Task force on TASKS

MBUI Meeting

10 February, 2012

Identifying key concepts -1

- Task
- Task relationships
  - Task structuring
    - Hierarchy (decomposition)
      - Higher level tasks
      - Elementary tasks
    - composition
  - Temporal operators
    - Choice
    - Optional
    - Sequence
    - Interruption
    - Repetition
    - Concurrency
    - …

Identifying key concepts -2

- Task category/Allocation
  - Interaction
    - Selection
    - Change
    - Input
    - Trigger (eg: press a button)
      - Connection with the back-end
    - …
  - System
  - User (maybe not - consider not overloading the model)

Identifying key concepts -2

- Input/output objects (optional)
  - Perceivable vs. application objects
  - Perceivable objects can include physical objects (external to the UI)
- Conditions
  - Pre-condition (true before the execution)
    - Enabling (condition that depend on static information)
    - Success (condition that depends n dynamic information)
  - post-conditions (level of success of the task)
  - Invariance (or condition)
    - True during the entire task execution
- Task importance/priority
- Task frequency

Identifying key concepts -3

- Design time vs. runtime (dynamically changed)
- Task annotation through context-dependent information
  - Cross references between task model and context model
  - Also between task model and domain model
- Task state
  - Active, suspended
- Collaborative tasks
  - Different roles associated to tasks
- Task evolution
  - Connect task models to trace its evolution
- Filter mechanisms (one comprehensive task model filtered)

Identifying precise definitions

- Task
  - Activity that allows a user to achieve a goal
- Task relationships
  - …
- Proposal (**action item**)
  - Postpone this activity and refer to existing material (e.g. ANSI task model definitions providing that they fit with our ideas)

Differences between task models and AUIs

- Area from they come
  - Task: Cognitive/psychology
  - AUI: system point of view (e.g. dialogs)
- Goal
  - Task model: specify the activities to be done (from user point of view) and also the relationships
  - AUI: user interface structure (supporting user's activities)
- Task State and AUI state
  - Different but..
  - … there might be mappings between them
    - E.g. If the gui is in this state then the task cannot be in that state
- (Mapping between tasks and AUI interactors)

Homework (all)

- Mapping concepts to task models for comparison (CTT, USIXML, UseML, other task models [a selection])
- Provide precise definitions of concepts
  - Also looking to existing standards
- Continue on elaborating on differences/relationships between Tasks and AUI