

Eric Mazur Harvard University

SPS/GPA Physics Banquet University of Massachusetts Lowell Lowell, MA, 3 May 2005

A Quick Survey:

- Three statements
- Disagree = 1, agree = 5
- Total & divide by 3

Seeing is believing

"Visual observations greatly help the understanding of material"

Visualization is important

"Memories of observations reinforce the retention of physical models"

I = disagree, 5 = agree

1 picture = 1000 words

"Information can be transferred more quickly and more effectively visually than verbally"

I = disagree, 5 = agree



There is much to learn from neurobiology and cognitive psychology



- the physiology of seeing
- cognitive issues related to seeing
- learning from seeing

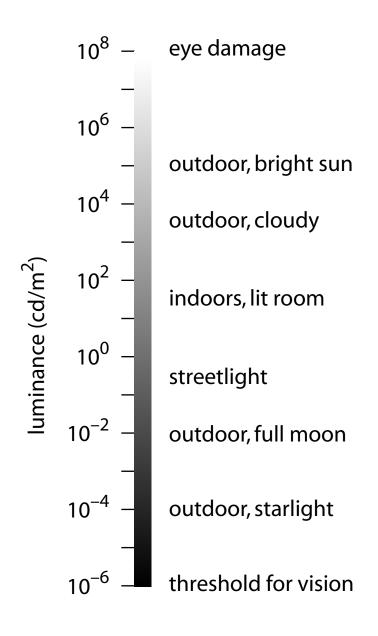
The physiology of seeing

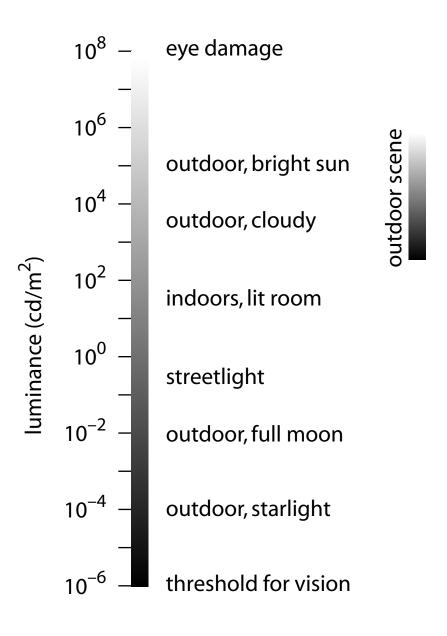
Human vision

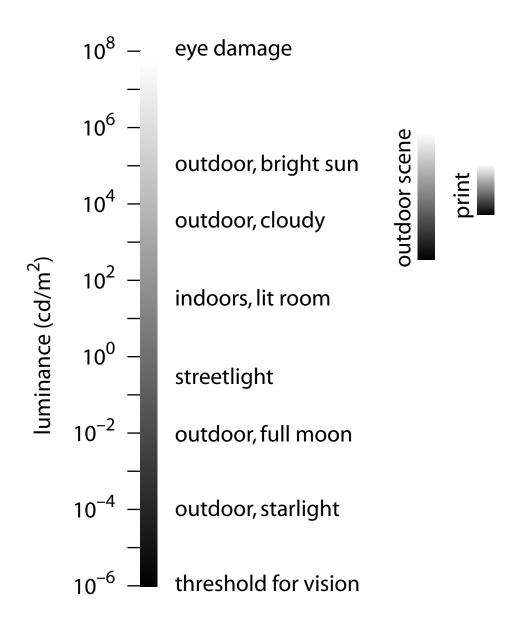
- Small frequency range
- Huge luminance range

Luminance

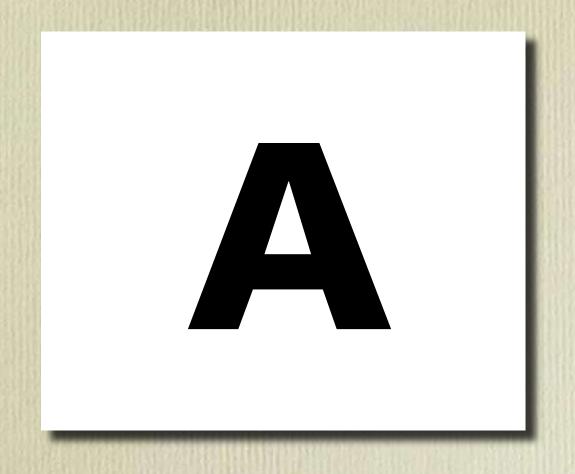
- Light energy radiated/reflected
- Determined by reflectance and illumination

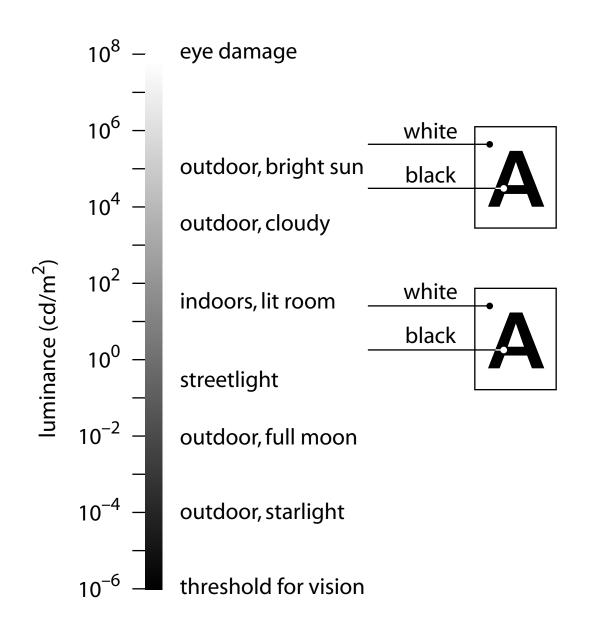






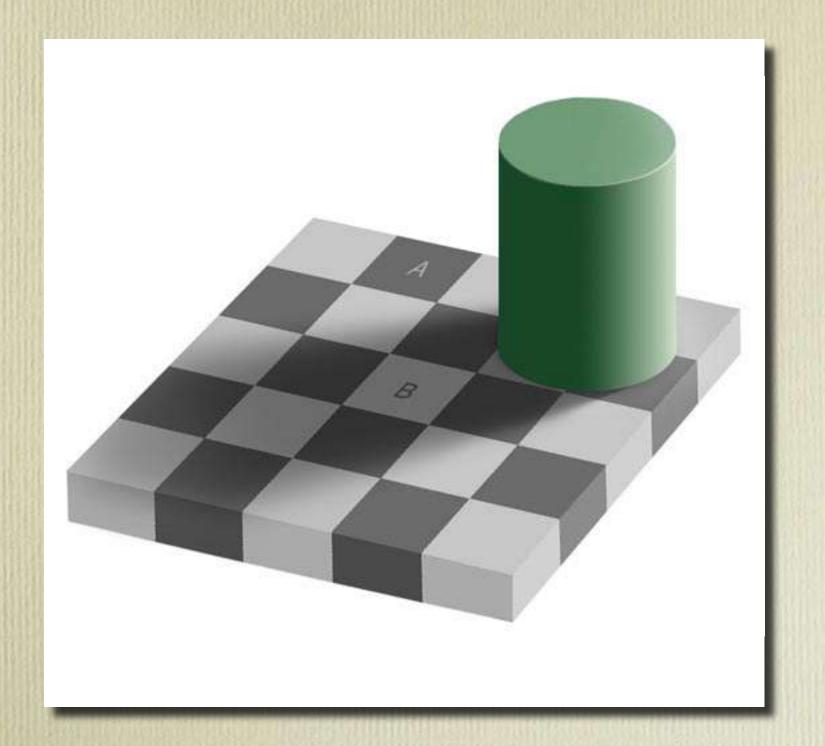
What color?

