



# Week 8: Mental Models

Nicole Meng-Schneider

# Recap Mental Models

# There are three models of the system

- **User Model** - How the user thinks the product works. The mental model.
- **UI Model** - How the product is presented to the user in the user interface.
- **Implementation Model** - How the product is actually implemented.



**“A mental model is what the user  
believes about the system at hand.”**

**– Jacob Nielsen**

# Mental Models (User Models)

- Representation of systems and environments
- Based on experiences
- People understand and interact with systems by comparing the outcomes of their mental models with the real-world systems
  - When outcomes match, the model is seen as accurate
  - When outcomes do not match, the model is adjusted
- Two types of mental models
  - System Models – Mental models of how systems work
  - Interaction models – Models of how people interact with systems

# Building a mental model

## Typical process for children:

Ex: How hard should I hit the egg so it cracks, but doesn't make a mess?



Photo by [Hannah Tasker](#) on [Unsplash](#)

# Building a mental model

## Also for adults:

Ex: How long after the cars get red till the pedestrian crossing shows green?



Photo by [Alex Padurariu](#) on [Unsplash](#)

# Building a mental model

## Constant Feedback Loop

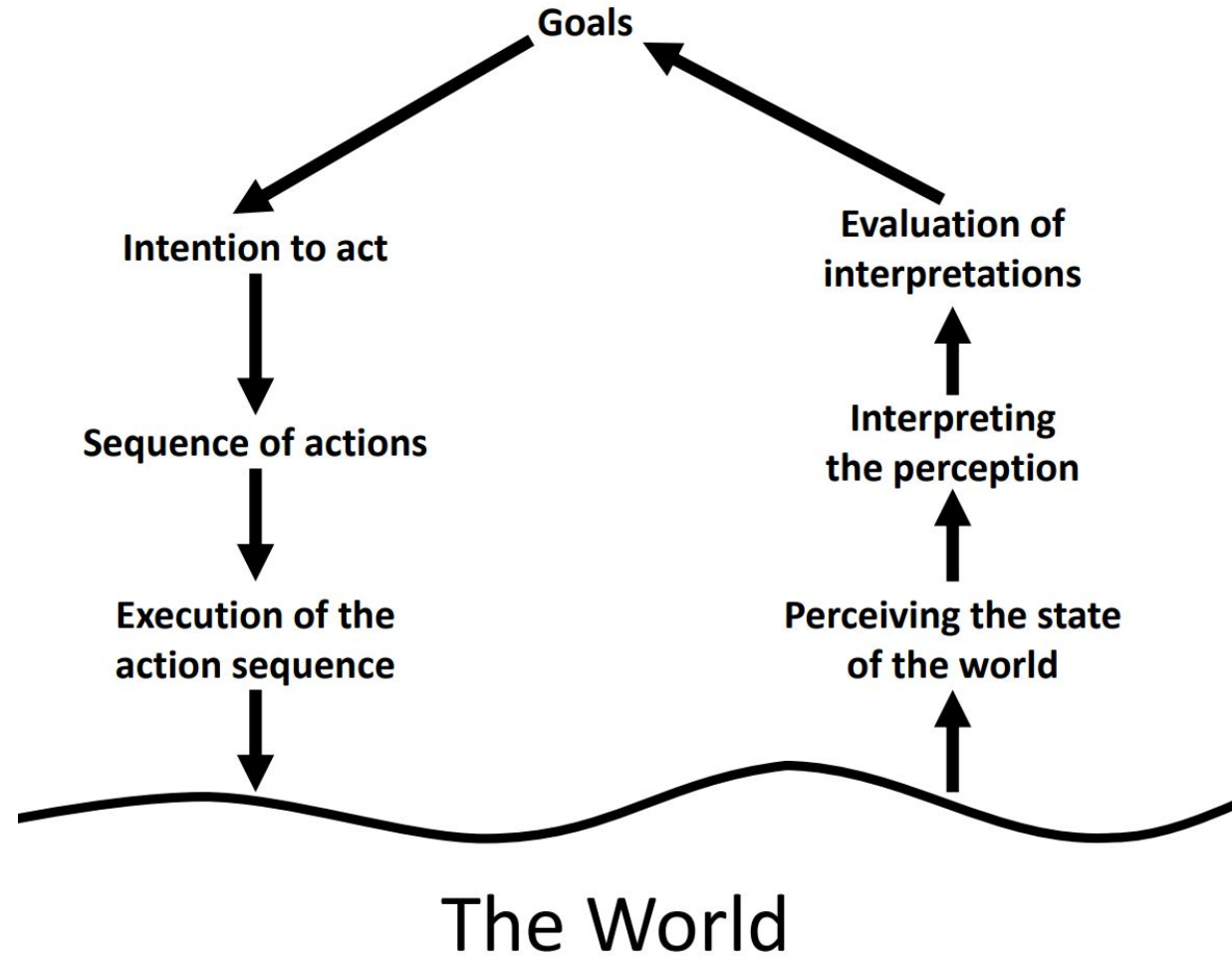


Image by Dr Kami Vaniea, all rights reserved.



**“A user interface is well designed when the program behaves just as the user thought it would.”**

**– Joel Spolsky**

**“A user interface is well designed when the program behaves just as the user thought it would.”**



Intuitive  
Interaction

**– Joel Spolsky**

# User Model – Smart Light

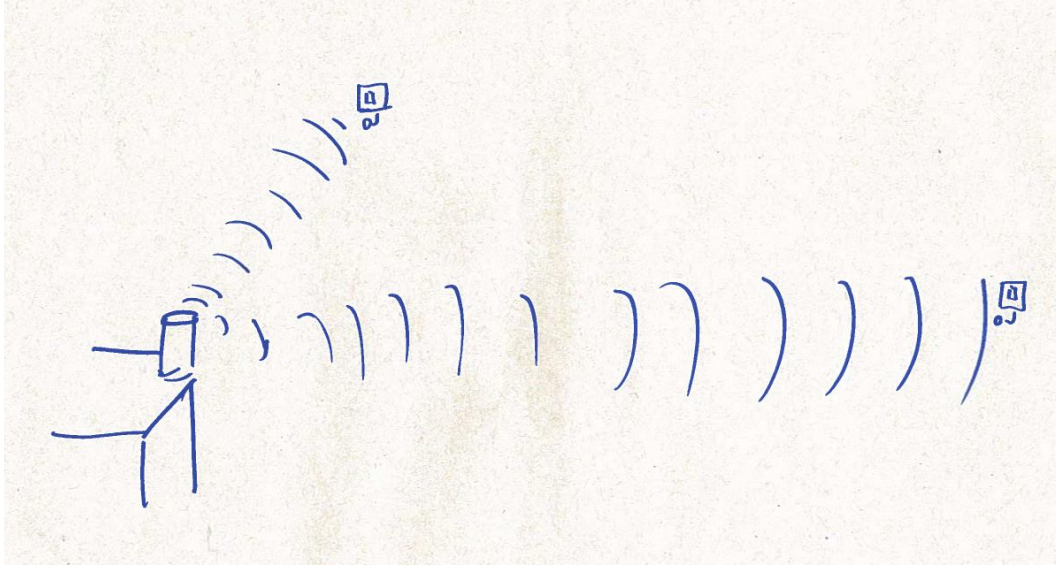
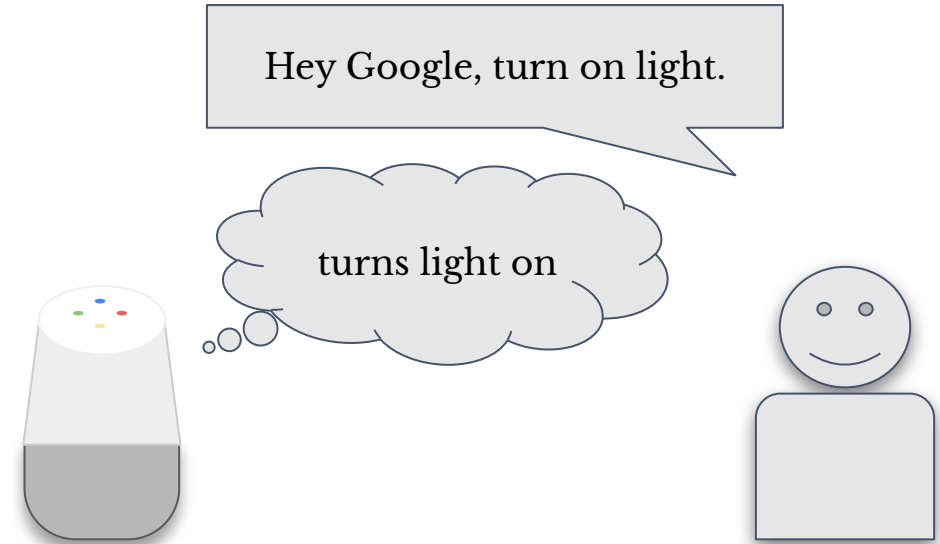


