

Index

Symbols

- 2-D (two dimensional) 190
 - interface 525
 - model-based approaches 62
- 3-D (three dimensional)
 - interface 525
 - graphics 696
 - rendering 693

A

- AAC (see also assistive and augmentative communication)
- AAS (see also attention-aware systems)
- abduction 2
- abductive inference 3
- access 197
- accessibility 318, 441
- accountability 200
- accumulated frame difference 61
- acquisition-of-expertise (AOE) 312
- activation activity 590
- active 18
 - graphical user interface 21
 - interface 19
 - learning 729
 - processing assumption 649
- activity
 - analysis 542
 - style 524
 - vs. choice of interfaces 530
 - centered approaches 632
- actor 542, 543
- ad hoc 589
 - networking 630
- adaptation task 9
- adaptivity and intelligence 106
- ADL (see also advanced distributed learning)
- ADRIADNE Foundation 70
- advance organizers 518
- advanced distributed learning (ADL) 70
- advertising 717
- AEQ (see also agent evaluation questionnaire)
- aerial photographs 235
- aesthetics of use 34
- affinity diagramming 151
- affordance 668
- agency 472
- agent 14, 334
 - evaluation questionnaire (AEQ) 305
- agile development methods 220
- AI (see also artificial intelligence)
- air traffic control (ATC) 603
- ambient
 - intelligence (Aml) 121, 291, 631
 - media 631
- analysis 166, 549
- analyst ability and analytical bias 656
- analytic methods 661
- anchoring 654
- antecedents 268
- anthropology 257
- antisocial interaction 534
- AOE (see also acquisition-of-expertise)
- appearance-based
 - approaches 62
 - methods 61
- art 31
- artificial
 - intelligence (AI) 19
 - life 334
- ASM 220
- assistance 181, 182
- assistive
 - and augmentative communication (AAC) 296
 - technology 295
- asymmetric cryptography 290
- ATC (see also air traffic control) 603
- attention-aware systems (AAS) 38
- attentive user interfaces 38
- attraction 201
- aural media 81

authentication 289
 authenticity 429
 automated reasoning 46
 automatic methods 53
 automatism processing 616
 autonomous
 agent interaction 334
 agents 334
 autonomy 199, 200
 avatar 334

B

Bank of Jordan 242
 basic usability concept 652
 behavioral 151, 201
 science principles 637
 benefiance 199
 benefit 201
 best argument 409
 between-
 document cooperative browsing 122, 123
 image cooperative browsing 125
 page cooperative browsing 124
 bibliometrics 54
 blink rate 215
 breakdown 430
 bright-pupil effect 211
 broadband 68
 browsing 123
 buddy group 348

C

CAD (see also computer drafting systems)
 calmness 200
 Canadian Network for the Advancement of
 Research Industry and Education (CANARIE) 68
 CANARIE (see also Canadian Network for the
 Advancement of Research Industry and
 Education)
 Carmen's bright ideas 303
 cascading menus 623
 CASE (computer-aided software engineering) 604
 case-based
 learning (CBL) 21
 reasoning (CBR) 18, 21
 CBIS 548
 CBL (see also case-based learning)
 CBR (see also case-based reasoning)
 CCT (see also cultural cognition theory)
 CGS (see also current goal states)
 challenge systems 561
 Chinese customers 139
 CiteSpace 27

civic engagements 410
 claims approach to requirements 321
 CLGS (see also current learning goal states)
 CLT (see also cognitive learning theory)
 CMC (see also computer-mediated communication)
 cognition 212
 cognitive
 activities 588
 activity 590
 affordance 670
 artifacts 333
 challenges 295
 disabilities 295
 dissonance 114
 effort 313
 learning theory (CLT) 79
 load theory (CLT) 648
 model 590
 processes 212
 psychology 257
 science 494
 task design (CTD) 583
 tools 80
 trapdoor games 290
 walkthrough(s) 45, 641
 work analysis 220
 collaborative
 community 12
 filtering 13
 technologies 442
 working environments 699
 -social-filtering systems 489
 collecting
 data to track attention 617
 task data 580
 collective competence 13
 combinations of modalities 451
 communication 105, 373
 efficiency 526
 preference (CP) 494
 rights 562
 communicative effectiveness and efficiency 652, 663
 community 197, 473
 competence 266
 completeness 662
 complex situations 339
 compliance 287
 computer
 kids 288
 science 494
 technology(ies) 143, 312, 548
 -aided
 drafting (CAD) systems 236