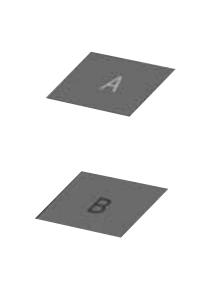


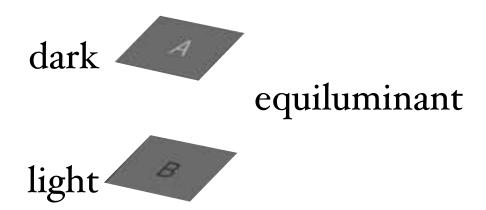


What the retina does:

- Spatial compression
- Adjust luminance range to nerve S/N
- Extract reflectance







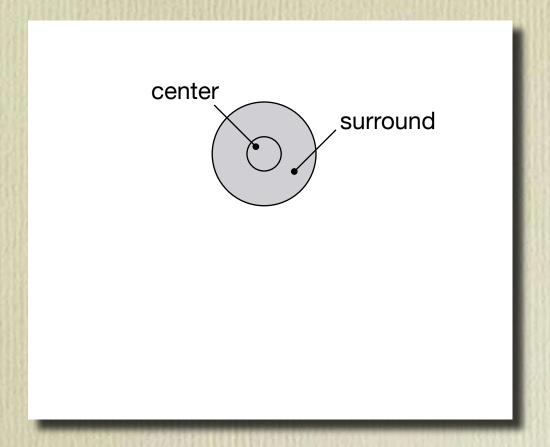
luminance = illumination + reflectance

Retinal cell organization

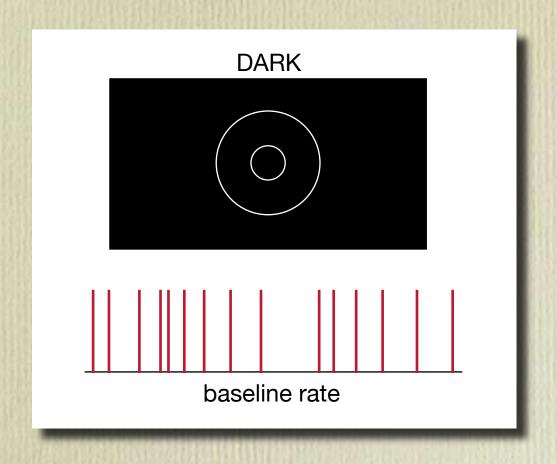
- 10⁸ receptors (rods and cones)
- 10⁶ ganglion cells

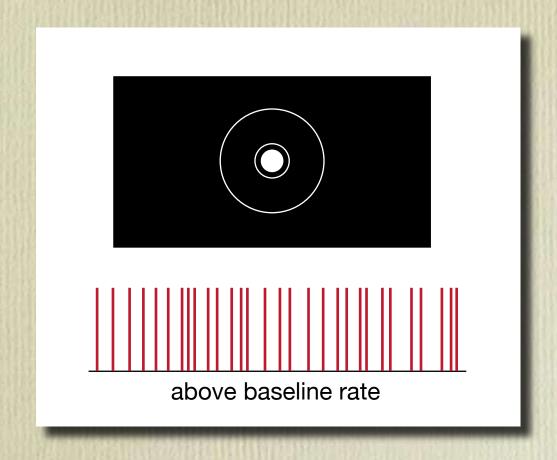
Each ganglion cell has a receptive field containing about 100 receptors

