Distributed Cognition

CS376 | Stanford University | Apr 30, 2009

The Power of Representation Donald Norman

On Distinguishing Pragmatic From Epistemic Action David Kirsh & Paul Maglio

The proper representation of a problem makes the solution transparent.

Examples

Roman/Arabic Numerals



Flight Schedules

	1131	SAN AA	0820+1 2734	LGW CHG PL	AA ANE AT [2734 DFW	FCYBM	D10	I
X12	1805 2100	SAN SAN TW	425+ 2030+ 702	lgw Lhr Equipm	BA TW ENT 767 I	284 702 LAX-LI	FJMSB FCYBQ 0	D10 *	1 2

Vs.



Medical Prescriptions

Inderal	—1 tablet 3 times a day
Lanoxin	—1 tablet every a.m.
Carafate	-1 tablet before meals and at bedtime
Zantac	 —1 tablet every 12 hours (twice a day)
Quinaglute	—1 tablet 4 times a day
Coumadin	—1 tablet a day



Abstraction:

Representing perceptions, thoughts, experiences in another medium, eliminating irrelevant details

What happens to the *left-out details*?

"We value what we can measure (or represent)"

Abstraction Artifacts

Reflective

 Allow us to ignore the real world and concentrate only upon artificial, representing worlds.

• Experiential

Provide ways to experience and act upon the world.

So which is this?



Naturalness Principle

Experiential cognition is aided when the properties of the representation match the properties of the thing being represented.



Perceptual Principle

Perceptual and spatial representations to be preferred over non-perceptual, non-spatial representations, but only if the mapping between the representation and what it stands for is analogous to the real perceptual and spatial environment.

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Chinese Tallies

Tally Marks



Communication vs. Problem Solving

Utility vs. Ease of Use/Creation

Is Memory Abstract?

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Epistemic vs. Pragmatic Action

Pragmatic Action

Actions that advance and agent towards a goal or sub-goal.

• Epistemic Action

- External physical actions that make mental computation easier, faster, or more reliable

Epistemic Action

- Reduces number of mental steps
- Reduces memory required
- Reduces probability of mental error

Examples:

Key in the shoe. String around a finger.

Tetris

	SCORE 3780
	LEVEL 3
	LINES 32

Epistemic Rotations

Uses of rotations

- 1. Unearth new information very early in the game
- 2. Save mental rotation effort
- 3. Facilitate retrieval of zoids from memory
- 4. Make it easier to identify a zoid's type
- 5. Simplify the matching process



Tetris

To what extent is this *generalizable*?

What are some ways that we do this today?