Index

- education environment 348
 - software engineering (see also CASE) 604
 - based instruction 494
 - mediated
 - communication (CMC) 143, 373, 533
 - environment 144
 - human communications 143
 - supported
 - collaborative learning (CSCL) 105
 - cooperative work (CSCW) 257
 - to-human communication 40
 - concept map 100
 - as
 - cognitive tool 101
 - knowledge representation 100
 - conceptual model 113
 - concurrent task trees 220
 - confidence and evaluation 487
 - conflicting emotion detection 228
 - consistency 180, 181, 207
 - constructivist theory 731
 - content
 - domain 717
 - index metaphor 506
 - separation 86
 - based-filtering systems 489
 - compression techniques 355
 - context 630
 - and test methods 365
 - aware services 291, 630
 - dependent 268
 - contextual
 - design 220
 - inquiry 320
 - cooperative browsing 120
 - of
 - documents 123
 - images 124
 - Web pages 124
 - design 542
 - corneal-reflection/pupil-center method 211
 - correct rejections 669
 - cost
 - effectiveness 652
 - justification 628
 - CP (see also communication preference)
 - creative linking 688
 - creativity 197
 - credence qualities 716
 - credibility 713
 - critical design 35
 - practices 429
 - cryptography 290
 - CSBILE 311
 - CSCL (see also computer supported collaborative learning)
 - CSCW (see also computer-supported cooperative work)
 - CTD (see also cognitive task design) 583
 - cultural
 - cognition theory (CCT) 610
 - influences 375
 - probes 431
 - values 144
 - culture 136, 144, 374
 - current
 - goal states (CGS) 591
 - learning goal states (CLGS) 591
 - customer-buying process 486
 - cybercultural values 145
 - cyberlanguage 396
 - cyberspace 396, 471
 - cybertechnology 473
- ## D
- data 235
 - analysis 222
 - collection needs and effects 657
 - gathering 222
 - input 235
 - manipulation and analysis 235
 - mining 390
 - output and display subsystem 235
 - storage and retrieval 235
 - DDM (see also dynamic decision making)
 - decision-making 150
 - define task activity 590
 - delegation 288
 - demography 151
 - design 166, 197, 199, 494, 549
 - analysis 150
 - concept 545
 - space 545
 - designers 627
 - desktop multimedia 451
 - detecting face 60
 - development 273
 - methodologies 165
 - of ISO standards 363
 - phase viewpoint 603
 - process 368
 - digital
 - assets 171
 - interactivity 686
 - pen 463
 - signatures 290
 - technologies 451

- text 396
- world 3
- digitizing 243
- dimensions 151
 - of usability data quality 661
- directionality 688
- disembodiment 471
- disorientation 576
- display duration effect 324
- distance
 - learning (DL) 729
 - tools (DLTs) 494
 - to-speed mapping 188
- distributed
 - user interface 120
 - virtual learning environment 494
- DL (see also distance-learning)
- DLTs (see also distance-learning tools)
- download time 180
- downstream utility 652, 663
- dual
 - channel assumption 649
 - task 673
 - coding theory of multimedia learning 575
- durability 504
- dynamic 9
 - decision making (DDM) 311
 - lists 622
 - tasks 313
- Dystopia 144

E

- e-commerce (see also electronic commerce)
- e-learning 441
 - environment 443
- e-mail 559
- ease of use 197
- easy scanning 180, 181
- EC (see also European Commission)
- EDF (see also experience design framework) 150
- editor for
 - composite semantic learning objects 506
 - educational resources 506
- education 175, 197, 626
- educational hypermedia 649
- EduSource 70
- effective security 287
- effectiveness of graphic organizers 575
- effectors 151
- elastic
 - audio slider 356, 358
 - interfaces 187, 357
- electronic