Retinal cell organization

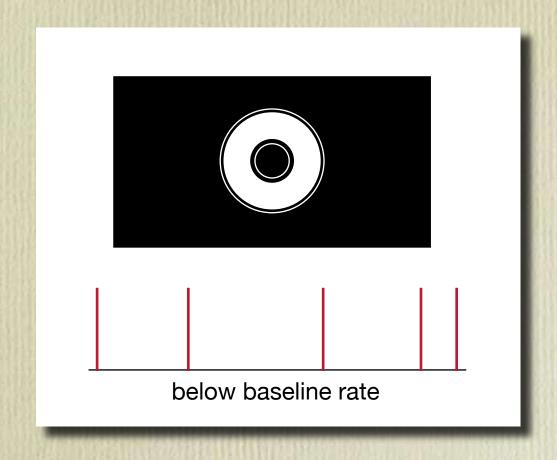


Receptive field divided into two regions

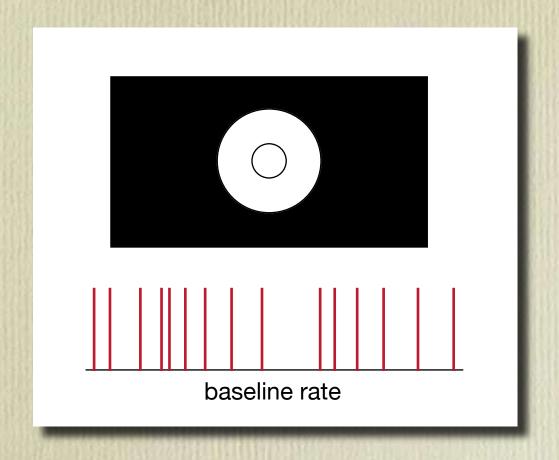




Center excites

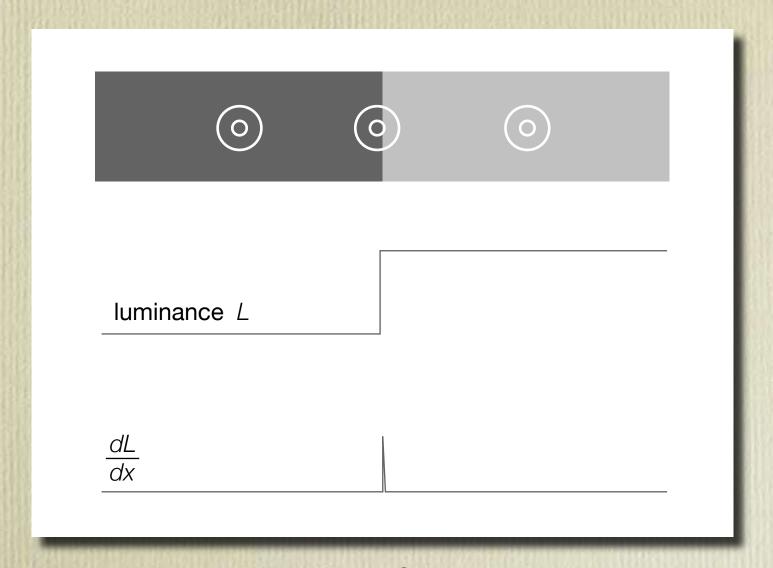


Surround inhibits

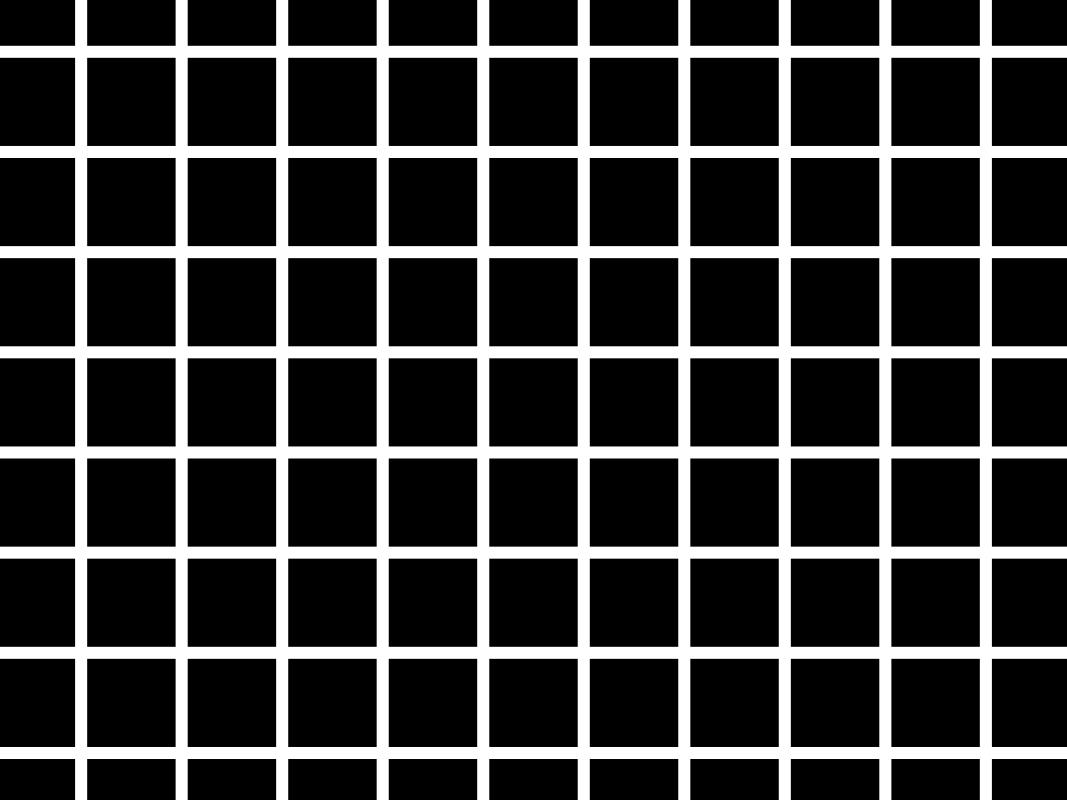


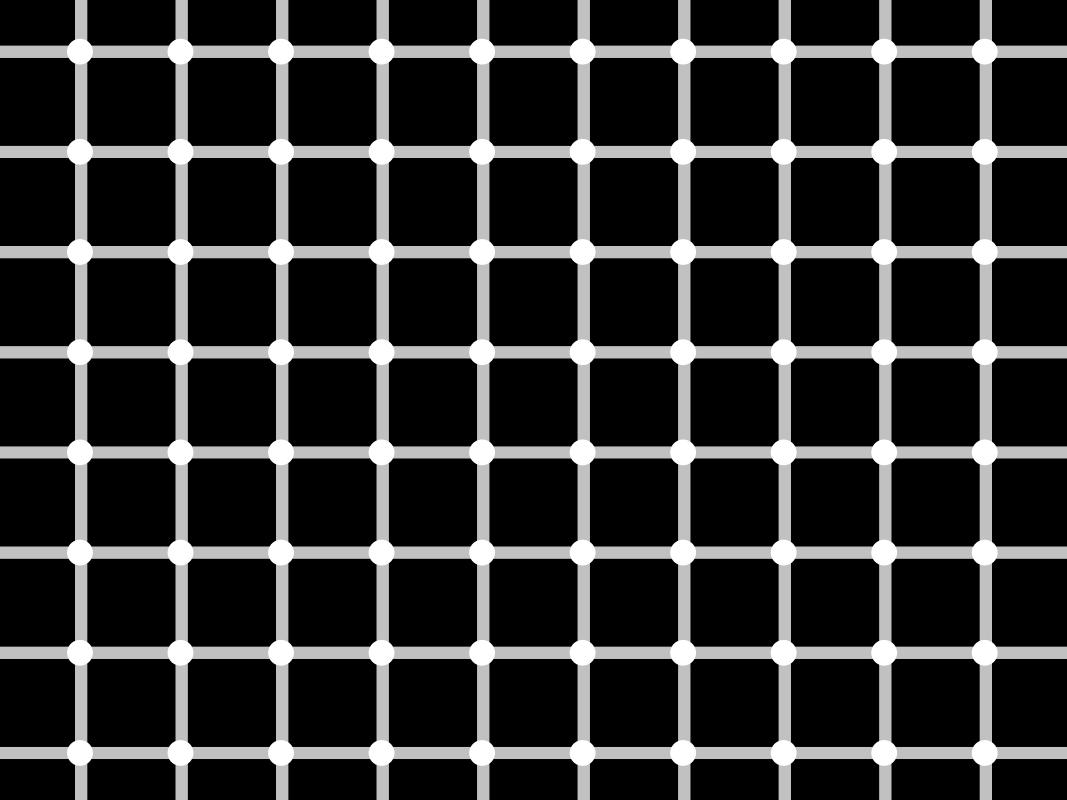
Full illumination same as no illumination

