

# H C T W orkshop '98 Proceedings

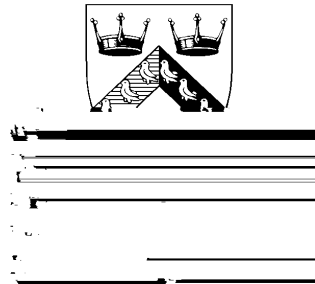
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Pablo R om ero

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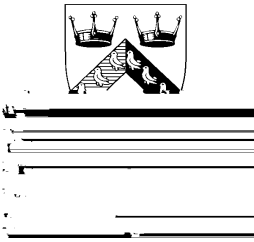
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Cognitive Science  
Research Papers

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# **HCT Workshop '98**

## **Proceedings**

**2nd - 3rd October 1998**

**Brighton**

**Sponsored by**  
**University of Sussex, School of Cognitive and Computing Sciences**  
**COTCOS (Co-operative Technology for Complex Work Settings)**



**Organisers**  
**Ann Light**  
**Rose Luckin**  
**Fabrice Retkowsky**  
**Pablo Romero**

# Preface

## The Workshop

The Human Centre for Learning and Innovation (HCLi) is a research centre that provides a range of services to support the development of learning and teaching in higher education. The HCLi is a multi-disciplinary team of staff and students who work together to explore the latest research and practice in learning and teaching. The HCLi is a key part of the University's commitment to excellence in learning and teaching.

## The Sussex HCT group

The Sussex HCT group is a group of staff and students who work together to explore the latest research and practice in learning and teaching. The group is a key part of the University's commitment to excellence in learning and teaching. The group is a multi-disciplinary team of staff and students who work together to explore the latest research and practice in learning and teaching.

- to develop research or innovation in learning and teaching in higher education.

- to provide support and training for staff and students in learning and teaching in higher education. 26 19 1 p 2





# People

## Day 1 speaker : Lydia Plowman

rr tv s un nt\_tot w sw s ns o t tso \_ n s us tprov sstru tur  
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on pts o n rr tv u n n n rr tv onstru t on pp\_ to t s no LEs-

## Day 2 Session 1 speaker : Charles Crook

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v\_op n turn nto or n r 1\_1s 6-2u2 -62 6-9 1\_1n 2\_19\_1 1\_99\_1 v\_1\_ 11 6 11r -

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### Anthony 'Skip' Basiel

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### John Bradwell and Mary Ulicsak

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**Marco Palmonari**

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**Gordon Rae**

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An p r nt wor n to stu so tw r r us  
ro o n t v p rsp t v -----

**John Rimmer**

Co unt n no.o ----- 1

**Pablo Romero**

Fo stru tur s n ro.o pro r s ----- 2

**Marta Costa Rosatelli**

Support n Group A t v t n D st n n ro C s tu s -----

**Dominic Staryer**

# Virtual Hospital Round: A Cognitive Tool for Clinical Teaching

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University of Sussex  
Brighton  
BN1 9QH

s p p r w\_ nv st t t us o n nt\_ nt tutor n s st to ov r o pro\_ s w t  
\_n \_t n -A.t ou , t r r nu ro \_ nos s p r t s st s w v n  
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\_st nu ro s st s v n v\_op s on o ntv ppr nt s p ppro ,  
n s n nt o o r s r s n rr out\_ r

HC or s op, 9 ro n s  
oo. o Co n t v Co put n s  
\_ n v r s t o\_ uss

## **Learning Processes in Distance Education**

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**The Royal Danish School of Educational Studies**

**Endrupvej 101, DK-2400 Copenhagen NV, Denmark**

**Tel: +45 39 69 66 33**

**Fax: +45 39 69 50 84**

or pro ss s o o put r support o or tv rn n - At t s r st o pro t w  
t sp ro 99 to 2 I' st us n t tr ' st n u ton' v n t ou L' not sur  
t st r t to n t t s n o rn n It r s su s' on n u ton' or' -  
rn n' ou or ppropr t, n t s s qu st ont t I tr n pro t w r ss os r-

