Designing Personalized User Interfaces as a Human-Computer Partnership

Joanna McGrenere

July 2018





Interfaces are designed for the average user But does this make sense?



Research Goal

To characterize user diversity and accommodate diversity through personalized adaptation

why should we care? Why should we care? Research Goal

To characterize user diversity and accommodate diversity through personalized adaptation

Research challenges

- How to capture and characterize diversity?
- How to design for diversity?
- How to incorporate diversity in system evaluations?

Research challenges

- How to capture and characterize diversity?
- How to design for diversity?
- How to incorporate diversity in system evaluations?

Tendencies in Digital Data Preservation

How do people decide what data to keep or discard?



- Semi-structured interviews
 23 participants
- Thematic analysis

hoarding

minimalism

stronger hoarding tendencies

a**mix** of tendencies

stronger **minimalist** tendencies

[Francesco Vitale, Izabelle Janzen and Joanna McGrenere. CHI 2018. Best Paper]

Research challenges

- How to capture and characterize diversity?
- How to design for diversity?
- How to incorporate diversity in system evaluations?

How to design for diversity?

- Adaptable
- Adaptive
- Mixed-initiative -> Human-Computer Partnership

Pros and cons?

Adaptable

Are there designs that can encourage adaptable personalization (user customization) and mitigate its costs?

Multiple: Word Personal



[McGrenere and Moore, GI 2002; McGrenere, Baecker, and Booth CHI 2002]

Some results

- Compared to Microsoft's Smart Menus, Word Personal led to greater satisfaction and sense of control for "feature-shy" users
- *Different study:* multi-layered interfaces show benefit for older adults (65+) mastering basic features on mobile application

Adaptive

Are there designs that can improve the overall benefits of adaptive (system-controlled) personalization?

Spatial Inconsistent results



Graphical Lack of evaluation

[Gajos et al., 2006]

Temporal Underexplored



Ephemeral Adaptation



APPROACH

Abrupt onset of predicted items Gradual onset of non-predicted items

DESIGN BENEFITS

Temporary adaptive support

Maintains spatial consistency

Based on literature in visual attention

[Findlater, Moffatt, McGrenere, and Dawson, CHI 2009]

Ephemeral

Menu1 Menu2 Menu3

Venus

Gemini

Pistachio

Preferred

Color highlighting

 Menu1
 Menu2
 Menu3

 Ceramic
 Marble

 Marble
 Porcelain

 Granite
 Molson

 Labatt
 Coors

 Kokanee
 Chopreferrec

 Chopreferrec
 Hatchback

 Minivan
 Sedan

 Recliner
 Loveseat

 Couch
 Kokanee

Sectional

Control (static)

Menu1	Menu2	Menu3
Canola		
Sesame		
Safflower		
Olive		
Cheetah		
Cougar		
Tiger		
Leopard		
Samsung		
Panasonic		
Pioneer		
Sanyo		
Cotton		
Flannel		
Spandex		
Linen		

Results

Ephemeral Adaptation: Further Applications



Ephemeral Adaptation: Further Applications



Mixed-Initiative (human-computer partnership?)



[Clippy: based on Lumiere, Horvitz, 1998]

[5 slides removed for public posting]

Supporting personalized gesture creation for eyes-free gesture use Supporting personalized gesture creation for eyes-free gesture use

"call partner"

[Joseph Malloch, Carla Griggio, Joanna McGrenere, and Wendy Mackay. CHI 2017]



Fieldward

Shows a color gradient indicating optimal directions to make a recognizable gesture



Fieldward

Shows a color gradient indicating optimal directions to make a recognizable gesture

> Gestures that end on a **Red** zone collide with an existing gesture



Fieldward

Shows a color gradient indicating optimal directions to make a recognizable gesture



Gestures that end on a **Blue** zone are recognizable

Another adaptable example

Designing Personalized Interactive Media Systems for People with the Severe Cognitive Impairment Associated with Rett Syndrome How can user-centered design be adapted for such populations?

What toolkit might permit parents to easily configure systems for their daughters?



10 C 10 C 10

Built, delivered, and evaluated two systems



[Anthony Hornof, Haley Whitman, Marah Sutherland, Samuel Gerendasy, and Joanna McGrenere. CHI 2017.]

Research challenges

- How to capture and characterize diversity?
- How to design for diversity?
- How to incorporate diversity in system evaluations?

Final reflections

- There is an inherent appeal to personalized interfaces & interaction
- Personalization can offer better performance and is preferred
- But there are tradeoffs (underexplored)
- Personalization is tricky to design & evaluate
- Multiple methods are needed

Final reflections (cont'd)

- More longitudinal evaluation is needed
- Richer characterization of individual differences
- Further mapping out design space
- Understanding of co-adaptation process
- Crisper articulation of value of personalization

Thanks!