- commerce (e-commerce) 486, 535, 548
- communication networks 176
- Electronic Communications and Transactions Bill 262
- elicitation design 222
- emerging trend detection (ETD) 274
- emoticon 324
- emotion(s) 197, 227, 303, 325
 - extraction engine 228
 - filter 231
 - icons 324
 - presentation 326
 - visualization 227
- emotional
 - abductive inference 5
 - attraction 201
 - benefit 201
 - design 31
 - engagement 201
 - involvement 303
 - usability 266
 - interface design 326
- empathy 151, 303
- emphasizes 267
- empirical 151
 - methods 661
- engagability 196, 197
 - research 196
- engagement 201, 686
- enterprise workforce productivity 627
- environment design 335
- environmental
 - problems 249
 - sustainability 200
- EQ types 496
- ergonomic keyboards 92
- ergonomics 494
- error
 - prevention 180, 181
 - recovery 180, 181
- erudite agent 15
- ES types 496
- ESA (see also European Space Agency)
- ESRI 236
- ESPRFs (see also extended structured problem report formats)
- essentialism 374
- ETD (see also emerging trend detection)
- ethics 200
- ethnographic techniques 446
- ethnography 151, 542
- European
 - Commission (EC) 699
 - Space Agency (ESA) 699
- evaluating 151

Index

- evaluation 431
 - effects 655
 - framework for e-learning 446
- evaluative judgments 716
- event enhancer 702
- experience
 - design framework (EDF) 150
 - diaries 151
 - qualities 716
 - credibility 714
- experiential learning 732
- explicit 488
- exploration 151
 - of space 526
- expression 430
 - intensity 324
- extended structured problem report formats (ESPRFs) 644
- eXtensible Markup Language (XML) 171
- eye
 - contact 526
 - gaze input 95
 - movements 212
 - tracker 211
 - tracking 211
 - mind hypothesis 212
 - movement metrics 214
- EyeToy 695

F

- face
 - to-face encounter 373
 - detection 60
- facial
 - actions 60
 - features 60
 - expression 452
 - analysis 60
- facilitators 731
- factors affecting Web credibility 717
- false
 - affordance 669
 - prophet 656
- falsification testing 644
- FearNot 305
- feature-
 - invariant approaches 61
 - level architectures 452
- feedback 312, 686
 - bias 653
- feelings-as-information 268
- Feelix 303

- fidelity 199
- field studies 544
- filtering 13, 559
 - mechanisms 714
- FineSlider 190
- finger tapping 673
- fixations 214
- flexibility 88, 139, 452
- flow 512
- Flowcharts 206
- focus group(s) 151, 320
- formal description technique 604
- formative evaluation 661
- formulate Procedure activity 590
- frames 453
- free and equal discussion 409
- freedom from bias 200
- functional 267
 - affordance 670
 - model 114
- functionality 197, 335
- funding 70
- Fuzzy
 - data calculation 230
 - logic 228
 - membership functions 230

G

- Gamecube 696
- gaze 212
- gaze tracking 40
- gender 306
 - differences 733
 - vs. the Choice of Interface 530
- general requirements 543
- genotypes 34
- geographic senses 526
- geographical information systems (GIS) 234, 242
 - applications 237
 - data layers 235
- GeoMedia 237
 - software 242
- geospatial data layers 247
- gesture 464
- GIS (see also geographical information systems)
- global village 373, 396
- goal
 - states (GS) 591
- goals of CSCL 105
- GPS 634
- graphic organizers 576
- graphical user interface (GUI) 19, 187, 248, 317, 463, 622
- grid computing 69

GS (see also goal states)
 guide activity 150
 GUI (see also graphical user interface)

H

hackers 288
 handset manufacturers 634
 haptic output 451
 hardware 235, 548
 interface 367
 HCI (see also human computer interaction)
 head-motion transducers 94
 health 197
 healthcare 457
 hedonic 269
 heuristic
 evaluation 45, 641
 walkthrough 642
 hidden affordance 669
 high-
 impact user interfaces 628
 level reasoning 338
 quality usability data 652, 661
 highly usable user interface 627
 history of eye tracking 211
 holist approaches 62
 HTML Syntax Checking 54
 human
 attention 40
 communications 85
 factors 273
 factors 637
 interaction 495
 machine system localization 136
 memory system 648
 sociability style 524
 welfare 200
 -agent communication 227
 -centered
 technologies 542
 design 150
 -computer interaction (HCI) 5, 53, 60, 69, 88,
 151, 165, 196, 200, 205, 266, 287, 313, 330,
 362, 373, 494, 550, 581, 609, 627
 advocates 550
 design 634
 in SA 263
 research 39
 standards 363
 -focused life cycle methodologies 166
 -friendly interface 588
 -human
 communication 227

 interaction 143
 -to-human communication 89
 hybrid
 approaches 62
 cooperative environments 548
 HyCo 504
 authoring tool 505
 HYLOS 505
 hypermedia 574
 systems 505
 hypertext 518, 687
 composer 504

