Bibliography

Agre, P.E. & Chapman, D. (1990). What are plans for?. In P. Maes (Ed.), *New Architectures for Autonomous Agents: Task–Level Decomposition and Emergent Functionality* . Cambridge, Ma.: MIT Press.

Akin, O., Baykan, C., & Rao, D.R. (1987, March). Structure of a directory space: A case study with a UNIX operating system. *International Journal of Man–Machine Studies* , *26*(3), 361–382.

Anderson, J.R. (1982). Acquisition of cognitive skill. *Psychological Review* , *89*(4), 369–406.

Archer, J.E., Jr., Conway, R., & Schneider, F.B. (1984, January). User recovery and reversal in interactive systems. *ACM Transactions on Programming Languages and Systems* , *6*(1), 1–19.

Ash, W.L. (1981a, August). Mxec: Parallel processing with an advanced macro facility. *Communications of the ACM* , *24*(8), 502–509.

Bannon, L., Cypher, A., Greenspan, S., & Monty, M.L. (1983, December 12–15). Evaluation and analysis of users' activity organization. In A. Janda (Ed.), *Proceedings of the CHI'83 Human Factors in Computer Systems* (pp. 54–57). New York: Association for Computing Machinery.

Barnes, D.J. & Bovey, J.D. (1986, September). Managing command submission in a multiple–window environment. *Software Engineering Journal* , *1*(5), 177–184.

Benyon, D. (1984, September 4–7). MONITOR. A self–adaptive user interface. In B. Shackel (Ed.), *Interact'84: Proceedings of the First IFIP Conference on Human–Computer Interaction* (Vol. 1, pp. 207–313). Amsterdam: North–Holland.

Bier, E. & Freedman, M. (1985). *PlayerPiano: Playback scripts for window systems* (unpublished paper).

Bobker, S. (1988, January). Command performance. *MacUser* , *4*(1), 114–122.

Boies, S.J. (1974). User behavior on an interactive computer system. *IBM Systems Journal* , *13*(1), 2–18.

Bourne, S.R. (1979, January 10). *An Introduction to the UNIX shell* (UNIX Programmer's Manual (7th ed.) Volume 2: Supplementary Documentation (Getting Started)).

Brown, J.S. & Newman, S.E. (1985). Issues in cognitive and social ergonomics: From our house to Bauhaus. *Human–Computer Interaction* , *1*(4), 359–391.

Card, S.K. & Henderson, D.A., Jr. (1987, April 5–9). A multiple, virtual–workspace interface to support user task switching. In J.M. Carroll & P.P. Tanner (Eds.), *Proceedings of the CHI+GI'87 Human Factors in Computing Systems and Graphics Interface* (pp. 53–59). New York: Association for Computing Machinery.

Card, S.K. (1984). Visual search of computer command menus. In H. Bourma & D.G. Bouwhuis (Eds.), *Attention and Performance X: Control of Language Processes* (pp. 97–108). London: Lawrence Erlbaum Associates.

Card, S.K. (1989). Human Factors and Artificial Intelligence. In P.A. Hancock & M.H. Chignell (Eds.), *Intelligent Interfaces: Theory, Research and Design* (pp. 27–48). New York: North–Holland.

Card, S.K., Moran, T.P., & Newell, A. (1980, July). The keystroke level model for user performance time with interactive systems. *Communications of the ACM* , *23*(7), 396–410.

Card, S. K., Moran, T.P., & Newell, A. (1983). *The Psychology of Human–Computer Interaction* . Hillsdale, NJ.:Lawrence Erlbaum Associates.

Card, S.K., Moran, T.P., & Newell, A. (1986). The model human processor: An engineering model of human performance. In K.R. Boff, L. Kaufman, J.P. Thomas (Ed.), *Handbook of Perception and Human Performance: Vol 2. Cognitive Processes and Performance* (pp. 45.1–45.35). New York: Wiley.

Card, S.K., Pavel, M., & Farrell, J.E. (1984, September 4–7). Window–based computer dialogues. In B. Shackel (Ed.), *Interact'84: Proceedings of the First IFIP Conference on Human–Computer Interaction* (Vol. 1, pp. 355–359). Amsterdam: North–Holland.

