

Visualization of Software and Activity

Paul Dourish
Institute for Software Research
UC Irvine
jpd@ics.uci.edu

NASA ARC, August 2002



what we already know

- from studies of software development
 - complexity of task and interaction
 - the impact of distance
 - complexity of interdependence
- from studies of collaboration
 - formal and informal
 - the role of awareness
 - qualitative understandings of the actions of others
 - provides a context for your own actions

approach

- visual approaches
 - cognitive -> perceptual
 - focus on artifacts rather than processes
- theoretical background
 - the experience of computation
 - making computation “present”
 - embodied interaction
 - interaction as an embodied practice
 - directness and engagement
- two projects: seesoft and vavoom

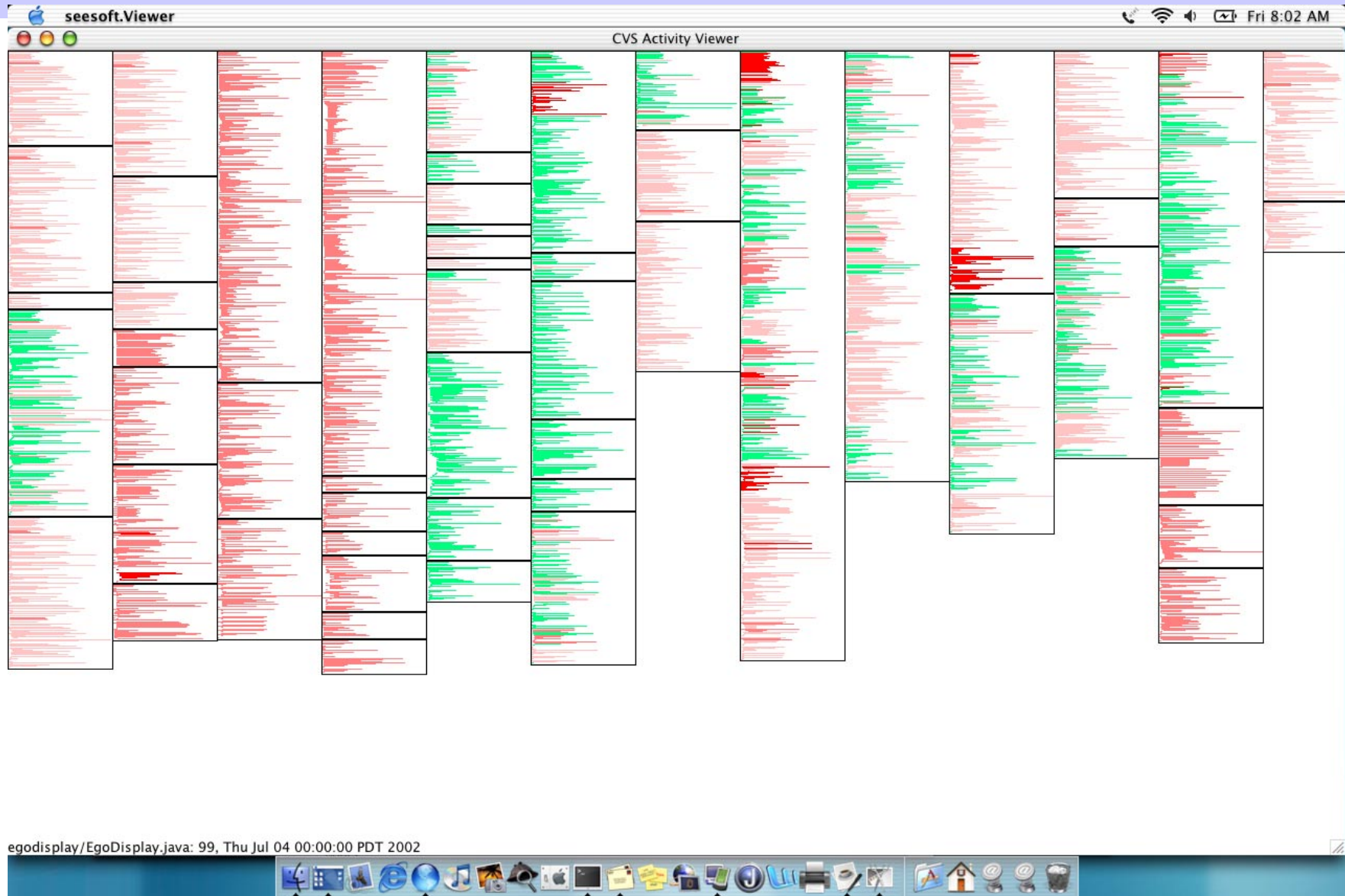
seesoft

- cscw research focus on awareness
 - passive understanding of the activity of others
- trying to understand “awareness in the large”
 - large-scale, distributed software development
 - in large projects, the codebase is the artifact
 - awareness of changes in the artifact
 - awareness of the actions of others
- seesoft
 - adopted from work of eick, wills, et al.
 - view the activity in cvs repositories