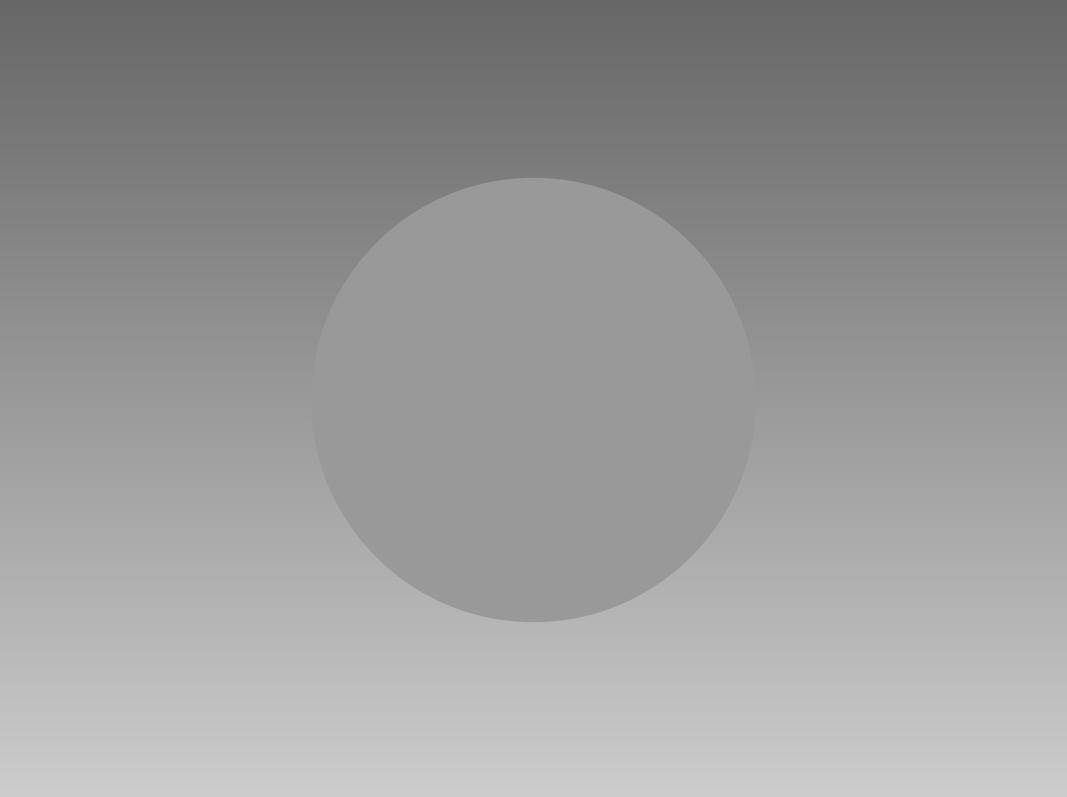
Center-surround antagonism

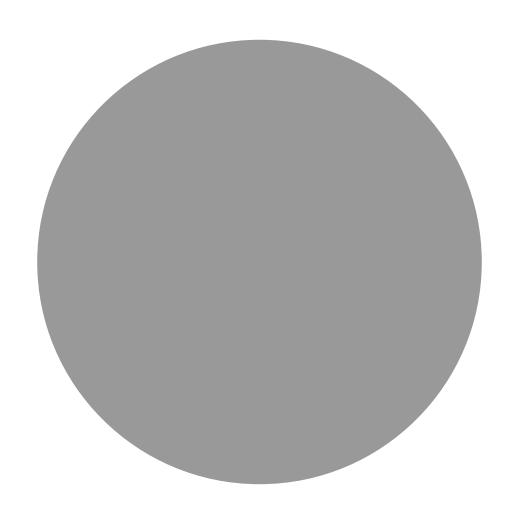


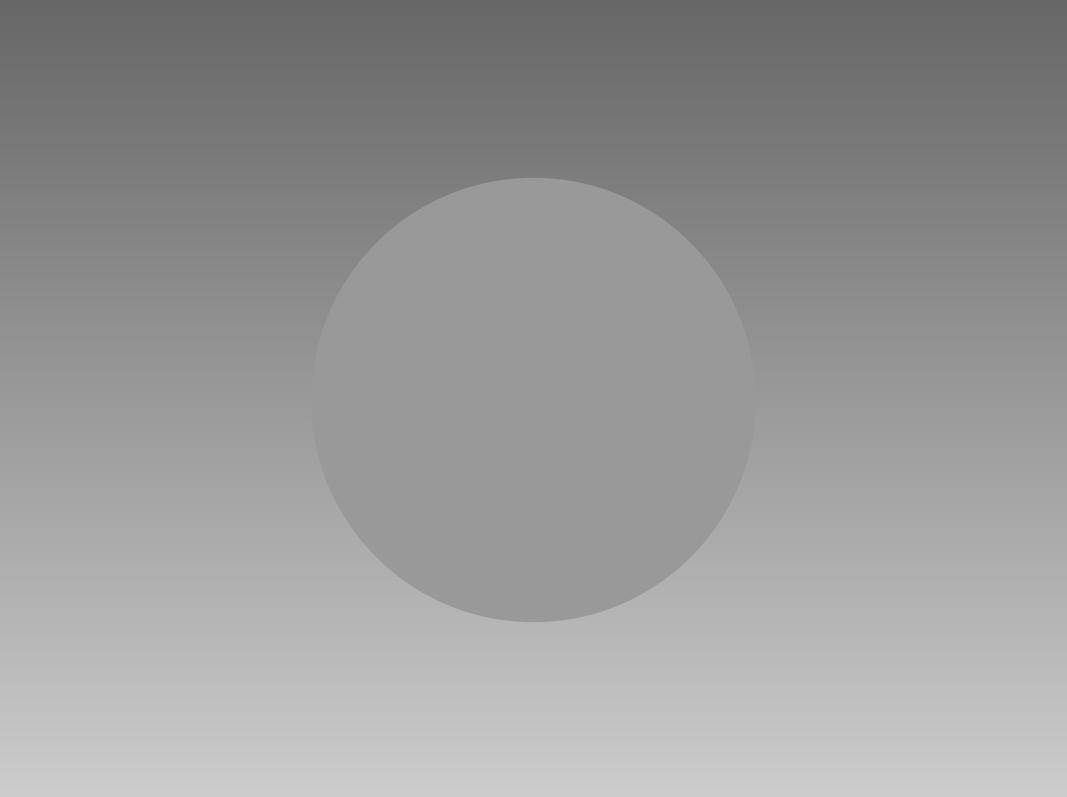
cells respond to differences in intensity