I

I-MINDS 348, 349
 icon 366, 622
 functions 366
 symbols 366
 iconic environments 298
 ICTs (see also Internet communication technologies)
 IDEF 220
 identify activity 590
 identifying tasks 580
 identity 197, 200, 473, 717
 ideo-pleasure 201
 IEC (see also International Electrotechnical
 Commission)
 II (see also information interaction)
 ILE (see also interaction learning environments)
 ILMDA (see also intelligent learning material delivery
 agent)
 image
 -based approach 62
 -sequence-based approach 61
 immersion 512, 686
 impact 652, 663
 impairments 295
 implementation 166, 549
 implicit 172, 488
 knowledge 172
 indexed menu 623
 indirect data 654
 individual
 competence 13
 differences 717, 733
 skills 574
 individualized learning 731
 infancy 715
 information and computer sciences 257
 information environment 333
 information interaction (II) 332
 information needs 338
 information technology (IT) 680

Index

- information-processing capacities 313
 - information-rich sites 338
 - information-system levels 533
 - informed consent 200
 - InkML 466
 - instrumental 267
 - integrated
 - home computing 548
 - information 338
 - usability 550
 - integration 425, 549
 - intelligent
 - e-learning system 443
 - learning material delivery agent (ILMDA) 18
 - tutoring system (ITS) 18, 348, 349
 - intensity experiment 326
 - interaction 332, 688
 - among peers 699
 - design 165, 335, 424, 550
 - style viewpoint 603
 - jewelry 34
 - learning environments (ILE) 348, 349
 - prototyping 605
 - interactive
 - space 688
 - systems design 545
 - interactivity 81, 692
 - intercultural engineering 136
 - interface 1, 530
 - agent 15, 467
 - design 3, 376
 - intergraph 236
 - International Electrotechnical Commission (IEC) 363
 - International Organisation for Standardisation 363
 - Internet 175
 - communication technologies (ICTs) 373, 471
 - architecture 538
 - mediated intercultural communication 373
 - interoperability 504
 - interpret activity 590
 - interruptability 631
 - interruptions 40
 - interview 138, 320
 - intuitive 208
 - interactive model 497
 - inverted pyramid style 180, 181
 - involuntary attention 617
 - IQ types 496
 - IRIS intermedia 505
 - IS types 496
 - isometric devices 93
 - IT (see also information technology)
 - iterative development 426
 - ITS (see also intelligent tutoring system)
 - iTV 635
- ## **J**
- JANET (joint academic network) 176
 - joint academic network (see also JANET)
 - Jordanian transverse mercator (JTM) 243
 - joypad games controllers 692
 - joystick 93
 - justice 199
- ## **K**
- key
 - guards 93
 - player problem 26
 - keyboard 92
 - Kleinberg algorithm 55
 - KNAS (see also knowledgeable navigational assistance system)
 - knowledge
 - base 14
 - diffusion 25
 - engineering 542
 - map 100
 - based method 61
 - knowledgeable navigational assistance system (KNAS) 390
- ## **L**
- laddering 151
 - landmark 389
 - landmark graphics 236
 - landmark knowledge 389
 - language 180, 261, 396
 - board 261
 - of cyberspace 396
 - LCD (see also liquid crystal display)
 - learner-centered 734
 - learning 731
 - environment 734
 - goal 312
 - states (LGS) 591
 - laboratories 311
 - object 69
 - repository 69
 - styles (LS) 79, 494
 - technology standards or specifications 504
 - legitimate
 - communication 561
 - interaction 535
 - lexical modifications 605
 - LGS (see also learning goal states)

limited-capacity processing system 673
 lingua franca 396
 link
 analysis 54
 authoring 688
 liquid crystal display (LCD) 25
 literacy 398
 local approaches 62
 location 630
 paradigm 631
 sensing 631
 status 181
 low-impact user interfaces 627
 LS (see also learning styles)
 LSI 56
 ludic 267