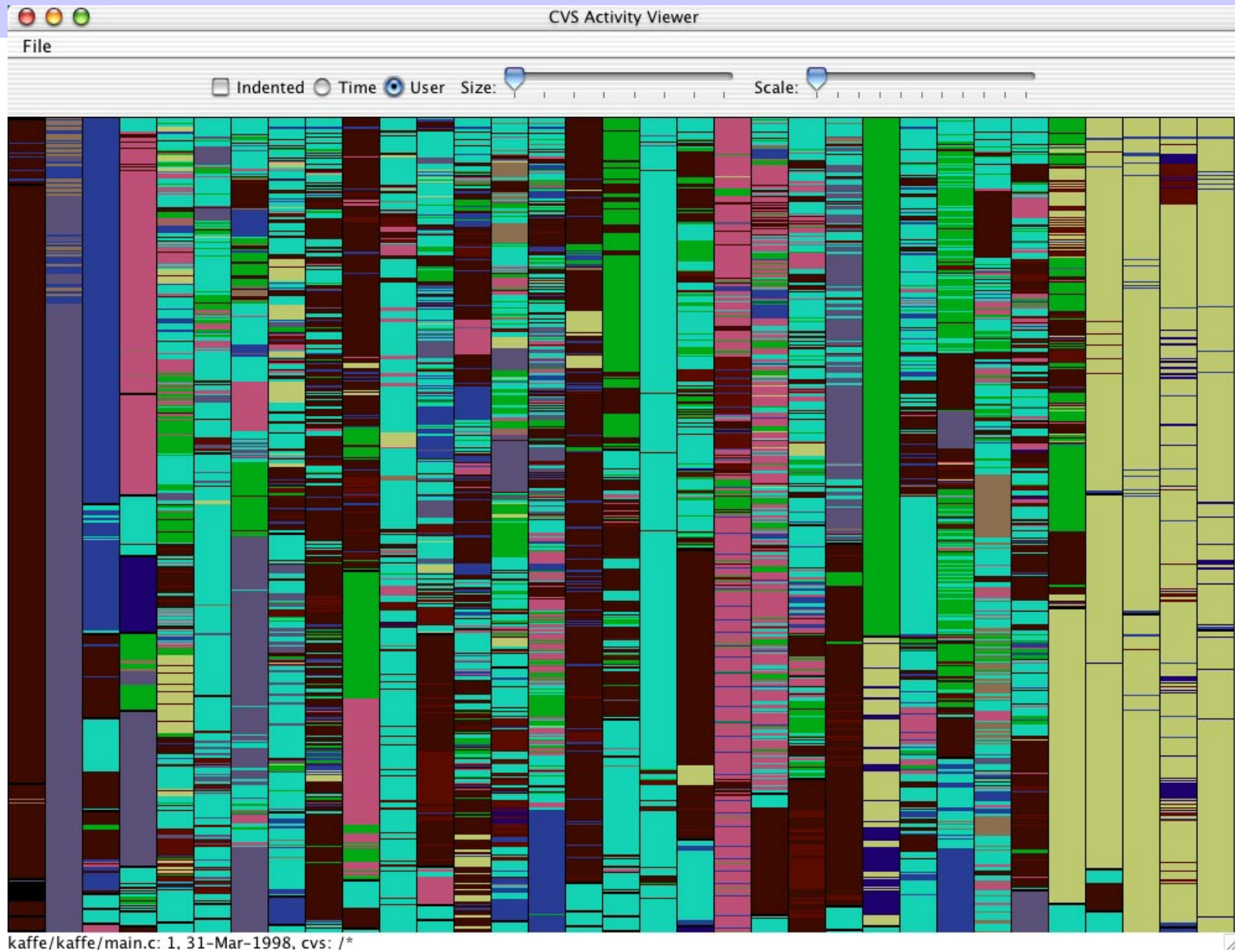
seesoft



seesoft



seesoft

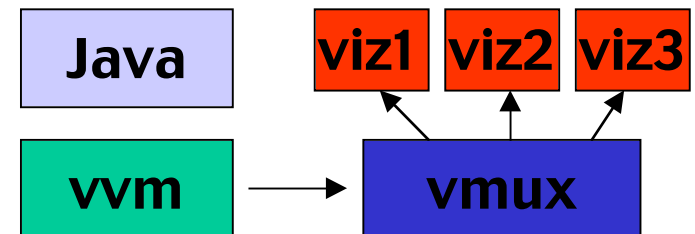


vavoom

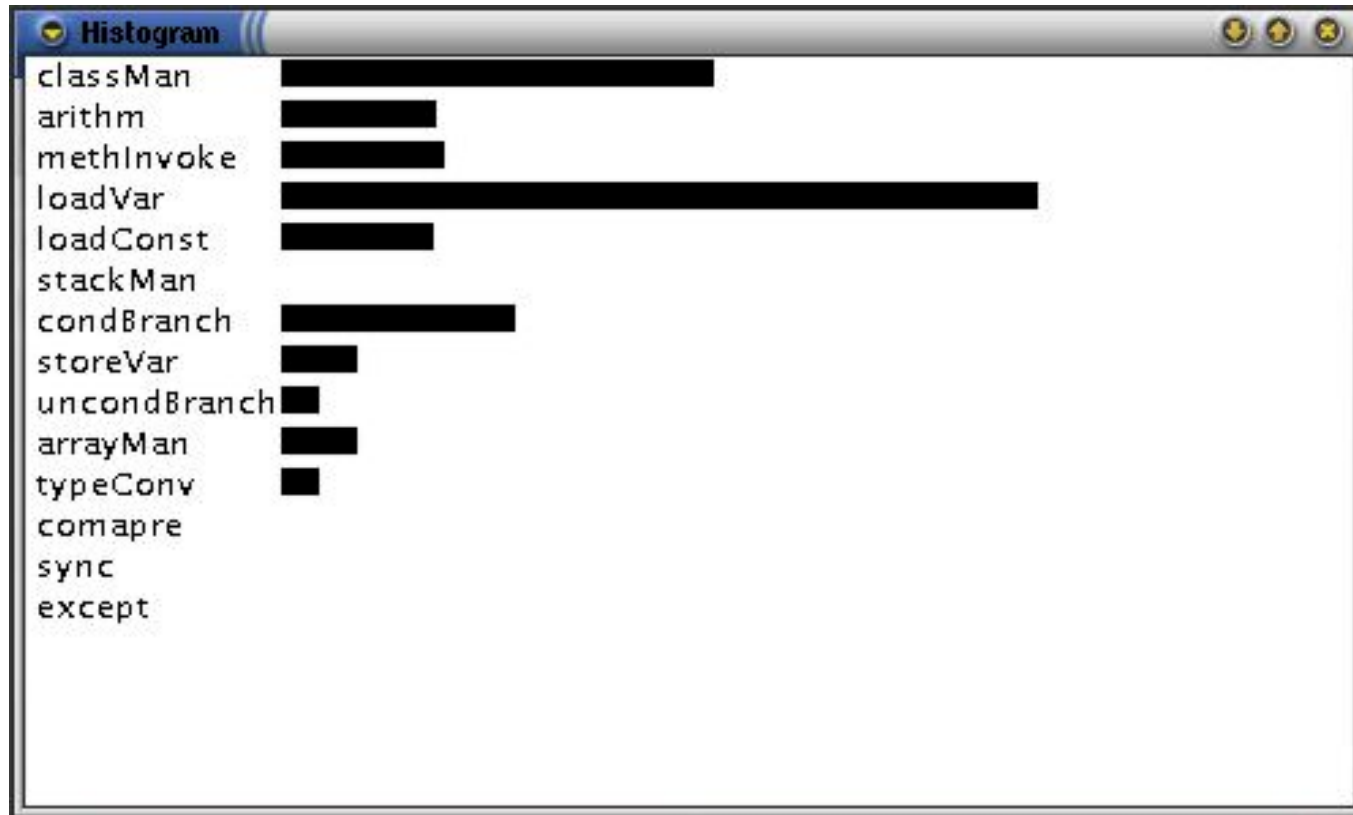
- interface abstractions hide mechanism
 - “folders” are folders whether local or networked
- but mechanism is how we understand the world
 - understandings of cause and effect
 - temporal dynamic coupling
 - the temporal organization of social action
- manifesting computation
 - how to give people a picture of what’s happening?