Image from Interview Study\*, all rights reserved.

**System Model:** Smart speaker communicated with mains



**Interaction Model:** We say the words, it contacts the light and light turns on

# User Model – Smart Light

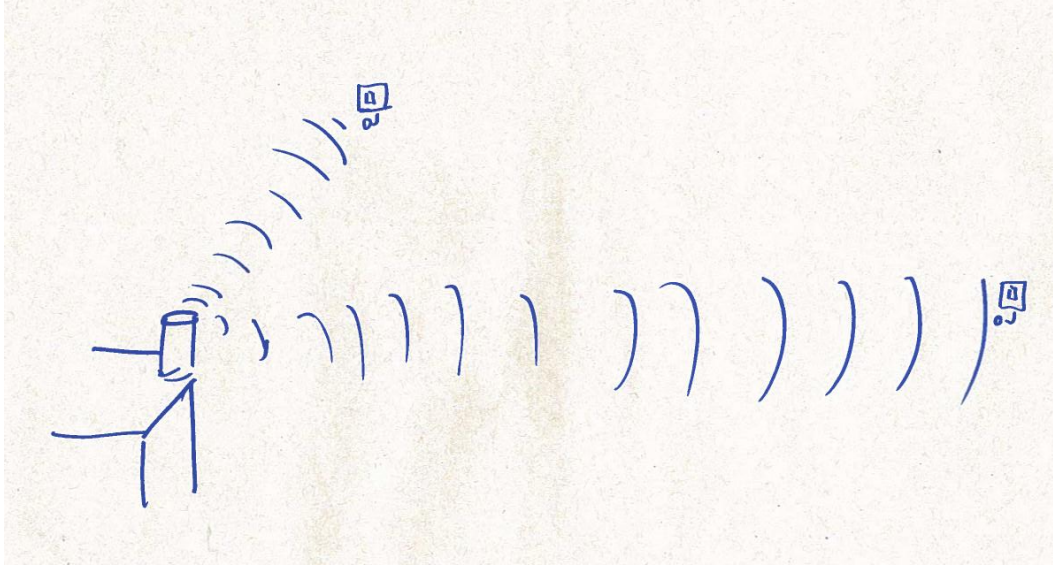
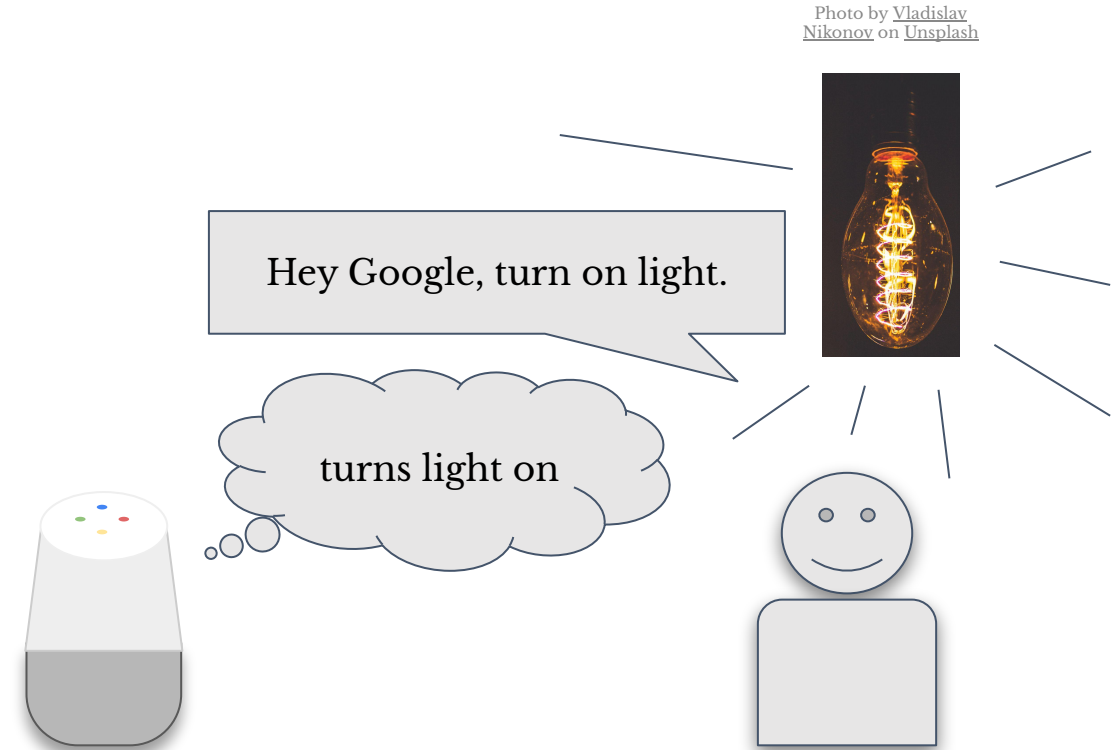