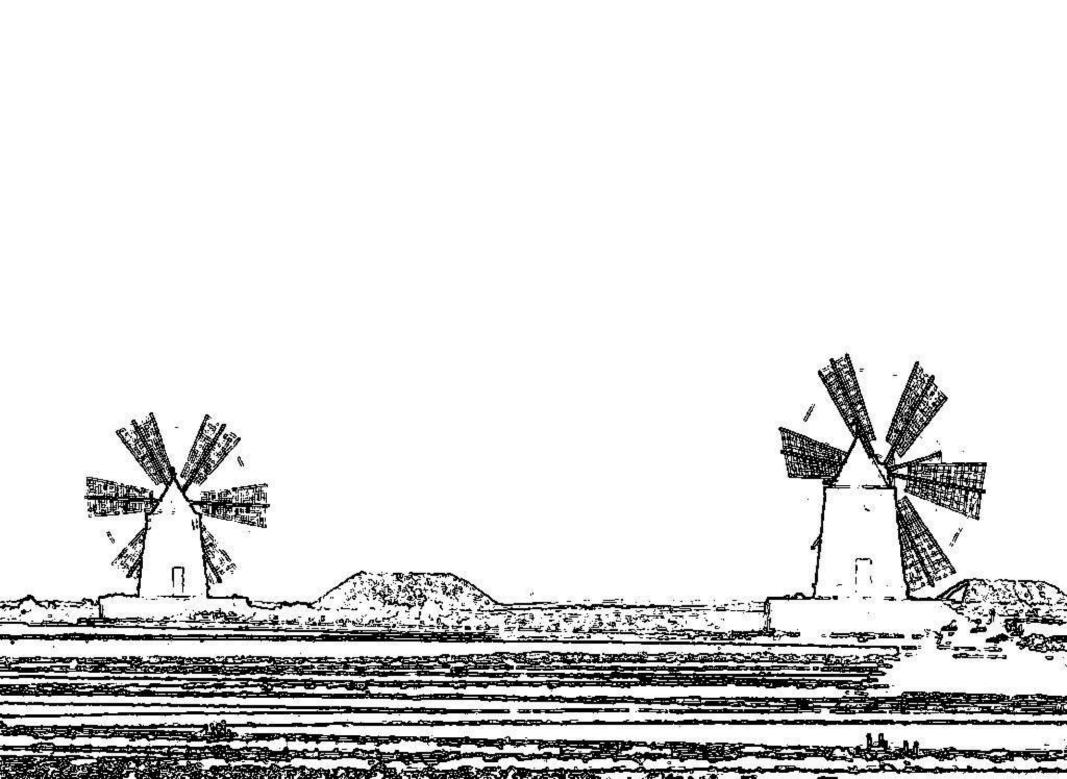


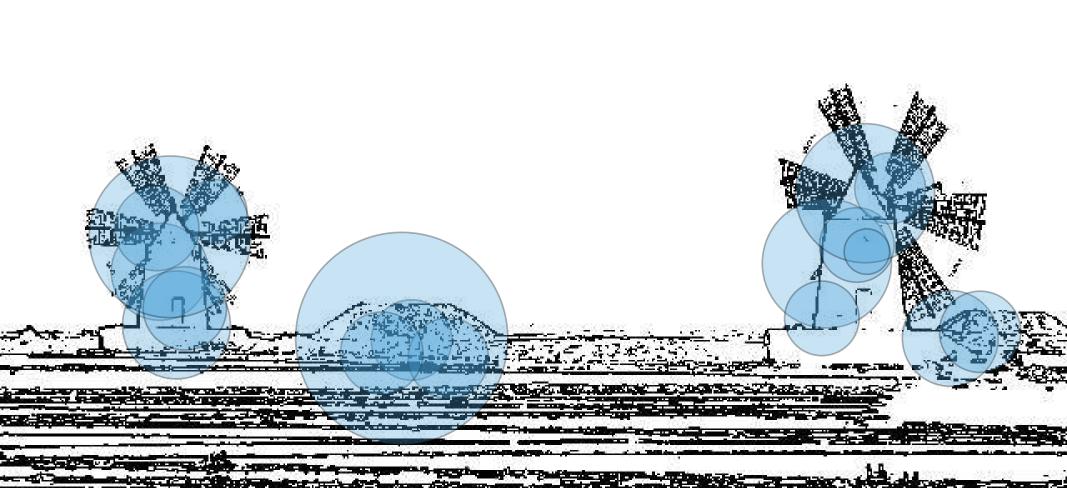










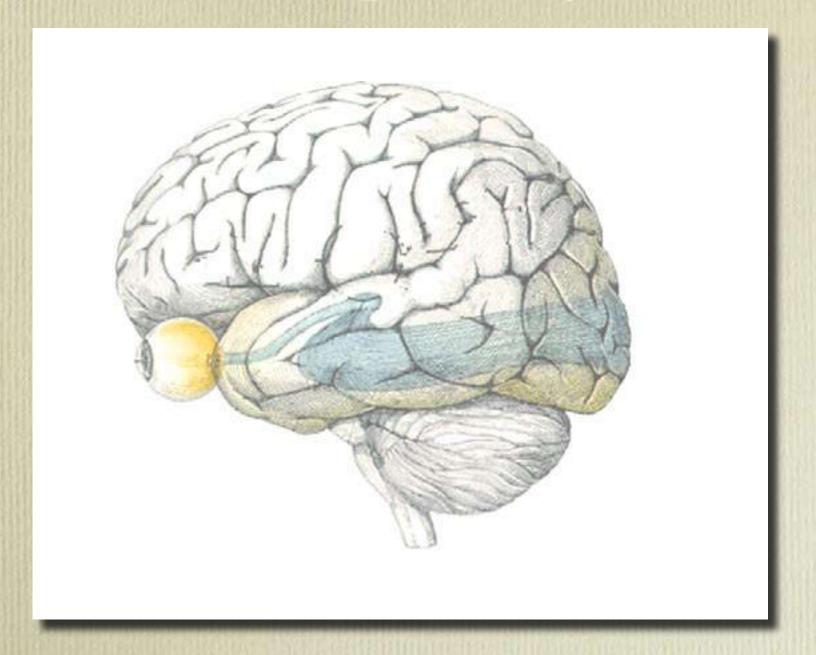


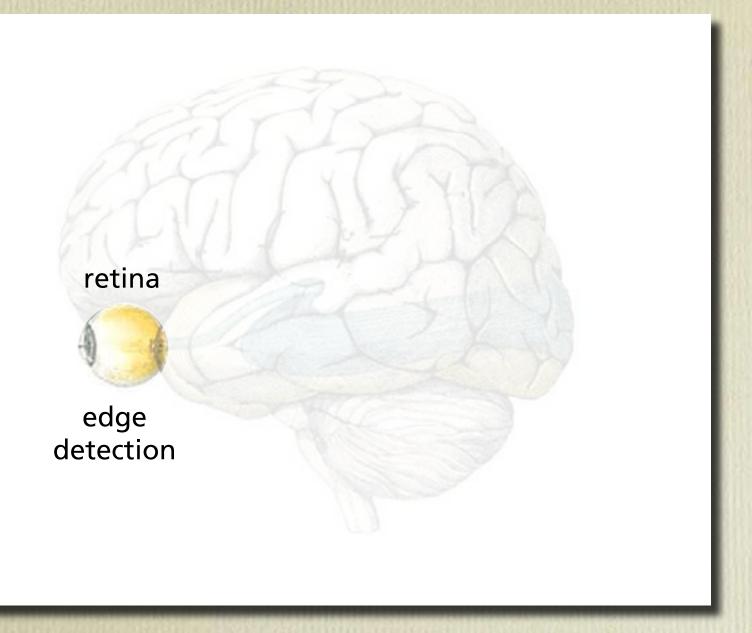


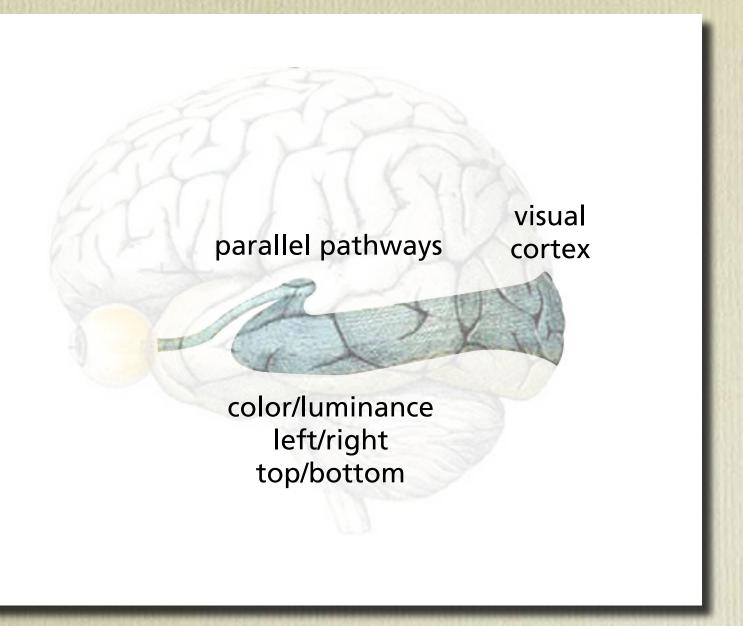
Processing of visual information

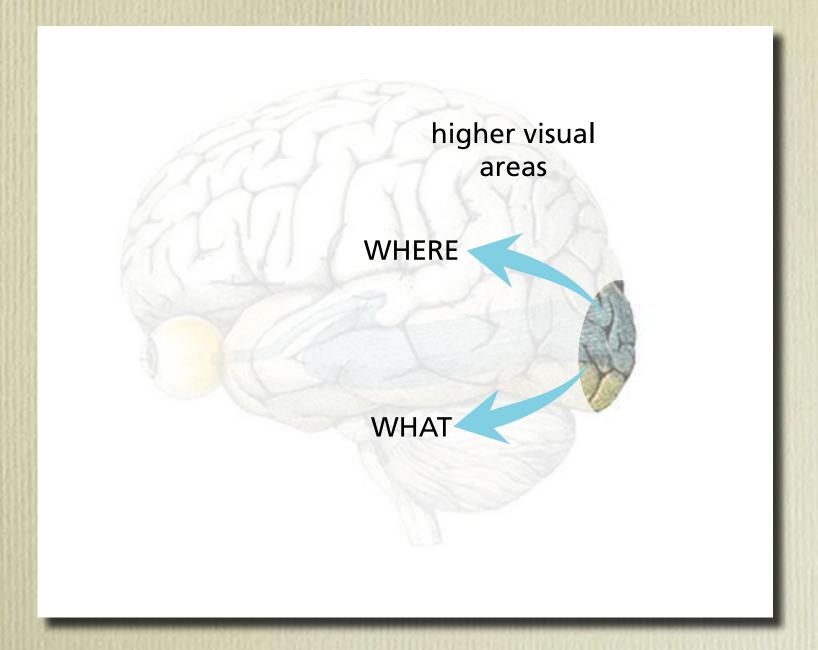
- 10⁶ retinal ganglion cells
- 100 impulses/s
- that's about 10 MB/s!

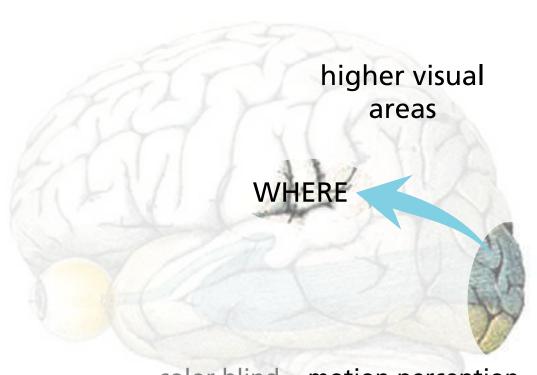
How do we do it?











color blind fast low acuity high contrast sensitivity

fast depth perception
low acuity spatial organization
sensitivity figure/ground segregation

higher visual areas

color selective slow high acuity low contrast sensitivity

color selective object recognition slow face recognition high acuity color perception

WHAT

visualization visualization visualization visualization visualization visualization visualization visualization visualization

visualization visualization visualization visualization visualization visualization visualization visualization visualization