HC or s op,9 ro n s  
oo.o Co nt v Co put n n s  
n v rs t o uss

# **The Learning Technology Project: Re-defining educational opportunity in the digital age**

**Paul Ardern and Rod Paley**

rn n no.o , o nt pro t to \_ un t Inst tut o E ono A rs n DE  
s to st rt r \_r t n o u t on po \_Ast wor o s n twor n t  
o put r o s n v r too n our\_v s t o t pow r \_rn rs o n r \_



## **The Laughing PC: How a computer based instruction programme uses riddles to help children's reading comprehension**

**John Bradwell and Mary Ulicsak**

**Overview** Corn o sus s t n nqu \_ prov \_ /s r n o pr ns on  
o uss n t \_ on t ou \_ n n s w t n o s n t n s Yu \_ 996 - B s upon  
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o t poss \_ ut § t so tw r s sp \_ s n or o or t v us - so tw r  
p \_ so ov r o st pp r nt ut n prov n n v u \_ ro roup \_ rn n -

**Introduction** C \_ r n's \_ t to tr t n u s no t n r, t upon ts n n v ops

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 two n n s"- u o t r s n o w r n s s t t p o t t n v two n n s o urs not  
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 support t t CBI n orpor t n o r tv wor n n prov r n o pr ns on Br w -  
 99 -

st Jo Ct supports r s r vo t n t n t s o p r wor n, t o s r s urt r  
 n pr t ons r t ons-In s o o s t r s n o w st r o n o us on sur n t n  
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 u s s r' r n n r o n s t s n pro u p r o r n r ports o o s - s  
 p s s on sur n t n v u - 's prov nt n p r o r n pp r s to n on, t w t  
 t pp r nt n t n ro CBI o r tv wor n -How n n v u o t  
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 qu nt n n v u r n s n pup - s p r o r n ro CBI pro r w s s n or  
 o r tv us -

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 wr n E r u Asso t s-



## User models for predicting usability: Real world validity versus mathematical abstraction

Richard Butterworth

... s r o s o ssu pt ons out ow r us rs w nt r t w t o put rs- A  
ro r - s r o App t ons < [http //www.mdx.ac.uk/puma/](http://www.mdx.ac.uk/puma/) > pro t s nv st t n  
w s n w us r o s n p o to \*pr tv \* v ut t us t o propos  
nt r tv v -

p us t r qu r nts r tt n n o s n , utt s n  
s st nnot t st or us t unt t r t s u t s r o s ow or qu st ons o us t  
to r ss o str tsp t ons o ntr tv s st s r t r t non o p nt t ons-  
v no t p n n n ns p t nt ro r - s r o - Youn  
t 9 tr ton o us r o n s t t o n to on so st tw v  
n or to s ut s v r ssu st tw r not r n o n - qu st on now s  
v nt s str tus r o to w t purpos s nt us u put

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s st o r su ts n o t t s op r ton n n tur n s t to s u t ons n n st  
n propos v our tr n t n ru w t r or not t t v our tr n n r t  
t o -How v r or n r qu st ons su s n rt n v our \*n v r\* pp n , nnot  
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1 s r z or or t st o v r p t nt s st o -

t w out n s us t s tr o st tw v oun to n ss r n ntr tv  
s st o n -

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A-B n or , -Butt rwort n J-Goo - 9 66 o -19 sn

Youn t 91  
-Youn, -Gr n n on- Programmable user models for predictive evaluation of interface  
design





# An activity-theoretic analysis of the failure of a requirements capture protocol for a peer-to-peer student support system

John Halloran  
johnhall@cogs.susx.ac.uk

School of Cognitive & Computing Sciences  
University of Sussex  
Brighton  
BN1 9QH

... reports on ... to produce an ... to peer support system ...  
... of ... students on ... students ...  
... on ... - A requirements capture protocol was used to ...  
... on ...