M

 machine learning 13
 mainland China 140
 maintenance phase and retirement 549
 manageability 504
 management flight simulators 311
 managerial decision making 311
 MapInfo 236
 Mario Sunshine 693
 market research 151
 MAS (see also multi-agent system)
 master device 121
 materiality 430
 meaning 430
 making 429
 meaningfulness 212
 memory 80, 649
 mental
 imagery 212
 model 113, 313, 519
 mentor 683
 program 681
 menus 622
 message
 board 700
 persuasiveness 713
 method 235, 543
 scope 654
 MGEs (see also modular GIS environments)
 microdesign 636
 microworlds 311
 MMO (see also multimedia object)
 MMS (see also multimedia messaging services)
 mobile
 applications 700
 communication 635

 entertainment community 699
 environment 120
 phones 635
 technology 681
 MOBIlearn 542
 modal model of memory 648
 modality 451
 model 113
 specification 223
 modular GIS environments (MGEs) 237
 monitor
 knowledge state 593
 learning plan 593
 monolithic systems 505
 mood 228
 mood
 selection 231
 component 229
 moral
 mediator 408
 responsibility of design 199
 motion 389
 motor impairments 92, 317
 mouse 93
 -over events 618
 movement
 plus talk 527
 senses 526
 moving image contour 61
 multi
 -agent system (MAS) 13, 348
 -channel identity 635
 -lingual society 263
 -platform architecture 638
 -scale timeline slider 189
 multimedia
 channels 523
 information 13
 messaging services (MMS) 680
 object (MMO) 171
 multimodal
 discourse 686
 interaction 441, 451
 multimode
 chat 701
 mail 702
 multiple
 displays 121
 -resource theory 616
 muscle-based approach 63
 mutual disambiguation 452

Index

N

National Science Foundation Network (NSFNET) 176
navigation 389
negotiation 487
network
 of credibility 718
 operators 634
 visualization 26
networking 176
neurolinguistic programming (NLP) 496
 language patterns 494
new literacy studies (NLS) 398
NLP (see also neurolinguistic programming)
NLS (see also new literacy studies)
Nokia 634
non
 -empirical 151
 -instrumental 267
 -linearities 311
 -maleficance 199
notification systems 40
NSFNET (see also National Science Foundation Network)

O

object-oriented (OO)
 analysis 166, 549
 development approach 165, 548
 design 542, 549
 methodologies 166
 programming 166, 549
observation 151
observe activity 590
one-size-fits-all approach 88
online
 intercultural communication 373
 legitimacy 536
ontology 14
 -aware system 595
OO (see also object-oriented)
open-ended problem solving 338
operability 197
organization 70, 197
organizational
 decisions 314
 programs 446
 psychology 257
ownership 200

P

page and navigation structure 56
PageMaker 701

PageRank 55
Pan South African language board 261
paradigm shift 24
participation 151
particular 268
passive 18
password 289
past experience 207
PDA (see also personal digital assistant)
PDINAMET 9
pen-based interface 463
people 235
people
 -related issues 442
 -system interaction 444
perceived affordance 668
perceptible affordance 669
perceptual
 illusions 209
 user interface (PUI) 463
perceptually oriented decision heuristics 314
performance elicitation 313
personal
 and health social education (PHSE) 304
 digital assistant (PDA) 120, 205, 457, 463, 637
 technology 459
 growth/competence 267, 269
 identification number (PIN) 289
personalized learning environments (PLEs) 734
personality types 494
pervasive computing 631
phenomenology 32
philosophical issues 199
PHSE (see also personal and health social education)
physical
 (face-to-face) encounters 373
 affordance 670
physical
 challenges 295
 disabilities 295
 impairments 92
 interface 694
 Physio-pleasure 201
physiology 197
Picola project 409
PIN (see also personal identification number)
planning 166, 549
play 686
Playstation 696
PLEs (see also personalized learning environments)
pleasure principle 686
pocket PCs 459, 635
point-of-regard 211

Pong 693
 population stereotypes 206
 postmodern 144
 potential attackers 288
 pragmatic 31, 267
 pragmatism 31, 429
 predictive judgments 716
 presence determinants 512
 pretransmission filtering 559
 primary task performance 675
 print-text-based environment 398
 prior knowledge 313, 519, 733
 privacy 200, 288
 proactive
 computing 631
 /adaptive systems 39
 problem
 solving 212, 588
 -solving
 oriented learning (PSOL) 589, 591
 process plans 591
 probology 431
 procedural knowledge 389
 process bias 656
 processing layer 14
 product
 brokering 487
 design 151
 localization 140
 profiles 9
 project 543
 prominence interpretation theory 716
 proper printing 180, 181
 property 200
 ProSpeckz 34
 prototypic expertise 312
 prototyping 604
 PSOL (see also problem-solving oriented learning)
 psycho-pleasure 201
 psychology 86, 151, 494
 public
 key infrastructure (PKI) 290
 knowledge 69
 PUI (see also perceptual user interface)
 pull-down menu 463, 622
 pupil size 215