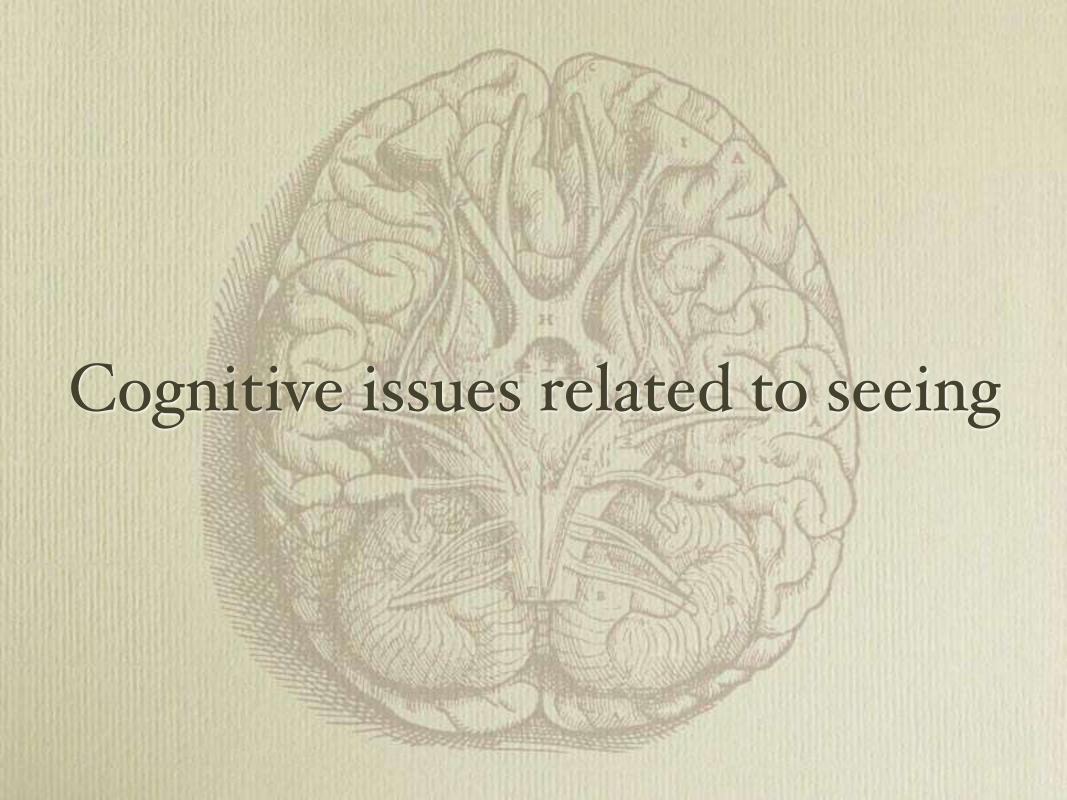
Some points to keep in mind

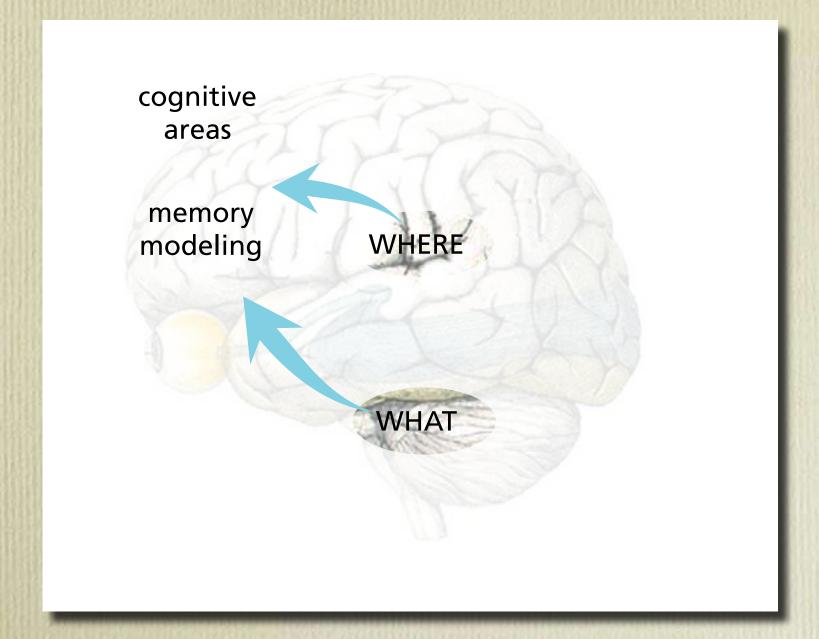
Luminance:

- depth
- motion

Color:

- form
- function



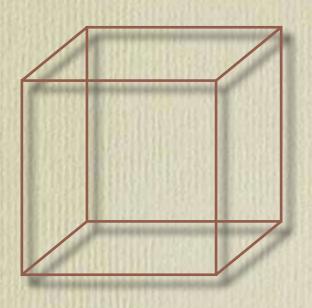


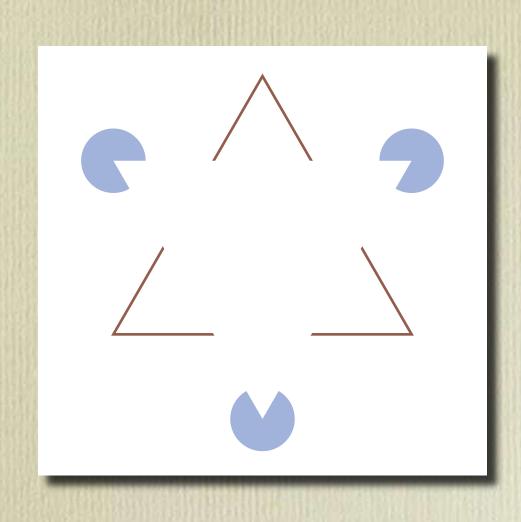
Mental models

of behavior, events, workings are essential to

- understand our experiences
- predict outcomes of our actions
- handle unexpected occurences

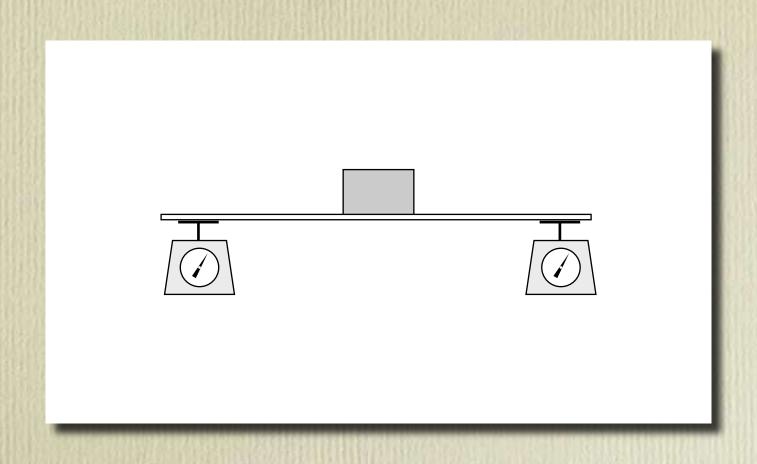
Mental models affect what we see

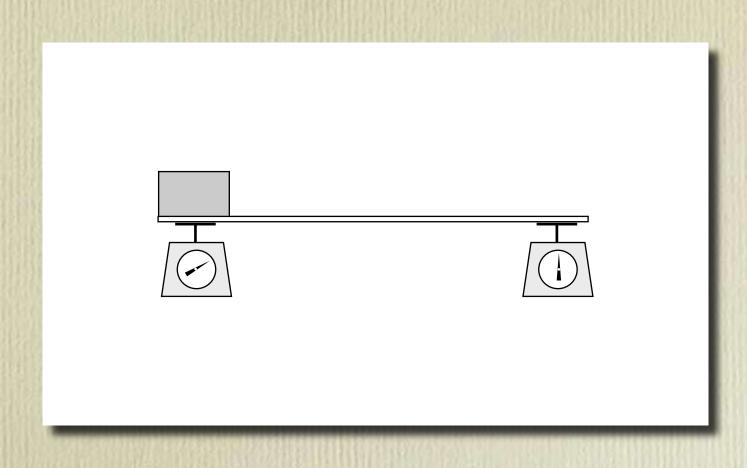




Mental tasks can prevent us from seeing

Mental models override visual memory





Common misconception

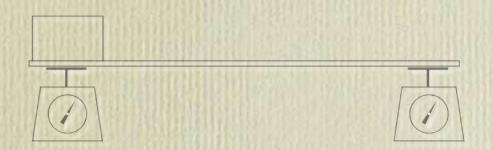
Plank evens out the load, so scale reading doesn't change

Can we correct this misconception by showing the demonstration to students?