... requirements capture protocol would ...  
... to ...  
... requirements protocol ...  
... student ...



pro t w\_ o us on t      ts o n t on n nt r tv t on o nt v pro ss n, n  
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t st s st n      sto now outt us rs ns v r\_ w sto n \_ pprop r t s no nt r tv  
u t on\_ so tw r, or      p\_ nt rn\_ r pr s nt t ons      nt\_ o \_s so t tt s st n  
s n to \_ow ort s s      s s ro w      to wor t      ts on o n t on o v r n t rn\_  
r pr s nt t ons on t \_t r t on      t on or o      t on o nt rn\_ r pr s nt t ons to pro ot ppro  
pr t \_ rn n tot p\_ t      ts on o n t on o v r n \_ v\_ so nt r tv t wt t      r,  
to nv st t n\_ u n s on\_ rn n out o s\_ \_so n      un rst n t nurs s'\_ rn n ont t  
n t rr qu r      nt s t r\_ rn n t s s o\_ s n      s\_





**SeniorWeb** In t t r n s t n or o unt s ust st rt , o p r to t r  
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p r t p nts n v o v n m n tous o put rs n t Int rn t-B s st t t r r \_so s uss on  
\_sts t t n v s t t p r t p nts n t r s \_so v r o t n n r \_ s uss on out  
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w t t n o o , t Int rn t n \_so r r n t w sp op v n on n o unt s -Bot  
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p s n pr \_ n r surv r su ts- I w \_ \_so ntro u on o t r s r t o o o s I  
w \_ us n n t s s stu , t t s s ours n \_ s s - \_ s n t sp r sp tv prov s wt  
p r \_ s too to r s s t on v rs t ons p op v w n t r on n n n \_ s  
to t t t r \_oo t t r tu \_ o un t on \_oo n t t w t t s \_ v s r r to or  
p t t n s t v \_u ost out t t n o o n r t n sp ts o t o put r t  
o un t on pro ss-



# The Development of Electronic Academic Communities: Using Computer Mediated Communication to Support Undergraduate Studies

Heather Matthews

Southampton Institute

s r s r n s ow \_ tron on r n n t r t p tw n s n  
un r r uts \_ t t n \_ o u s w t n n o un t \_  
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t u t o r s n n \_ s o \_ t o r s t r r t \_ u t s n r u n t w t t r p r s \_ u \_ o u s  
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n v o \_ v \_ A s o u r s p r o v s o p p o r t u n t s o r " \_ t t p r p r \_ p r t p t o n "  
\_ n t o n u n r s t n n o t " u t u r o p r t " v n n r , 99 1  
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t r t t \_ s w r p s \_ s p s v \_ \_ o r u n s u \_ t n s s t u n t s v n \_ o r  
p w o r o t n t s \_ C o p u t r t o u n t o n C C o r s p o t n t \_ s o u t o n t o o v r  
o t s p r t \_ r r s t o o u n t o n \_ A s s t o n \_ t r o n o n r n n s s t r o v s

## **Developing Sustainable Community Networks: A personal, social, economic, and political challenge**

**Colin Millar**

Co unt twor s r pr s nt t o r p o o s t on o Int m t t no o s w t  
st n t o un tons s rv s s to p n t n ts o o put r t o  
un tons n n or tons st s to t ort o t popu ton n t ont nt n t  
tr ns tons r v nt to t n or n r n s

D sp t o s t on t p ns on o vrtu wor s n n r s tr v w w r n root  
v n n wor n n n o r p o t ont p o 1 2 r us- It s st t  
t t 2 6 o ous o s w on n t w t us t t no o  
p t s or n s to n our prt p tv s n w t urr nt n utur us rs su  
t t o so n ono n ts r v u n stot ns o on us n ss n  
v r n support s rv s n p s o unt w v prooun n u n ov r o  
ov rn n n o tr - so sp tso t n n v u or ono us on r ru  
In t s pr s nt t on I w n t w t B s on nt s n prov p s nt n  
Europ o t n p so Co unt twor s n t on

HC or s op,9 ro n s  
oo.o Co n t v Co put n n s  
n v rs t o uss

# **Community storytelling using hypermedia**

**Clodagh Miskelly**

**Computer Studies and Mathematics**

**University of West of England**

ru tor s ro t s p.or n ow o unt s t us o p r t no.o  
to r pr s nt t s\_v s- r nt r st n ow rous n wt t t no.o or t r own  
purpos -

- Group works presentation on Cost group works pp out on reports n post



**How the properties of the communication medium affect cooperation:  
Pilot-controller mutual awareness**

**Marco Palmonari**  
**marcop@cogs.susx.ac.uk**

**School of Cognitive & Computing Sciences**  
**University of Sussex**  
**Brighton**  
**BN1 9QH**



o pr s nt t on s to prov r \_ s n r o s r n ow t ss to t o u  
n t on on ontro\_ rs n p\_ots t n p\_ t rou t r o nn\_ \_ows v r p\_ots to