Carey, T. (1982, November). User differences in interface design. *Computer* , *15*(11), 14–20.

Carroll, J.M., Kellogg, W.A., & Rosson, M.B. (1991). The task–artifact cycle. In J.M. Carroll (Ed.), *Designing Interaction: Psychology at the Human–Computer Interface* (pp. 74–102). Cambridge: Cambridge University Press.

Chan, P.P. (1984, July). *Learning Considerations in User Interface Design: The Room Model* (Technical Report CS–84–16). Waterloo, Ontario, Canada: University of Waterloo, Computer Science Department.

Chase, W.G. (1986). Visual information processing. In K.R. Boff, L. Kaufman, J.P. Thomas (Ed.), *Handbook of Perception and Human Performance: Vol 2. Cognitive Processes and Performance* (pp. 28.1–28.71). New York: Wiley.

Chin, D.N. (1986, April 13–17). User modeling in UC, the UNIX Consultant. In M. Mantei & P. Orbeton (Eds.), *Proceedings of the CHI'86 Human Factors in Computer Systems* (pp. 24–28). New York: Association for Computing Machinery.

Cowan, W.B. & Wein, M. (1990, August 27–31). State versus history in user interfaces. In D. Diaper, D. Gilmore, G. Cockton, & B. Shackel (Eds.), *Interact'90. Proceedings of the Third IFIP Conference on Human–Computer Interaction*

(pp. 555–560). Amsterdam: North–Holland.

Croft, W.B. (1984, February). The role of context and adaptation in user interfaces. *International Journal of Man–Machine Studies* , *21*(4), 283–292.

Cypher, A. (1986). The structure of users' activities. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 243–263). Hillsdale, NJ.: Lawrence Erlbaum Associates.

Denning, P.J. (1980, January). Working sets past and present. *IEEE Transactions on Software Engineering* , *SE–6* (1), 64–84.

Desmarais, M.C. & Pavel, M. (1987, September 1–4). User knowledge evaluation: An experiment with UNIX. In H.J. Bullinger, B. Shackel, & K. Kornwachs (Eds.), *Interact'87. Proceedings of the Second IFIP Conference on Human–Computer Interaction* (pp. 151–156). Amsterdam: North–Holland.

Draper, S.W. (1984, September 4–7). The nature of expertise in UNIX. In B. Shackel (Ed.), *Interact'84: Proceedings of the First IFIP Conference on Human–Computer Interaction* (Vol. 2, pp. 182–186). Amsterdam: North–Holland.

Draper, S.W. (1986). Display managers as the basis for user–machine communication. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 339–352). Hillsdale, NJ.: Lawrence Erlbaum Associates.

Egan, D.E. (1988). Individual differences in human–computer interaction. In M. Helander (Ed.), *Handbook of Human–Computer Interaction* (pp. 543–568). Amsterdam: North–Holland.

Elkerton, J. (1988). Online aiding for human–computer interaction. In M. Helander (Ed.), *Handbook of Human–Computer Interaction* (pp. 345–364). Amsterdam: North–Holland.

Ellis, M., Greer, K., Placeway, P., & Zachariassen, R. (1987, March 10). *TCSH – C shell with filename completion and command line editing* (UNIX Programmer's Manual (revised U of T, previous revisions from Fairchild, HP Labs., and OSU IRCC)).

Engel, F.L., Andriessen, J.J., & Schmitz, H.J.R. (1983). What, where and whence: Means for improving electronic data access. *International Journal of Man–Machine Studies* , *18*(2), 145–160.

Ericsson, K.A. & Simon, H.A. (1980, May). Verbal reports as data. *Psychological Review* , *87*(3), 215–251.

Farr, M. (1989, Winter). MPW V.3.0: A tool for all reasons. In *APDAlog* (pp. 8–10). Cupertino, Ca.: Apple Computer, Inc.

Feiner, S., Nagy, S., & Dam, A. van (1982, January). An experimental system for creating and presenting interactive graphical documents. *ACM Transactions on Graphics* , *1*(1), 59–77.

