

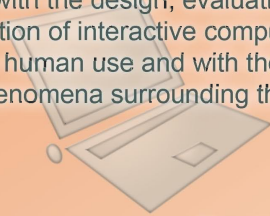


Towards a Unified Systemic View of HCI

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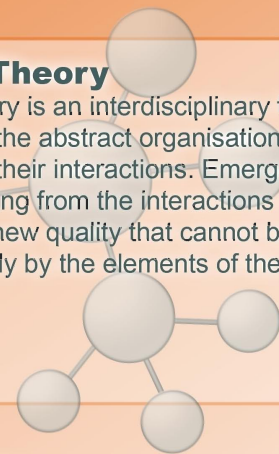
Human-Computer Interaction (HCI)

Human-Computer Interaction is a discipline concerned with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them.



Systems Theory

Systems Theory is an interdisciplinary field which studies the abstract organisation of elements and their interactions. Emergence, which is resulting from the interactions within a system is a new quality that cannot be explained solely by the elements of the system.



Systemic View of HCI

- unified view of HCI theories
- find common language and preserve diversity
- emergent phenomena arising in interplay of theories

Planned vs Situated Action

- two opposing paradigms
- context based decision vs. plans

resolve contradictions

Grasped Action

- dialectic view of human action
- users develop plans and redevelop and advance them, after they grasp a given situation

Distributed Cognition

- cognitive processes take place in sociotechnical systems
- includes phenomena that emerge in social interactions

formalise theories

Cognition of Systems

- self-organising systems as primary unit for cognition
- systems relate their order to external disturbances