

# My Insanely Great Paper Prospectus

Geordi LaForge

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## 1 Example 1

For my summer paper on human-computer interaction, I would like to write a survey paper on current research on user interfaces for starship warp cores. Warp core user interfaces are life-critical systems, so error avoidance is crucial along with user efficiency — sometimes the warp core needs to be tweaked under severe time pressure. In less battle-oriented environments, warp cores generally operate themselves, so chief engineers for such spacecraft might now interact with them very frequently. As a result, the third major element of warp core user interfaces is that they be easy to remember after extended periods of time.

## 2 Example 2

For my summer paper on human-computer interaction, I would like to analyze and evaluate the command and control user interface of the starship Enterprise-D. As the first Galaxy-class Federation vessel, the Enterprise-D introduced a number of new features for intergalactic exploration, such as saucer separation mode and immersive stellar cartography. I will examine the user interface for these new features, as well as new design approaches to pre-existing command and control features such as life support and artificial gravity.

## 3 Example 3

For my summer paper on human-computer interaction, I would like to propose an interaction design specification for a “virtual human helmsperson,” or VHH. The VHH will combine a holographic human being with a full 3D navigational interface. Interaction will involve natural language to/from the holographic human as well as 3D direct manipulation of ship’s navigation. The design specification will provide heuristic justifications and observations for how this user interface improves on the five primary usability metrics of learnability, efficiency, memorability, errors, and satisfaction.