Human information processing in man-machine interaction
Rauterberg, G.W.M.

Published in:
Work with Display Units 94 : book of short papers of the Fourth International Scientific Conference on Work with Display Units (WWDU'94), volume 2

Published: 01/01/1994

Document Version
Accepted manuscript including changes made at the peer-review stage

Please check the document version of this publication:
• A submitted manuscript is the author's version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
• The final author version and the galley proof are versions of the publication after peer review.
• The final published version features the final layout of the paper including the volume, issue and page numbers.

Link to publication

Citation for published version (APA):

General rights
Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

• Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
• You may not further distribute the material or use it for any profit-making activity or commercial gain
• You may freely distribute the URL identifying the publication in the public portal?

Take down policy
If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.
Human Information Processing in Man-Machine Interaction

Matthias Rauterberg

Work Psychology Unit, Swiss Federal Institute of Technology (ETH), Nelkenstrasse 11, CH-8092 ZURICH

ABSTRACT: Information and information processing is one of the most important aspects of dynamic systems. The term 'information', that is used in various contexts, might better be replaced with one which incorporates novelty and related concepts. Many important communications of learning systems are non-ergodic. The ergodicity assumption of Shannon's communication theory restricts his concept to systems that can not learn. For learning systems that interact with their environments the more primitive concept of 'variety' will have to be used, instead of probability. A suitable concept to information processing of learning systems is presented.

INTRODUCTION

We can find in the literature different interpretations of the term 'information'. Several approaches from different point of views are done to clarify 'information' (e.g., [8], [11], [12]): (1) information as a message (syntax); (2) information as the meaning of a message (semantic); (3) information as the effect of a message (pragmatic); (4) information as a process; (5) information as knowledge; (6) information as an entity of the world.

Table 1. Several terms to describe the amount of information of a message before and after reception.

<table>
<thead>
<tr>
<th>Author</th>
<th>year</th>
</tr>
</thead>
<tbody>
<tr>
<td>HARTLEY</td>
<td>1928</td>
</tr>
<tr>
<td>SHANNON</td>
<td>1949</td>
</tr>
<tr>
<td>BRILLOUIN</td>
<td>1964</td>
</tr>
<tr>
<td>ZUCKER</td>
<td>1974</td>
</tr>
<tr>
<td>TOPSØE</td>
<td>1974</td>
</tr>
</tbody>
</table>

If we try to apply information theory to human behavior, then we have to integrate activity, perception, and learning. In this proposal we are looking for an interpretation of 'information', which is compatible with concepts of activity and learning. Going this way, we hope to avoid the paradox of 'new' information. Information before and after the reception of a message is not the same! Different concepts are introduced in the literature to 'solve' this paradox (see Table 1).

ACTIVITY AND INCONGRUITY

Weizsäcker [14] differentiated the concept of 'information' into two dimensions: 1) 'Singularity of the first time', and 2) confirmation and redundancy. For both aspects we can find two different research traditions in psychology: (1) novelty and curiosity ([1], [6], [13]), and (2) dissonance theory ([3], [4]). Both research tracks are only loose coupled till today.

Investigators of novelty assume, that living systems (like mammals, especially humans) are motivated by an information seeking behavior. In situations, which are characterized by sensory deprivation, mammals and humans are intrinsically looking for stimulation. They increase the complexity of the context or the perception of it. On the other side, mammals try to avoid situations with a high amount of stimulation, dissonance, or stress. Hunt [6] designated this amount of increased complexity as 'incongruity'.

If the complexity of the mental model is less complex than the complexity of the context, then mammals try to optimize this positive incongruity. Seeking behavior starts, when the positive incongruity sinks below an individual threshold or changes to negative incongruity (deprivation). Behavior of avoidance can be observed, when the positive incongruity exceeds an individual threshold (dissonance, stimulation overflow). Most of daily situations can be characterized by positive incongruity.

ACTIVITY AND LEARNING

Neisser [7] was one of the first researcher, who tried to integrate activity, perception, and learning. He emphasized that human experience depends on the stored mental schema, which guide explorative behavior and the perception of external context. Learning increases the complexity of the mental model [9]. This is an irreversible process. One consequence is, that the contextual complexity must increase appropriately to fit the human needs for variety.
We are able to measure the complexity of human behavior (e.g., explorative activities; [9]). The next step is to look for a good measure for the complexity of the perceived context. This problem is difficult, because we have to differentiate between the pre-structured part of perception based on learned mental schema (available information, [7]) and the unstructured and not predictable part, which enable the human to integrate new aspects into the stored knowledge (potential available information, [7])

**ACTIVITY AND INFORMATION**
A context with sensory deprivation has not enough positive incongruity or even negative incongruity. On one side, a human will leave a context with very low incongruity (too little difference to context complexity), and on the other side with very high incongruity (too much context complexity; see Figure 2). In between we have the range of positive emotions with behavior, which increase novelty on one side, and on the other side that increase confirmation and redundancy, or reduce dissonance, resp.

![Figure 2. The coherence between positive incongruity, emotions and observable behavior.](image)

**REFERENCES**