Fitter, M. (1979, May). Towards more ''natural'' interactive systems. *International Journal of Man–Machine Studies* , *11*(3), 339–350.

Fitts, P.M. (1954, June). The information capacity of the human motor system in controlling the amplitude of movement. *Journal of Experimental Psychology*, *47*(6), 381–391.

Furnas, G.W. (1986, April 13–17). Generalized fisheye views. In M. Mantei & P. Orbeton (Eds.), *Proceedings of the CHI'86 Human Factors in Computer Systems* (pp. 16–23). New York: Association for Computing Machinery.

Gasser, L. (1986, July). The integration of computing and routine work. *ACM Transactions on Office Information Systems* , *4*(3), 205–225.

Giroux, L. & Belleau, R. (1986). What's on the menu? The influence of menu content on the selection process. *Behaviour and Information Technology* , *5*(2), 169–172.

Goldberg, A. (1984). *Smalltalk–80: The Interactive Programming Environment* . Reading, Ma.:Addison–Wesley.

Goodman, D. (1987, September). *The Complete HyperCard Handbook* . New York:Bantam Book.

Gray, W.D., John, B.E., Stuart, R., Lawrence, D., & Atwood, M.E. (1990, August 27–31). GOMS meets the phone company: Analytic modeling applied to real–world problems. In D. Diaper, D. Gilmore, G. Cockton, & B. Shackel (Eds.), *Interact'90. Proceedings of the Third IFIP Conference on Human–Computer Interaction* (pp. 29–34). Amsterdam: North–Holland.

Greenberg, S. & Witten, I.H. (1985, March). *Interactive End–User Creation of Workbench Hierarchies Within a Window System* (Technical Research Report No. 85/191/4). Calgary, Alberta, Canada: University of Calgary, Department of Computer Science.

Greenberg, S. & Witten, I.H. (1988a, June). Directing the user interface: How people use command–based systems. In *Proceedings of the 3rd IFAC Conference on Man–Machine Systems* (pp. 299–305).

Greenberg, S. & Witten, I.H. (1988b, May). How users repeat their actions on computers: Principles for design of history mechanisms. In E. Soloway, D. Frye, & S.B. Sheppard (Eds.), *Proceedings of the CHI'88 Human Factors in Computer Systems* (pp. 171–178). New York: Association for Computing Machinery.

Greenberg, S. (1988a). *Using UNIX: Collected traces of 168 users* (Technical Research Report No. 88/333/45). Calgary, Alberta, Canada: University of Calgary, Department of Computer Science.

Greenberg, S. (1988b). *Tool use, reuse, and organization in command–driven interfaces* (Research Report 88/336/48). Calgary, Alberta, Canada: University of Calgary, Department of Computer Science.

Haeberli, P.E. (1986, June). A data–flow manager for an interactive programming environment. In *Proceedings of 1986 Summer USENIX Technical Conference* .

Halbert, D.C. (1984, December). *Programming by Example* (Technical Report No. OSD–T8402). Palo Alto, Ca.: Xerox Office Systems.

Hanson, S.J., Kraut, R.E., & Farber, J.M. (1984, January). Interface design and

multivariate analysis of UNIX command use. *ACM Transactions on Office Information Systems* , *2*(1), 42–57.

Hayes, P., Ball, E., & Reddy, R. (1981, March). Breaking the man–machine communication barrier. *Computer* , *14*(3), 19–30.

HCR Corporation (1987, July). *Hi User's Guide (version 7.7)* (User Manual). Toronto, Ontario, Canada: HCR Corporation.

Henderson, D.A., Jr. & Card, S.K. (1986a, July). The use of multiple virtual workspaces to reduce space contention in a window–based graphical user interface. *ACM Transactions on Graphics* , *5*(3), 211–243.

Holsti, N. (1989, April). A session editor with incremental execution functions. *Software–Practice and Experience* , *19*(4), 329–350.

Hutchins, E.L., Hollan, J.D., & Norman, D.A. (1986). Direct manipulation interfaces. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 87–124). Hillsdale, NJ.: Lawrence Erlbaum Associates.

