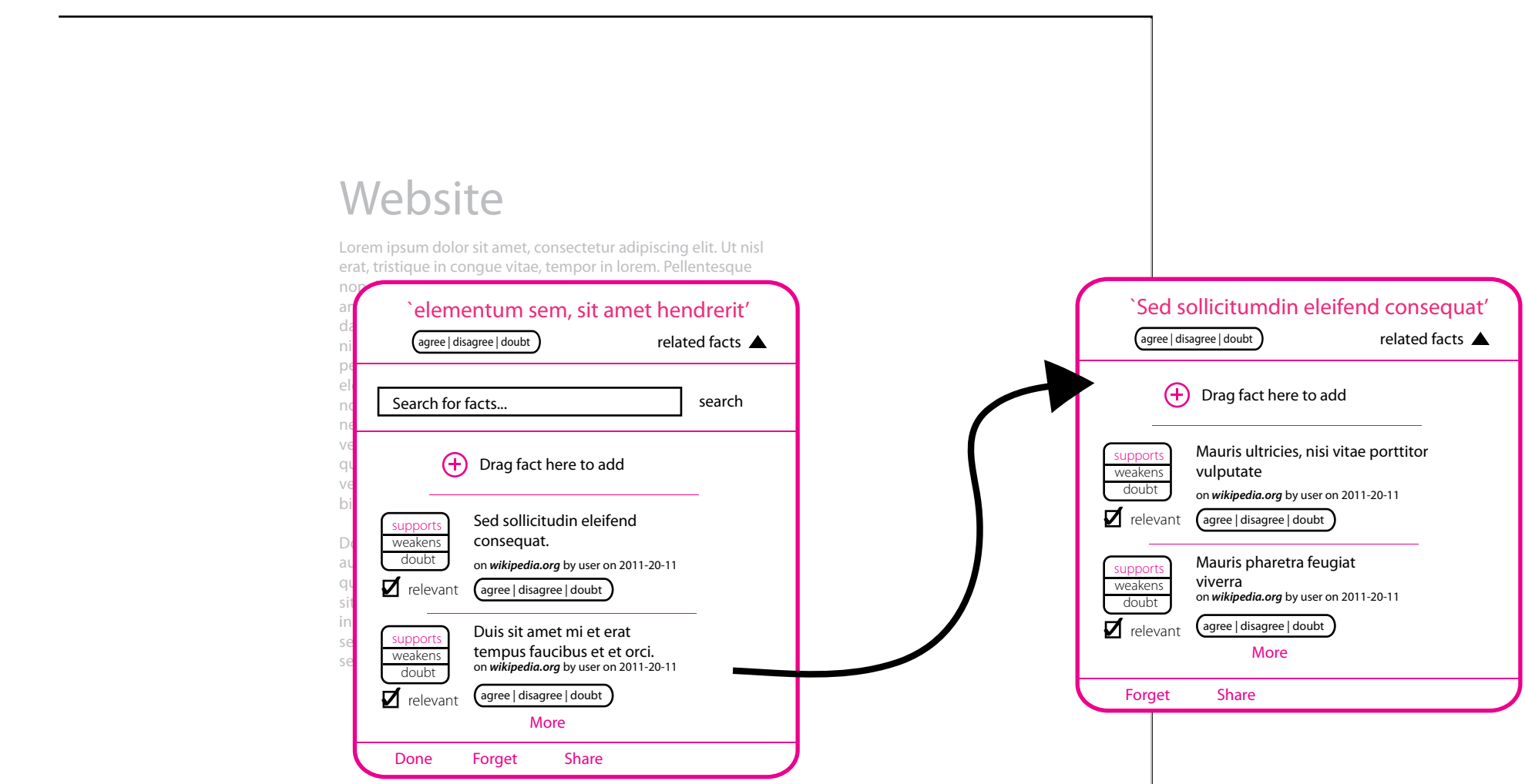
5. A modal "dashboard" open when a user wishes to add a fact. This overlay stores remembered facts as well as the currently opened fact. All facts are presented in a consistent fact bubble type interface similar to the floating helper displayed inline. These bubbles can be dragged to the opened field creating a new relation. After dragging the user is can select if the relation is supporting or weakening (other options are disabled but visible).



6. Searching for facts allows user to find facts based on keywords, these facts can then be added as relation by clicking supporting or weakening or can be dragged onto the dashboard like a related fact.



7. Related facts can be dragged into the dashboard creating a new fact bubble similar. These bubbles behave identical to the bubble calling the dashboard, therefore these manipulations can be performed by calling the dashboard without a fact bubble present in effect creating an external memory (credibility and other attributes updated dynamically).



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Modal Dashboard