Q

qualitative data 220
 quality 151
 (usability) 46
 in use 362
 indicator 55

 of service 444
 of text 56
 question-and-answer formats 622
 questionnaire 138, 151, 320

R

radio frequency identification transmitters (RFID) 291
 Rasmussen's cognitive model 590
 RDF (see also resource definition framework)
 reaction time (RT) 675
 reactivity 348
 reader mode 505
 real
 affordance 668
 and virtual experience 197
 system deficiencies (validity) 652
 -time feedback 457
 -world knowledge 228
 reasoning 212
 recommender system 13, 486
 reference monitor 290
 reflective 151, 201
 registration techniques 243
 reliability 652
 and representativeness 662
 of results viewpoint 604
 representational approach 631
 representativeness 652
 reputed credibility 714
 requirement of identification 487
 requirements
 engineering 425
 gathering 549
 specification 220
 research
 fronts 25
 literature 55
 projects 628
 resource definition framework (RDF) 171
 response 686
 retrieval and management facilities 507
 return on investment (ROI) 628
 RFID (see also radio frequency identification transmitters)
 robot 303
 ROI (see also return on investment)
 roles 543
 RT (see also reaction time)
 rubber-band metaphor 187, 357
 rule-based method 63

S

SBD (see also scenario-based design) 220

Index

- saccades 214
- SADT 220
- safety-critical
 - case study 604
 - systems 603
- satellite communications 69
- scaling 188
- scanning 243
- scanpath 214
- scenario-based design (SBD) 220
- SCI (see also Science Citation Index)
- Science Citation Index (SCI) 25
- scientific revolutions 24
- SDLCs (see also software developments life cycles)
- SE (see also software engineering)
- search
 - qualities 716
 - strategies 212
- secondary task
 - measures 676
 - methods 675
 - task technique 673
- security 287
- selecting-organizing-integrating theory of active 649
- selective
 - attention 617
 - feedback 653
- self
 - defined user interface 139
 - expression/relatedness 269
 - modeling 115
- semantic
 - learning objects (SLO) 504
 - level architectures 452
- semiotic 86
 - system 396
- sensors 630
- sensory affordance 670
- severity 652, 663
- sharing knowledge 700
- SHEIK
 - architecture 14
 - behavior 15
 - system 15
- short download time 180
- similarity 304
- simulation 686
 - effects 655
 - tools 312
- single
 - channel
 - hypothesis 615
 - serial transmission 674
- site maps 518
- situation awareness 213
- situational context 341
- skill-set 626
- skilled processing 616
- slave device 121
- slider 188
- SLO (see also semantic learning objects)
- small form factors 121
- small, medium and micro enterprises (SMMEs) 262
- smart houses 296
- SmartPhone 120
- SMMEs (see also small, medium and micro enterprises)
- snippet model 171
- sociability and activity style experiment 528
- sociability 530
- social
 - ability 348
 - construction 375
 - context 105, 334
 - engineering 288
 - interaction 105, 542
 - network analysis 26
 - presence 524
 - processes 105
 - psychology 257
 - science 631
 - synergy 534
 - attraction feeling 527
 - technical gap 533
- socio
 - cognitive engineering 542
 - pleasure 201
 - technical systems 542
- sociology 257, 494
- soft systems 542
- software 235, 548
 - applications 626
 - architectures 452
 - developments life cycles (SDLCs) 168
 - engineering (SE) 422, 494, 548
 - interaction 365
 - interface 365
 - testing 54
- source ambiguity 715
- South Africa 261
- Spacewar 692
- spam 559
- spatial
 - abductive inference 4
 - knowledge 389
 - space-based approach 62
 - trajectory-based approach 62
- spatiotemporal trajectory-based approach 62

- speech 396
 - recognition systems 95
 - skimming 355
- SpeechSkimmer 355
- SPOT image 243
- STA (see also systemic task analysis)
- static 9
 - decision theory 311
 - image-based approach 61
- statistic-based method 63
- statistical analyses 321
- stereotypes 9, 206, 654
- stigmergy 1
- stimulus 655
- storage 231
- storyboarding 151
- storyspace 505
- structural model 114
- student agent 348
- subcultures 145
- subliminal text messaging 494
- summative evaluation 661
- Super Mario World 3 693
- support 452
 - interaction 106
- surface credibility 714
- survey knowledge 390
- switch Input 94
- synchronous 144
- syntactic modifications 606
- syntax-checking programs 54
- synthetic 488
- system
 - dynamics 311
 - image 545
 - levels 533
 - usability 661
- systemic task analysis (STA) 583
- systems design 542

