

Output Space (Mapping)

3-D				* <i>Mouseclick depth</i>	
2-D Dynamic	* <i>Visual command frequency and recency</i>			* <i>Mouseclick locations</i> * <i>Blending screens over time</i> • Video [14] [16]	
2-D Color				• <i>Overlapping screens</i>	
2-D Abstract	<ul style="list-style-type: none"> • Hierarchical clustering [34] • Markov charts [19, 20, 22] • Action code charts [24] • GOMS goal tree [16] • Event graphs [38] • Pathfinder networks [29] • Zipf curves [22] • Component analysis [22] • Command pair frequency tables [30] 	<ul style="list-style-type: none"> • Process pattern charts [7, 9, 18] 			<ul style="list-style-type: none"> • Timeline with multiple data streams [35]
1-D Dynamic					
1-D Color	* <i>Color ESDA patterns</i>				
1-D	• Ordering of user actions [13, 26]		• Chunks in a video stream [1]	• Screen layout wrt user actions[13, 26]	
Scalar	<ul style="list-style-type: none"> • Inferring user experience [37] • Inferring user knowledge [11, 38] • Command frequency [15, 30] 	<ul style="list-style-type: none"> • Time per command/ Performance time [5, 30] 	<ul style="list-style-type: none"> • Selection and specification effort [30] • Physical and logical inputs [30] 	<ul style="list-style-type: none"> • Output space and extent [30] • Dispersement ratio [30] • Mouse movement [30] 	
	Event Relative	Absolute Time	Chunk Relative [30, 33]	Screen Relative	On-line and Off-line events

Input Space (Filtering)

Table 1: Data sources (filters) and output mappings in log file analyses. Items in italics are discussed in this paper.