Index

A, C
activation of concepts, 44, 46
affect, 10, 40, 66, 69, 89, 111
cognitive space, 27
computational model, 43
consumers, 67, 102

D, E, H
declarative knowledge, 40, 43, 46
design, 6, 8, 9, 12–14, 17, 23, 26, 51, 61, 64, 73, 87, 97, 102, 105, 107
economy, 10
human factors, 7

I, M, N
inferences, 38, 40, 46
information behavior, 4, 93
intuitive, 85, 87, 97, 98
iterative model, 21
marketing, 10
navigation, 7, 8, 9, 15, 39, 66, 103, 104, 105, 107
needs of users, 63, 73

P, R, S,
polyrepresentation, 28
procedural knowledge, 38, 40, 41
prospective ergonomics, 70
robotics, 9, 14, 15, 17
search engine, 2, 39–42, 47, 97–99, 101, 112–117, 120
searching behavior, 4
seeking behavior, 4
social need, 73

T, U, V, W

task analysis, 7, 55, 61
user experience, 32

visual exploration, 7, 108, 109, 110, 111, 114, 115, 116, 117, 121
working memory, 40, 42, 44, 46