T

- tab 4
- tacit knowledge 12, 172
- tangible 31
 - bits 631
 - interfaces 454
- task
 - analysis 542, 579
 - model 544
 - ontology 588
 - performance 513
 - representation 581
 - salience 313

- selection approach 580
- transparency 313
 - action mapping model 114
 - oriented tools 429
- Taylorism 579
- TDT (see also topic detection and tracking)
- teacher agent 350
- teaching styles 494
- technical experience 12
- technological
 - advances 196
 - factors 512
- technology
 - design 146
 - based education 441
- telecommunication 68
- teleconferencing 457
- telemedicine 457
- telepresence 512
- template-matching methods 61
- temporal sphere of influence 466
- test material 140
- testing 151
- text 396
 - coding 139
- theoretical 332
 - security 287
- third-party guarantees 560
- three-dimensional (3-D) interface 523
- time
 - compressed 355
 - delays 311
 - expanded 355
 - stretching 355
 - dependent media 187
- tool 31, 543
- topic
 - detection and tracking (TDT) 274
 - maps 102
- topical interaction 634
- touch pad 94
- trace 464
- Trackball 93
- tracking techniques 273
- traditional menu 622
- traditional systems 166, 548
- transparency 31, 332
- transparent
 - interface 430
 - systems 39
- trend 273
 - detection 273
- triangulation 117
- trust 200

Index

tutor-centered 734

two

- dimensional (2-D) 190
- (2-D) chat room 523
- level browsing scheme 122

U

ubiquitous

- computing 31, 332, 454, 630
- Internet environments 634

UCD (see also user-centered design)

UEMs (see also usability evaluation methods)

UIM (see also usability inspection method)

UML 220

uncertainty 311

undifferentiated-capacity hypothesis 615

universal usability 200

unsolicited e-mail 559

untapped potential 656

usability 112, 199, 365, 422, 441, 490, 652, 626, 642

- awareness 423
- capability of the organization 368
- data collection concepts 661
 - quality research 661
- deficiencies 652
- engineering 626
- evaluation 46, 494
 - methods (UEMs) 652, 661
- firms 626
- inspection method (UIM) 641
- process assessment 665
- work 661
- testing 627

user

- ability 653
- attitude 287
- characteristics 513
- data 320, 488
- engineering 546
- goals 338
- interface 139, 630, 692
- language 45
- memory load 45
- models 321
- motivation 653, 718
- observation 320
- profiles 320
- requirement analysis 136
- sampling 318
- centered
 - approach 287
 - design (UCD) 150, 263, 542, 661

-centric system 588

-oriented design 140

-performance 627

-Web interaction 610

utilitarian 267

Utopia 144

V

validation 223

validity 642, 662

VDM 220

vector model 236

video game industry 692

videoconferencing 635

virtual

(learning) environments (VLEs) 373

classroom 349

environments 389

ethnicity 471

experience 197

identity 471

Me framework 170

space 634

virtually Friends 305

visceral 151, 201, 268

visibility 212

of Location 179

visual attention 40

data browsing 187

design 717

dimension 3

distractions 216

interfaces 693

speech recognition 452

VLEs (see also virtual learning environments)

Vodafone 634

voluntary

attention 616

engagement 196

VR 334

W

W3C 466

WAP (see also wireless application protocol)

wayfinding 389

WBI (see also Web instruction)

wear-down 324

wearable computing 631

Web

credibility research 713

-based

applications 444

education 106

- educational systems (WES) 8
- instruction (WBI) 729
- systems 729
- tool 409
- well-being 197
- WES (see also Web educational systems)
- Western ethical tradition 199
- wireless
 - application protocol 699
 - data transmission 635
 - network 69
 - networking 630
 - technologies 143
- WISDeM 497
- within
 - document cooperative browsing 123
 - image cooperative browsing 124
 - page cooperative browsing 124
- working memory 648
- World Wide Web 175

X

- Xbox 696
- XML (see also eXtensible Markup Language)