Presenting ineffective

"As demonstrated in lecture both scales will read 10 N regardless of where the center of mass is located. The platform and the metal block form one unit that is being measured, so the scales show two evenly distributed readings, no matter where the metal block is placed along the platform."

Observation can reinforce misconception!



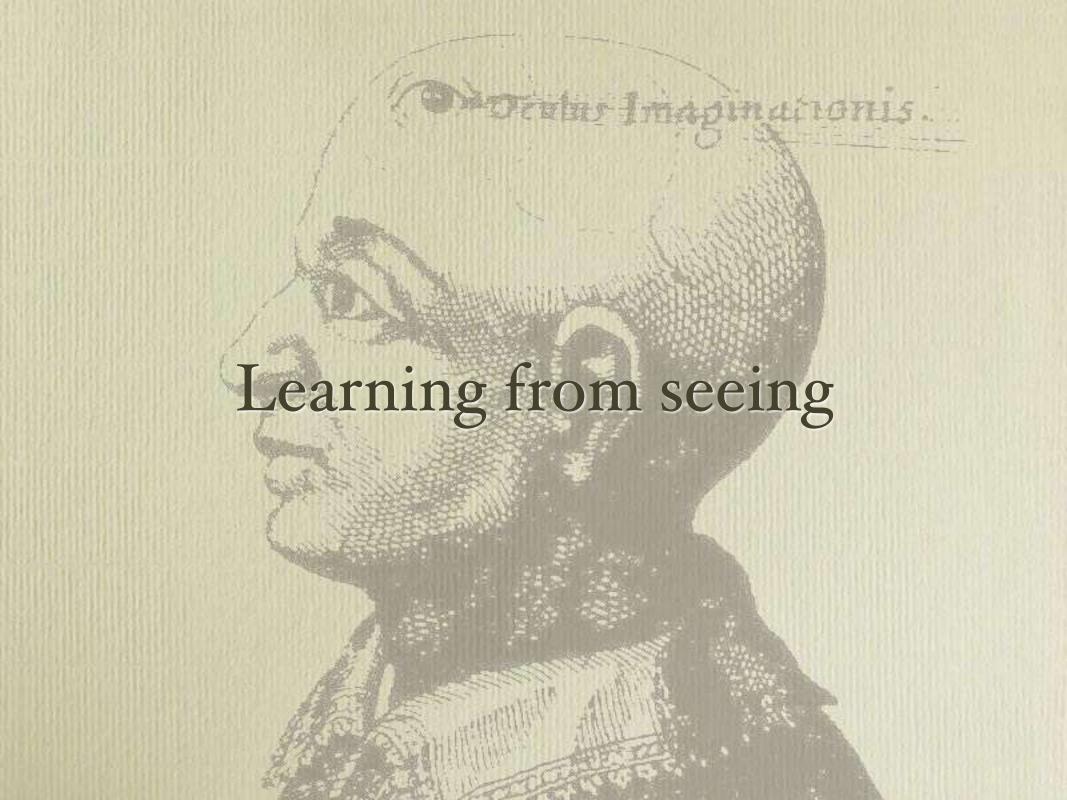
Must provide opportunity to revise model

How?

- Predict outcome before observation
- Record observation
- Reconcile prediction with observation

Points to keep in mind

- · Mental models affect what we see
- Mental tasks can prevent us from seeing
- Mental models override visual memory



Goal

Help build (correct) models

Abstract versus realistic

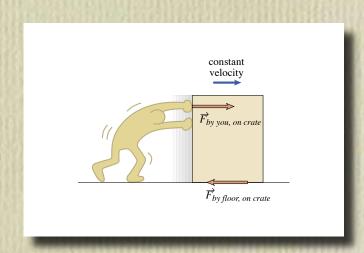
- Abstract: highlight model
- Realistic: connect to experience

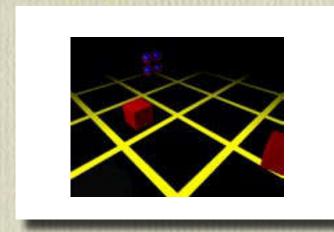
Visualization types

illustration

animation

abstract





realistic



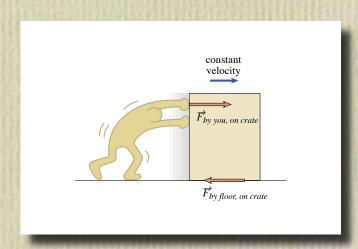


Visualization types

illustration

animation

abstract





realistic



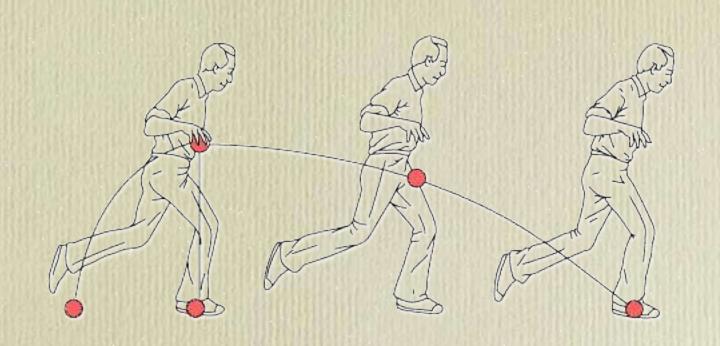


Abstract versus realistic

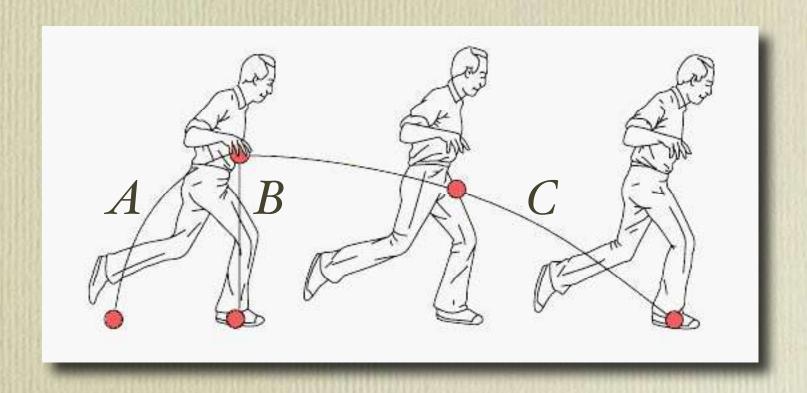
Use:

- photography/film when point can be observed directly
- abstract illustration/animation when phenomenon is an abstraction (e.g., force or field)