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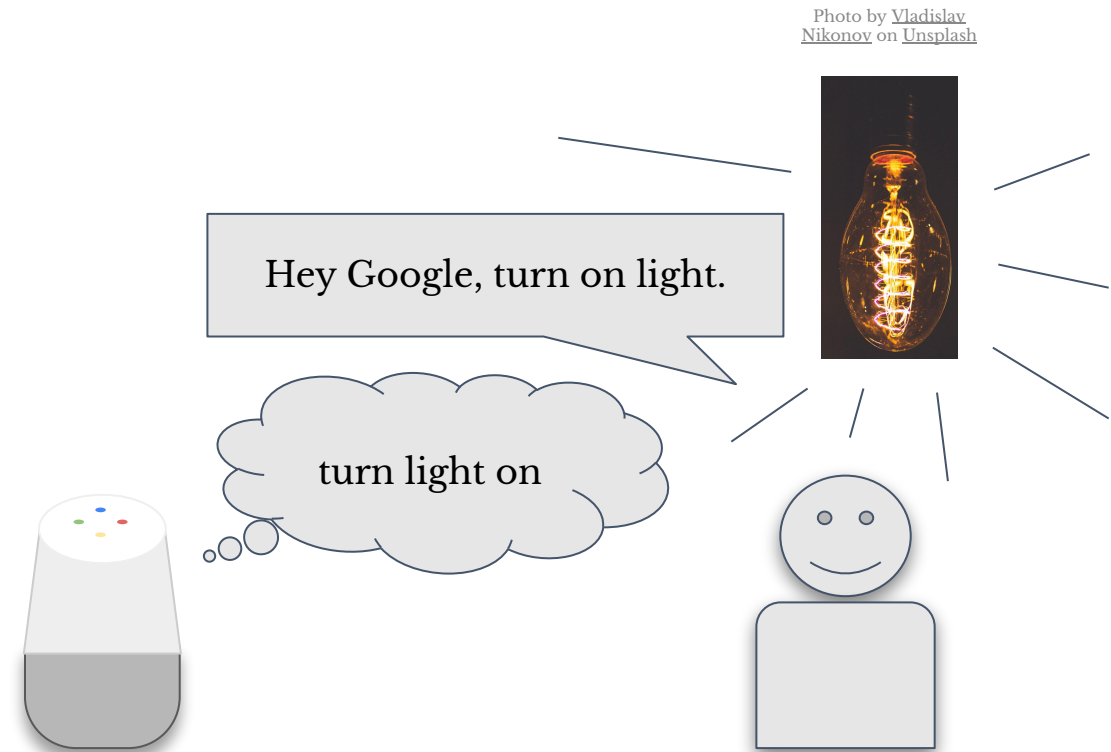
# UI Model – Smart Light