vavoom

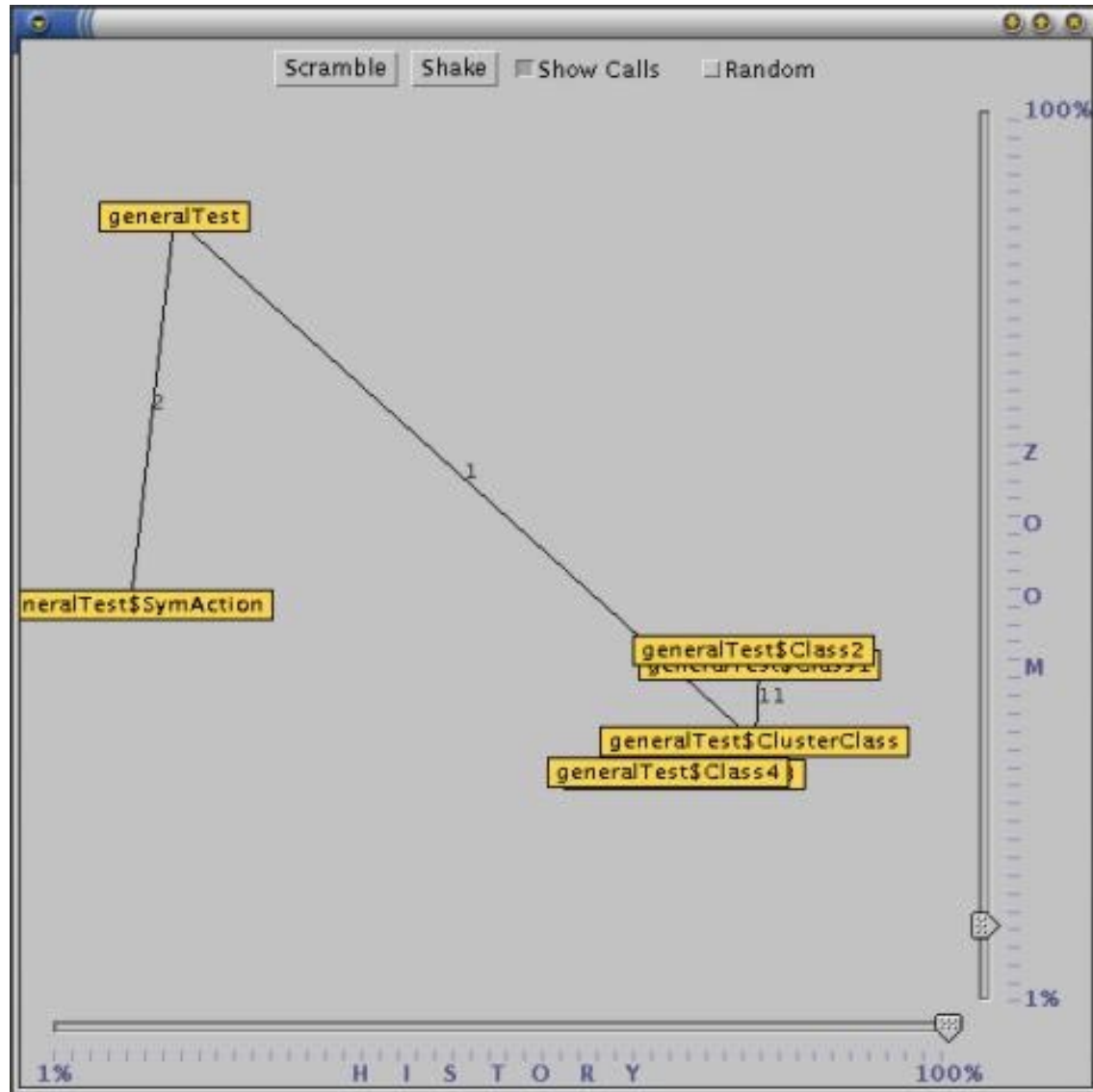
- initial exploration: vavoom
 - focus on novice programmers
 - we understand the models in terms of which to explain
 - vested interest in finding out what's going on
 - there's plenty of them lying around
 - vavoom is the visual virtual machine
 - visualize java program execution
 - dynamic, real-time visualizations
 - unmodified class files