- u\_ up o \_o t urr nt r tr n o t ontro\_ r's wor \_o utu\_ w r n ss
- us t s n or t on to oop r t w t t ontro\_ r n ssur n n t v n s tr n  
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r t on t t st \_o \_r n t on o t r o s n t utu\_ \_p n n n t t v n ss n  
t s t o t w o s st -

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or n D-A\_ 99, *Cognitive artifact*-In J- -C rro\_ E -, *Designing interaction*, C r  
\_n v rs t r ss C r , A-  
Z n , J\_ n or n D-A\_ 99,

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oo.o Co ntv Co putn n s  
\_n v rs t o\_ uss

# **The Application of Visualisation to Requirements Engineering**

**Paul Perry**

**School of Computing & Management Sciences**

**Harmer Building**

**Sheffield Hallam University**

us r- s on o t v st v-op nt o sut - t o to prov u n to v-op r  
n v s n n pp n sut - r p -r pr s nt t ons-  
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HC or s op,9 ro n s  
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\_n v rs t o\_ uss

**The Colleague in the Machine:  
Electronic Commerce and Organisational Learning in the Insurance Industry**  
Gordon Rae

*– Should the design of communication technology reflect culture?*

Yes, technology is a cultural artifact. It is not neutral, but it is shaped by the values and assumptions of the society that creates it. Technology can be designed to reflect and reinforce the values of a culture, or it can be designed to challenge and change them.

*– Does technology design dictate communication patterns?*

Yes, to some extent. The design of communication technology can influence how we communicate. For example, the design of social media platforms can encourage certain types of communication, such as short, visual posts, or the design of video conferencing software can influence how we interact in virtual spaces.

In the United States, the design of communication technology has been influenced by the values of individualism and freedom of expression. This has led to the development of technologies that emphasize personal communication and the free flow of information. In contrast, in countries with a more collectivist culture, the design of communication technology may be more focused on group communication and maintaining social harmony.

HC or s op,9 ro n s  
oo.o Co n tv Co put n n s  
\_n v r s t o\_ uss

## People that aren't going to talk

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Brighton  
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*Supported by Consejo Nacional de Ciencia y Tecnologia (CONACYT), Mexico*

r s r s n t r o m n Co p n on, st s -An s v r t on o n Int-  
- nt utor n st I w r s st tutor n t stu nt t r nt s rn n  
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o p t s qu-s t o p n on ou n stu nt o t u n stu nt t o p n on ou  
sour o v, t- C s r r- tv- n w s st s sot r r n qu st ons to nsw r -In  
p rt u r t p rts n v our o t -12 r -2 2 9 t -19\_1 9\_1 -2 t 2 - 2 -19\_1 26 -1

## **An experiment workbench to study software reuse from a cognitive perspective**

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**University of Sussex**  
**Brighton**  
**BN1 9QH**

o tw r r us s pro s n pro r n t n qu t t s support n t no.o \_  
v \_op nt\$ n r nt t or s o p t s to ow o r us s ou ss st o put r  
too\_-

# The Community and Technology

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University of Sussex

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BN1 9QH

sp pr s uss sso o t ost port ntt no.o st t v n ntro u to n us  
t o unt ovrt \_st w ntur s ro t pr nt n pr ss to o put r n twor s- s  
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no.o usu \_ stwo t p so t t rst\_ v\_ st ono p\_ tons or n  
n s n t s on st so \_ ts on t t no.o s n us - For st n t r t osts  
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n po\_ s s v n or u-It st so \_ u n \_ ntt t s pr t on so pro \_ t -  
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ppropr t\_ ntro u \_

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## **Mediating Meta-Cognitive Conflicts in a Collaborative Problem-Solving Situation**

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t no.o \_ v n s s n n t \_ st two s v rou t n o p r n  
Co put r n , w s \_so n r\_ t n AI EDs st s-Fro n p s s ont n v u\_>  
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## **A Human-Centred Recycling Support Tool**

**Julie Waplington**

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qu t support t nt pro ss so t us r or ss st s wor t v t s r su t n n us r ss t s  
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