Two ways to interact:



Via Smartphone App

image from <https://hueblog.com/2024/03/12/not-a-mistake-but-intentional-cleaned-up-home-page-in-the-hue-app/>



Via Voice Interaction

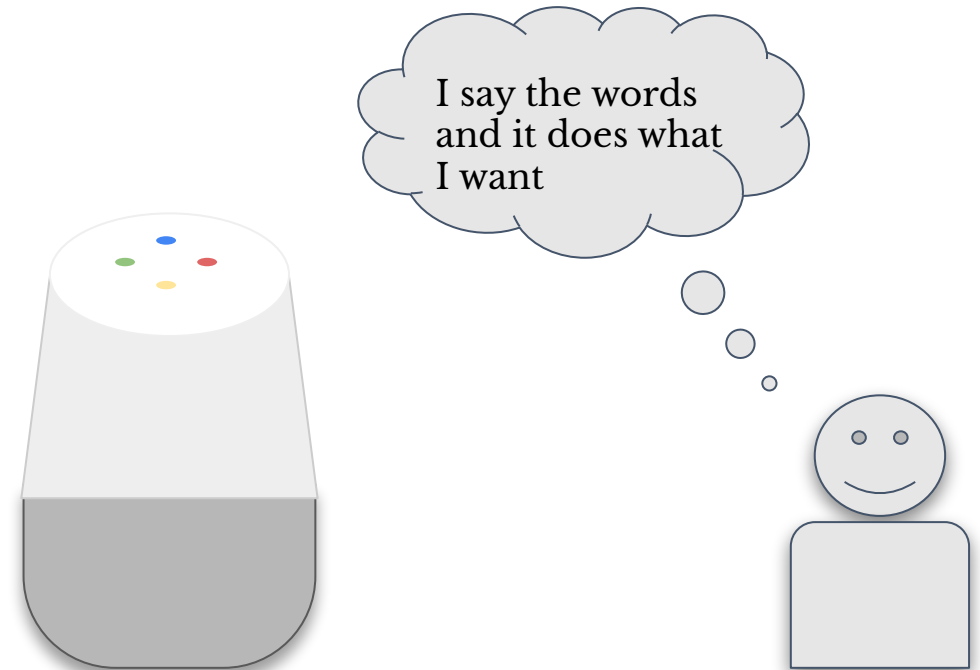
# UI Model – Smart Light

Two ways of interactions presented to user:



Via Smartphone App

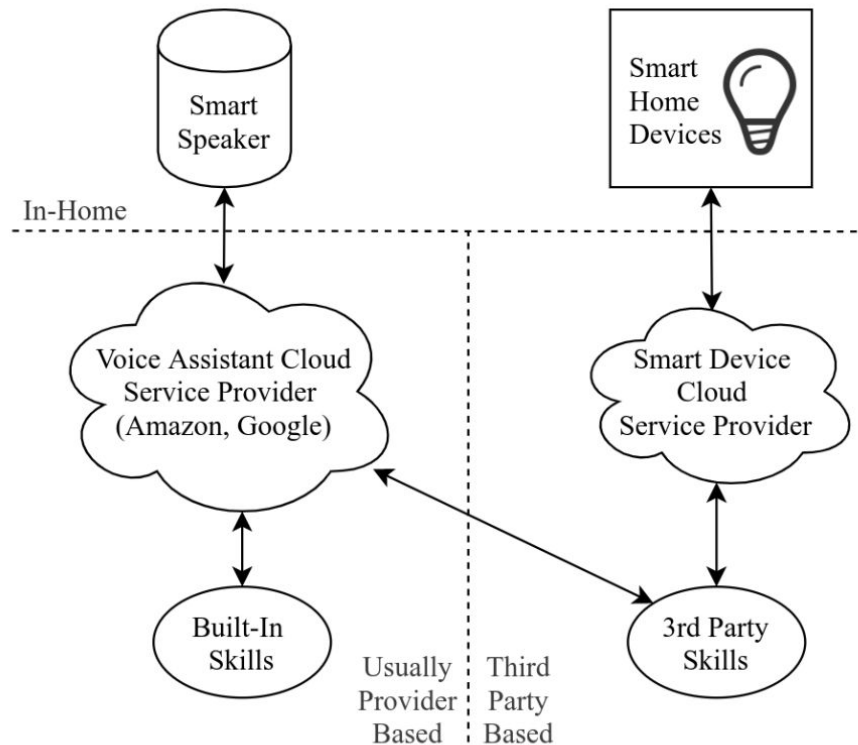
image from <https://hueblog.com/2024/03/12/not-a-mistake-but-intentional-cleaned-up-home-page-in-the-hue-app/>