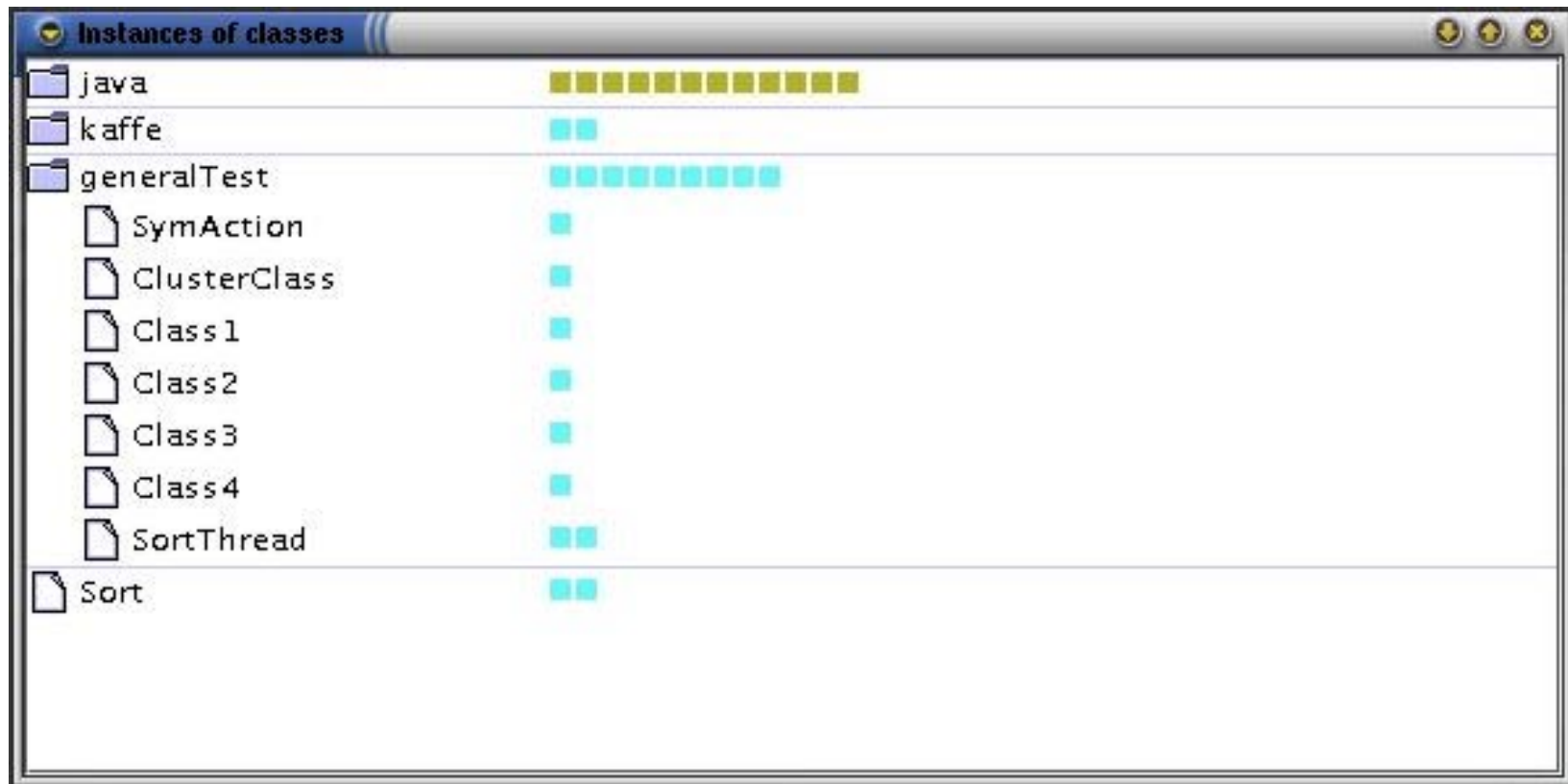
vavoom



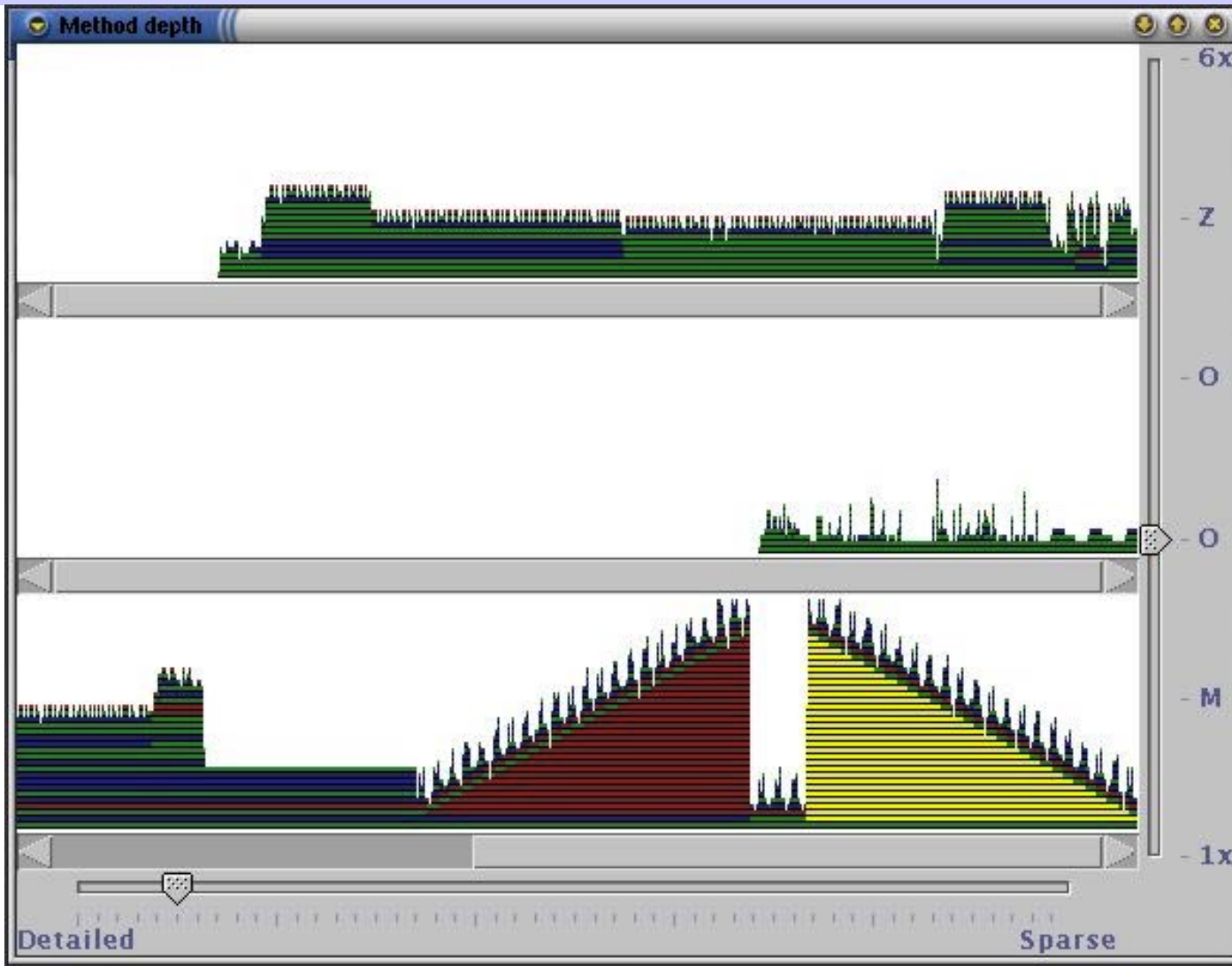
vavoom



vavoom



vavoom



The **Color Chooser** window displays a file tree structure. The tree includes folders like **ClassAnalyzer**, **Event**, **ClassProperties**, **MenuShortcut**, **ShortcutHandler**, **ComponentEvt**, **NativeGraphics**, **Graphics**, **FocusEvt**, **WindowEvt**, **ActionEvt**, **security**, **net**, **kaffe**, **generalTest**, **SymAction**, and **RecThread**. Under **RecThread**, the files **<init>**, **tailRec**, and **headRec** are listed. The **headRec** file is currently selected and highlighted in blue.

vavoom

- vavoom is an early technical exploration
 - the focus on programmers is a hack
 - but convenient... as long as they have the right programs
 - a more interesting strategy is to:
 - focus on end users
 - focus on more abstract visualisations
 - focus on more specialised tasks
 - currently exploring network security

conclusions

- system support for informal interaction
 - non process-centric collaboration
 - qualitative understandings of
 - software behavior
 - collaborative activity
- exploiting software as artifact
 - software as primary coordinative resource
 - directness and malleability
- open questions
 - integration with practice
 - balance between translucence and distraction
 - demonstration of theoretical approach