John, B.E. (1988, May 6). *Contributions to Engineering Models of Human–Computer Interaction* (Technical Report). Pittsburgh, Pa.: Carnegie Mellon University, Department of Psychology.

John, B.E., Rosenbloom, P.S., & Newell, A. (1985, April 14–17). A theory of stimulus–response compatibility applied to human–computer interaction. In L. Borman & B. Curtis (Eds.), *Proceedings of the CHI'85 Human Factors in Computer Systems* (pp. 213–219). New York: Association for Computing Machinery.

Joy, W.N. (1980, November). *An Introduction to the C Shell* . UNIX Programmer's Manual (7th edition) 2c: Supplementary Documentation (Virtual–VAX II Version).

Korn, D. (1983, July). KSH – A shell programming language. In *Proceedings of USENIX Association Software Tools Users Group (Summer Conference)* (pp. 191–202).

Krishnamurthy, B. (1987, September). *Shells in an interactive system* (Technical Research Report No. CSD–TR–707). West Lafayette, In.: Purdue University, Computer Sciences Department.

Kurlander, D. & Feiner, S. (1988, October 10–12). Editable Graphical Histories. In *Proceedings of the 1988 IEEE Workshop on Visual Languages* (pp. 127–134). Long Beach, Ca.: IEEE Computer Society Press.

Larkin, J.H. & Simon, H.A. (1987). Why a diagram is (sometimes) worth ten thousand words. *Cognitive Science*, *11*, 1987.

Larkin, J.H. (1989). Display–Based Problem Solving. In D. Klahr & K. Kotovsky (Eds.), *Complex Information Processing: The Impact of Herbert A. Simon* (pp. 319–342). Hillsdale, NJ.: Lawrence Erlbaum Associates, Publishers.

Lau, F.C.M. & Asthana, A. (1984, March). Yet another history mechanism for command interpretors. *SIGPLAN Notices* , *19*(3), 51–56.

Lee, A. & Lochovsky, F.H. (1990a). Study of command usage in three UNIX

command interpreters. In L. Berliguet & D. Berthelette (Eds.), *Work with Display Units 89: Selected Papers from the Second International Scientific Conference* (pp. 419–426). Amsterdam: North–Holland.

Lee, A. & Lochovsky, F.H. (1990b, August). User's command line reference behaviour: Locality versus recency. In D. Diaper, D. Gilmore, G. Cockton, & B. Shackel (Eds.), *Interact'90. Proceedings of the Third IFIP Conference on Human–Computer Interaction* (pp. 121–128). Amsterdam: North–Holland.

Lee, A. & Lochovsky, F.H. (1991, April 28 – May 2). *Visual search performance with an interaction history menu* (Interactive Poster). New Orleans, La.: CHI'91.

Lee, E.S. & Raymond, D.R. (to appear). Menu–driven systems. In A. Kent & J.G. Williams (Eds.), *Encyclopedia of Microcomputers* . New York, NY: Marcel Dekker.

Lee, A. (1990a). Issues in design of history tool for user support. In G. Cockton (Ed.), *Engineering for Human–Computer Interaction: Proceedings of the IFIP TC 2/WG 2.7 Working Conference on Engineering for Human–Computer Interaction* (pp. 273–289). Amsterdam: North–Holland.

Lee, A. (1990b, May). Taxonomy of uses of interaction history. In S. MacKay & E.M. Kidd (Eds.), *Proceedings of Graphics Interface'90* (pp. 113–122). Toronto, Ontario, Canada: Canadian Information Processing Society.

Lee, A. (1992a). User Support: Considerations, Features, and Issues. In R. Hartson & D. Hix (Eds.), *Advances in Human–Computer Interaction* (Vol. 3, pp. 190–234). Norwood, NJ.: Ablex.

Lee, A. (1992b, May). *Accuracy of MHP/GOMS predictions for the task of issuing recurrent commands* (Short Talk). Monterey, Ca.: CHI'92.

Lerch, F.J., Mantei, M.M., & Olson, J.R. (1989, April 30 – May 4). Skilled financial planning: The cost of translating ideas into action. In K. Bice & C. Lewis (Eds.), *Proceedings of the CHI'89 Human Factors in Computer Systems* (pp. 121–126). New York: Association for Computing Machinery.

