

关于[注意]的思考题

221220089 崔博涵

---因涉及播放，用电脑幻灯片播放效果更好---

防止预览剧透，正文在第九页

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一个正面例子：回想一下Github的界面？

一个正面例子：核心操作作用绿色按钮标出

Filters Labels 9 Milestones 0 **New pull request**

0 Open 1 Closed Author Label Projects Milestones Reviews Assignee Sort

main 2 branches 0 tags Go to file Add file **<> Code**

Jackcui Merge pull request #1 from Jackcui/master 7294f27 yesterday 3 commits

test.md test 5 days ago

CNN-but-not-CNN / test.md in main Cancel changes **Commit changes...**

Edit Preview Spaces 2 Soft wrap

```
1 demo
2 demo
3 demo pushcdvd\
```

Dashboard

New

Top Repositories

Find a repository...

Commit changes

Commit message

Update test.md

Extended description

Add an optional extended description..

Commit Email

forever_1210@yeah.net

Commit directly to the main branch

Create a new branch for this commit and start a pull request

[Learn more about pull requests](#)

Cancel **Commit changes**

另外一个正面例子



常用的“开始游戏”和不常用的“设置”



一个反例：请在其中找到“校园导览”



用不同颜色标识出来
这样是否要好一些？

可以想见，最初的查找并无优势，但随着使用次数的增加，会逐渐将常用的功能与其颜色建立关联，从而大幅缩小寻找范围（颜色更直接，而非相对位置，因为图标过多，需要滑动，相对的位置只是动态的，很难形成经验）



一个特别的例子：将用户协议故意放在不能POP-OUT的部分
因为进入之前必须要点选“同意协议”
可以想见如果放在易于POP-OUT的部分，那么用户的反应速度很快
会不假思索的“秒按”，与完全忽略没有区别。
放在该位置，是用户在点选前需要额外的思考反应时间，反而引起了
用户对语义的注意。

设计了一个测试

辛丑年冬月廿八上覽民情以
為南方已定兵甲已足著軍機
章京譚鐵牛擬旨曰是日宜并
舉大軍四十萬討逆昔都統胡
不學無術貽誤軍機悉令撤換
務勵精勤勉俾東南諸藩卑服
亦令克復國立中央之聲名云

Anything Special?

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What about this?

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What about this?

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注意到军机章京换人了吗？

Earlier this year, One reported that there is a learning with the importance of environmental data brain during development strong positive link between brain size and playfulness among mammals in general , Sergio Pellis. Comparing measurements for fifteen orders of mammal, he and his team found larger brains because large brains are more sensitive to developmental (for a given body size) are linked to greater playfulness. The converse was also found to be true. Robert Barton of believes that, because large brains are more sensitive to developmental stimuli than smaller brains, they require more play to help mould them for adulthood. 'I concluded it's to do with learning, and with the importance of environmental data to the brain during development,' he says. According to Byers, the timing of the playful stage in young animals provides an important clue to what's going on. If you plot the amount of time a juvenile devotes to play each day over the course of its development, you discover a pattern typically associated with a 'sensitive period' - a brief development window during which the brain can actually be modified in ways that are not possible earlier or later in life. Think of the relative ease with which young children - but not infants or adults - absorb language. Other researchers have found that play in cats, rats and mice is at its most intense just as this 'window of opportunity' reaches its peak. Other researchers have found that play in cats, rats and mice at its most 'People have not paid enough attention to the amount of the brain activated by play,' says Marc Bekoff ,who studied coyote pups at play and found that the kind of behaviour involved was markedly more variable and unpredictable than that of adults. Such behaviour activates many different parts of the brain, he reasons. likens it to a behavioural kaleidoscope, with animals at play jumping rapidly between activities. 'They use behaviour from a lot of different contexts - predation, aggression, reproduction,' he says. 'Their developing brain is getting all sorts of

另一个猜想：
一个简单的对比试验
(注意句子可能不通顺)

寻找：
Sergio Pellis
Robert Barton
Marc Bekoff

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同样的内容，是否更容易，更困难，还是一样？

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实验很不严谨，其实是想验证，人有没有左侧或者右侧的注意力偏好？
这个猜想来源于之前课上进行若干观察复述时，在不能全部完成时，
往往都是记住了（或记对了）右侧的。