Via Voice Interaction

# Implemented Model – Smart Light

How is it actually implemented:



Graphic from Meng et al.\*

Hey Google, turn on light.



1. listen for wake word
2. parse request
3. send request to 3rd party provider
4. receive confirmation
5. view request as complete



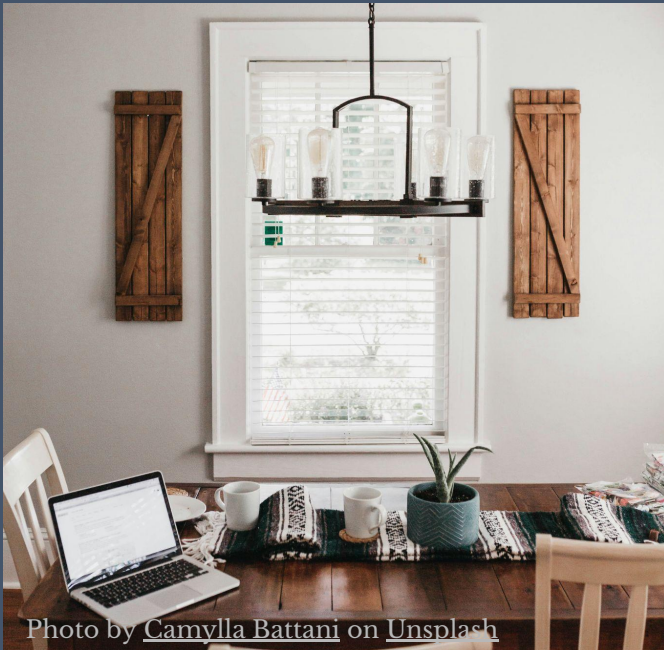
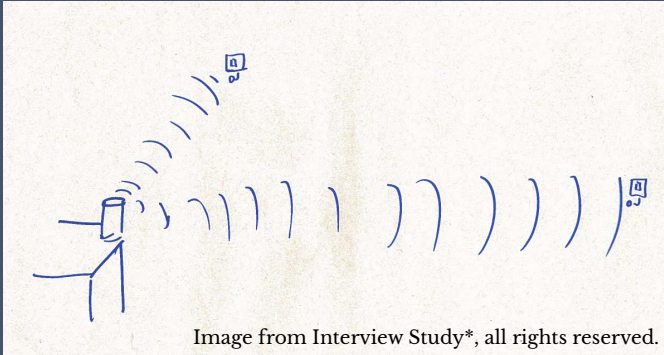
Input and output match user expectations



# Activity

## Influence of mental model on user experience

Pair up and consider a smart light bulb.



1. Assume users have the just described mental model. How could it influence their
  - a. interaction?
  - b. ability to install the device?
  - c. ability to recognise and recover from errors?
  - d. awareness of risks?
  - e. general feeling about the system?(10min)
2. Share with the class. (5min)
3. Discuss how an improved understanding of how the bulb works will help with the aspects above. (10min)
4. Share with the class. (5min)



**Any questions?**

# Lecture Structure

Nicole:

1. Recap Mental models (15 min)
2. Examples with mental models (25 min)
  - a. activity on Example 1
3. think pair share on Example 2 (10min)
- 4.

# Think Pair Share

## Engage with your own mental model

Pair up again and look at xyz.

How do you think this works?

Think for 1 min

Share with neighbour for 2 min

Share with class for 3 min



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