Lindsay, P. & Norman, D. (1977). *Human Information Processing: An Introduction to Psychology* (2nd ed.). New York:Academic Press.

Linxi, C. & Habermann, A.N. (1986, August 13). *A history mechanism and undo/redo/reuse support in ALOE* (Technical Research Report No. CMU–CS–86–148). Pittsburgh, Pa.: Department of Computer Science, Carnegie Melon University.

MacGregor, J. & Lee, E. (1987a). Performance and preference in videotex menu retrieval: A review of the empirical literature. *Behaviour and Information Technology* , *6*(1), 43–68.

MacGregor, J. & Lee, E. (1987b, May). Menu search: Random or systematic?. *International Journal of Man–Machine Studies* , *26*(5), 627–631.

MacKenzie, I.S. (1989). A note on the information–theoretic basis for Fitts' Law. *Journal of Motor Behavior* , *21*(3), 323–330.

MacKenzie, I.S., Sellen, A., & Buxton, W. (1991, April 28 – May 2). A comparison

of input devices in elemental pointing and dragging tasks. In S.P. Robertson, G.M. Olson, J.S. Olson (Ed.), *Proceedings of the CHI'91 Human Factors in Computer Systems* (pp. 161–166). New York: Association for Computing Machinery.

MacLeod, M. & Tillson, P. (1990, August 27–31). Pull–down, holddown, or stay-down? A theoretical and empirical comparison of three menu designs. In D. Diaper, D. Gilmore, G. Cockton, & B. Shackel (Eds.), *Interact'90. Proceedings of the Third IFIP Conference on Human–Computer Interaction* (pp. 429–434). Amsterdam: North–Holland.

Madison, A.W. & Batson, A.P. (1976, May). Characteristics of program localities. *Communications of the ACM* , *19*(5), 285–294.

Mantei, M.M. (1982). *Disorientation behaviour in person–computer interaction* . Ca.:University of Southern California, Annenberg School of Communication.

Maulsby, D.L., Witten, I.H., & Kittlitz, K.A. (1989, August). Metamouse: Specifying graphic procedures by example. *Computer Graphics* , *23*(3), 127–136.

McMahon, M. (1987). *A practical system for managing mixed mode user interfaces* (working paper). Cambridge, Ma.: Symbolics, Inc..

Mehlenbacher, B., Duffy, T.M., & Palmer, J. (1989). Finding information on a menu: Linking menu organization to the user's goals. *Human–Computer Interaction* , *4*, 231–251.

Miyata, Y. & Norman, D.A. (1986). Psychological issues in support of multiple activities. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 265–284). Hillsdale, NJ.: Lawrence Erlbaum Associates.

Myers, B.A. & Buxton, W. (1986, August). Creating highly–interactive and graphical user interfaces by demonstration. *Computer Graphics* , *20*(4), 249–258.

Myers, B.A. (1986, April 13–17). Visual programming, programming by example and program visualization: A taxonomy. In M. Mantei & P. Orbeton (Eds.), *Proceedings of the CHI'86 Human Factors in Computer Systems* (pp. 59–66). New York: Association for Computing Machinery.

Neisser, U. (1964, June). Visual Search. *Scientific American* , *210*(6), 94–101.

Newell, A. & Card, S.K. (1985). The prospects for psychological science in human–computer interaction. *Human–Computer Interaction* , *1*(3), 209–242.

Nickerson, R.S. (1976, October 14–15). On conversational interaction with computers. In S. Treu (Ed.), *User–Oriented Design of Interactive Graphics System, Proceedings of the ACM/SIGGRAPH Workshop* (pp. 101–113). Pittsburgh, Pa.: Association for Computing Machinery.

Nievergelt, J. & Weydert, J. (1980). Sites, modes, and trails: Telling the user of an interactive system where he is, what he can do, and how to get places. In R.A. Guedj, P. ten Hagen, F.R. Hopgood, H. Tucker, & D.A. Duce (Eds.), *Methodology of Interaction* (pp. 327–338). Amsterdam: North–Holland.

