

COMS W4170

Direct Manipulation

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Direct Manipulation

- Term coined by Shneiderman (1983)
 - Objects represented visually
 - Actions are rapid, incremental, reversible
 - No conventional menu-based or textual commands—user interacts *directly* with objects' representations
- Results in
 - Feelings of mastery/enjoyment/excitement/proselytizing
 - Competence
 - Ease in learning, retention
 - Desire to learn more

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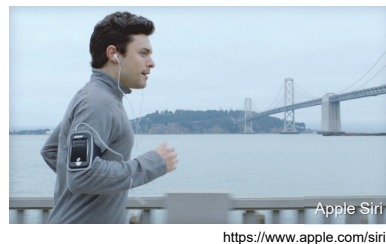
Direct Manipulation

- Difference between
 - “Telling the computer what to do”
 - Doing it
- But, compare
 - “Move cursor to left by 2 chars”
vs.
← ←
 - vs.
<Move mouse>

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Direct Manipulation

- And, what about
 - “Book me the cheapest reasonably direct flight to Vienna on Monday.”
- Is direct manipulation always best?



<https://www.apple.com/siri/>



<https://www.youtube.com/watch?v=eWgrvNHJKkY>

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