Norman, D.A. & Shallice, T. (1986). Attention to action: Willed and automatic control of behavior. In R.J. Davidson, G.E. Schwartz, & D. Shapiro (Eds.),

Consciousness and Self Regulation: Advances in Research and Theory (Vol. 4, pp. 1–18). New York: Plenum Press.

Norman, D.A. (1981, January). Categorization of action slips. *Psychological Review* , *88*(1), 1–15.

Norman, D.A. (1983, April). Design rules based on analyses of human error. *Communications of the ACM* , *26*(4), 254–258.

Norman, D.A. (1984, August 18–20). Cognitive engineering principles in the design of human–computer interfaces. In G. Salvendy (Ed.), *Human–Computer Interaction: Proceedings of the First USA–Japan Conference on Human–Computer Interaction: Vol. 1. Advances in Human Factors/Ergonomics* (pp. 11–16). Amsterdam: Elsevier.

Norman, D.A. (1986). Cognitive engineering. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 31–61). Hillsdale, NJ.: Lawrence Erlbaum Associates.

Olsen, D.R. & Dance, J.R. (1988, January). Macros by Example in Graphical UIMS. *IEEE Computer Graphics and Applications* , *8*(5), 68–78.

Olson, J.R. & Olson, G.M. (1990). The growth of cognitive modeling in human–computer interaction since GOMS. *Human–Computer Interaction* , *5*, 221–265.

Paap, K.R. & Roske–Hofstrand, R.J. (1988). Design of Menus. In M. Helander (Ed.), *Handbook of Human–Computer Interaction* (pp. 205–235). Amsterdam: North–Holland.

Potosnak, K.M., Hayes, P.J., Rosson, M.B., Schneider, M.L., & Whiteside, J.A. (1986, April 13–17). Panel: Classifying users: A hard look at some controversial issues. In M. Mantei & P. Orbeton (Eds.), *Proceedings of the CHI'86 Human Factors in Computer Systems* (pp. 84–88). New York: Association for Computing Machinery.

Quinn, L. & Russell, D.M. (1986, April 13–17). Intelligent interfaces: User models and planners. In M. Mantei & P. Orbeton (Eds.), *Proceedings of the CHI'86 Human Factors in Computer Systems* (pp. 314–320). New York: Association for Computing Machinery.

Rasmussen, J. (1983, May/June). Skills, rules, and knowledge: Signals, signs, and symbols, and other distinctions in human performance models. *IEEE Transactions on Systems, Man, and Cybernetics* , *13*(3), 257–266.

Reichman–Adar, R. (1986). Communication paradigms for a window system. In D.A. Norman & S.W. Draper (Eds.), *User–Centered System Design: New Perspectives on Human–Computer Interaction* (pp. 285–313). Hillsdale, NJ.: Lawrence Erlbaum Associates.

Reisberg, D. (1987, July 16–18). External representations and the advantages of externalizing one's thoughts. In *Proceedings of the 9th Annual Conference of the Cognitive Science Society* (pp. 281–293).

Rich, E. (1983, March). Users are individuals: Individualizing user models. *International Journal of Man–Machine Studies* , *18*(3), 199–214.

Rissland, E.L. (1984, October). Ingredients of intelligent user interfaces.

International Journal of Man–Machine Studies , *21*(4), 377–388.

Rissland, E.L., Kolodner,, & Waltz, (1989, May 31 – June 2). Case–based reasoning from DARPA: Machine learning program plan. In K. Hammond (Ed.), *Proceedings of a Workshop on Case–Based Reasoning* (pp. 1–14). San Mateo, Ca.: Morgan Kaufmann Publishers Inc..

Ross, B.H. (1989, May 31 – June 2). Some psychological results on case–based reasoning. In K. Hammond (Ed.), *Proceedings of a Workshop on Case–Based Reasoning* (pp. 1–14). San Mateo, Ca.: Morgan Kaufmann Publishers Inc.

Schonpflug, W. (1988). Retrieving texts from an external store: The effects of an explanatory context and of semantic fit between text and address. *Psychological Research* , *50*(1), 19–27.

Scofield, J. (1981, November). *Editing as a Paradigm for User Interaction A Thesis Proposal* (Technical Report No. 81–11–01). Seattle, Wa.: University of Washington, Department of Computer Science.

Self, J.A. (1974, March). Student models in computer–aided instruction. *International Journal of Man–Machine Studies* , *6*(2), 261–276.

Sleeman, D. (1985, July). UMFE: A user modelling front–end subsystem. *International Journal of Man–Machine Studies* , *23*(1), 71–88.

Stallman, R. M. (1981, Spring/Summer). EMACS – The extensible, customizable self–documenting display editor. *SIGOA Newsletter* , *2*(1–2), 147–156.

Stearns, G.R. (1989, August). Agents and the HP NewWave application program interface. *Hewlett–Packard Journal* , 32–37.

Stephenson, C.J. (1973). On the structure and control of commands. *SIGOPS: Operating System Review* , *7*(4), 22–26.

Suchman, L.A. (1983, October). Office procedure as practical action: Models of work and system design. *ACM Transactions on Office Information Systems* , *1*(4), 320–328.

Suchman, L.A. (1987). *Plans and situated actions: The problem of human–machine communication*. Cambridge, U.K.:Cambridge University Press.

SUN Microsystems, Inc. (1986, February 17). *Windows and window based tools: Beginner's guide* . SUN Microsystems, Inc., 2550 Garcia Avenue, Mountain View, California 94043.

Sweller, J. (1988). Cognitive load during problem solving: Effects on learning. *Cognitive Science*, *12* , 257–285.

Sweller, J., Mawer, R.F., & Howe, W. (1982, Fall). Consequences of history–cued and means–end strategies in problem–solving. *American Journal of Psychology*, *95*(3), 455–483.

Taylor, M. (1988a, February). Layered protocols for computer–human dialogue. I: Principles. *International Journal of Man–Machine Studies* , *28*(2), 175–218.

Taylor, M. (1988b, March). Layered protocols for computer–human dialogue. I: Some practical issues. *International Journal of Man–Machine Studies* , *28*(3), 219–257.

Teitelman, W. & Masinter, L. (1981, April). The interlisp programming environment. *Computer* , 39–50.

Teitelman, W. (1977, August 22–25). A display oriented programmer's assistant. In *Proceedings of IJCAI–77, 5th International Joint Conference on Artificial Intelligence* (Vol. 2, pp. 905–915).

Teitelman, W. (1985, March). A tour through cedar. *IEEE Transactions on Software Engineering* , *SE–11* (3), 285–302.

Thimbleby, H. (1980, October). Dialogue determination. *International Journal of Man–Machine Studies* , *13* (3), 295–304.

Tyler, S.W. & Treu, S. (1986, October 6–8). Adaptive interface design: A symmetric model and a knowledge–based implementation. *SIGOIS Bulletin* , *7* (2–3), 53–60.

Uejio, J.Y., Blattner, M.M., Schultz, E.E., & Ishikawa, M. (1991, January 8–11). A structured history for command recall. In *Proceedings of the 24th Annual Hawaii International Conference on System Sciences* (Vol. II, pp. 494–507).

Vitter, J.S. (1984, October). US&R: A new framework for redoing. *IEEE Software* , *1* (4), 39–52.

Whitby, M. (1986, July). See MAC run. *MacUser* , *1* (10), 38–42.

Winograd, T. (1973, Winter). Breaking the complexity barrier (again). *SIGIR Forum* , *IX* (3), 13–30.

Witten, I.H., Cleary, J.G., & Darragh, J.J. (1983, April). *The Reactive Keyboard: A new technology for text entry* (Technical Research Report No. 83/121/10). Calgary, Alberta, Canada: University of Calgary, Department of Computer Science.

Witten, I.A., Greenberg, S.A., & Cleary, J. (1983, May 9–13). Personalizeable directories: A case study in automatic user modelling. In M. Wein (Ed.), *Proceedings of Graphics Interface'83* (pp. 183–189). Toronto, Ontario, Canada: Canadian Information Processing Society.

Young, M., Taylor, R.N., & Troup, D.B. (1988, June). Software environment architectures and user interface facilities. *IEEE Transactions on Software Engineering* , *14* (6), 697–708.