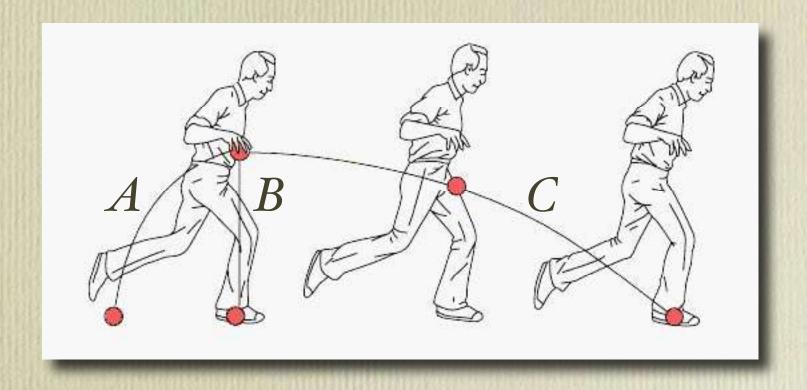
Parabolic motion



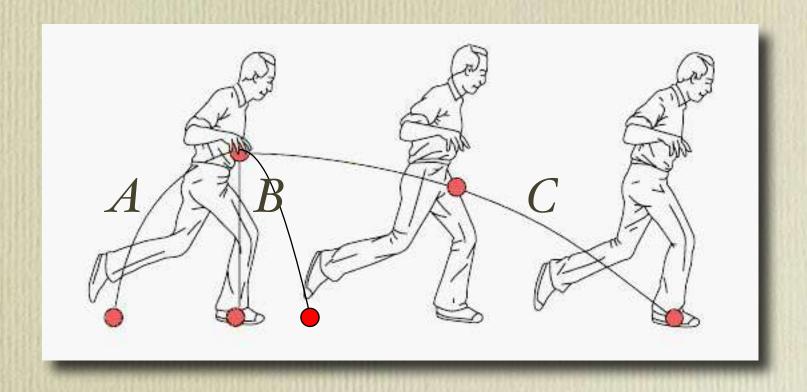
M. McCloskey, *Intuitive Physics*Scientific American 248 (1983), pp. 122-130



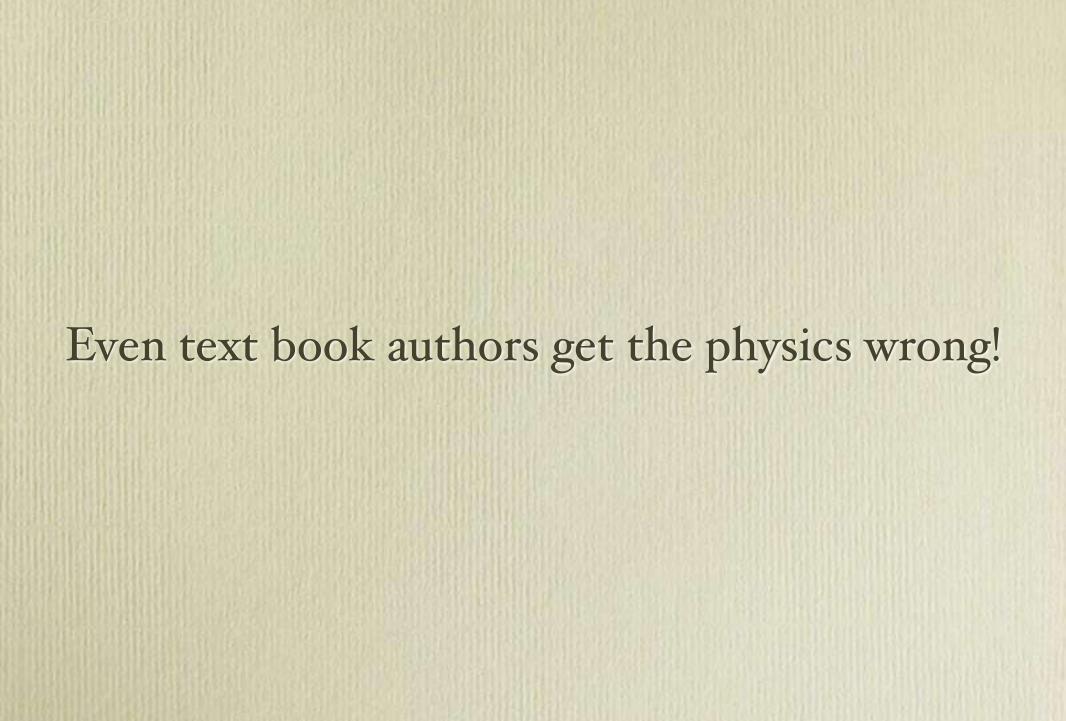
Which of the three paths shown (A-C) most closely resembles the path taken by the ball?

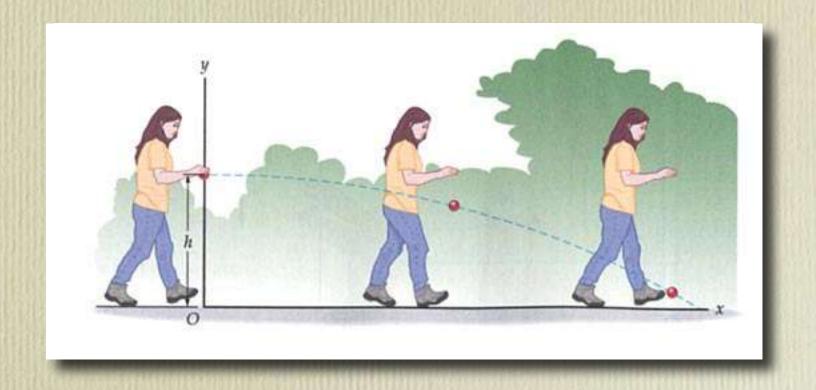


Answer: B

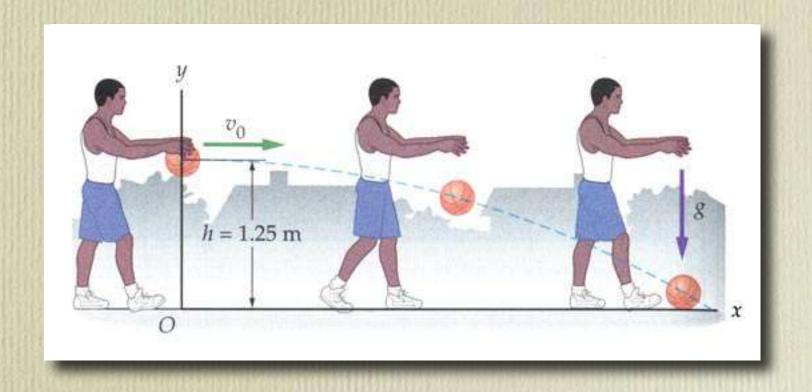


Answer: B

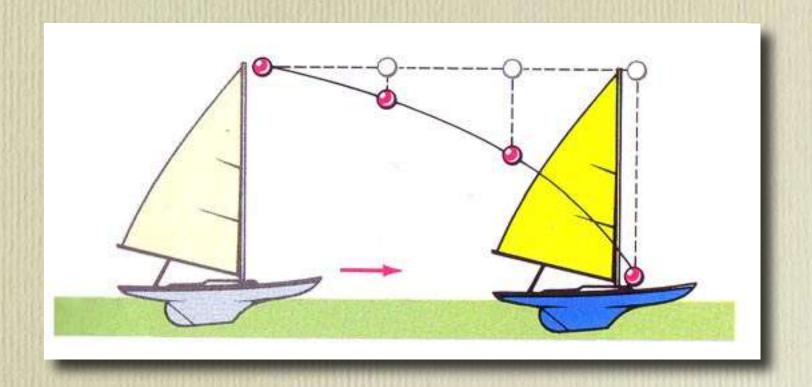




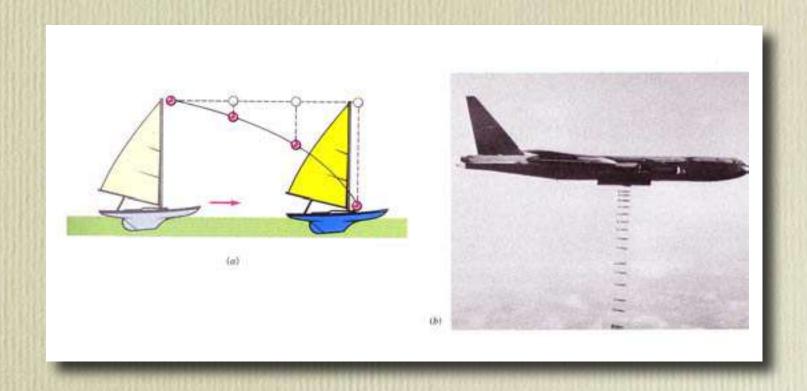
Walker, 2nd Ed. (Prentice Hall, 2004)



Walker, 2nd Ed. (Prentice Hall, 2004)

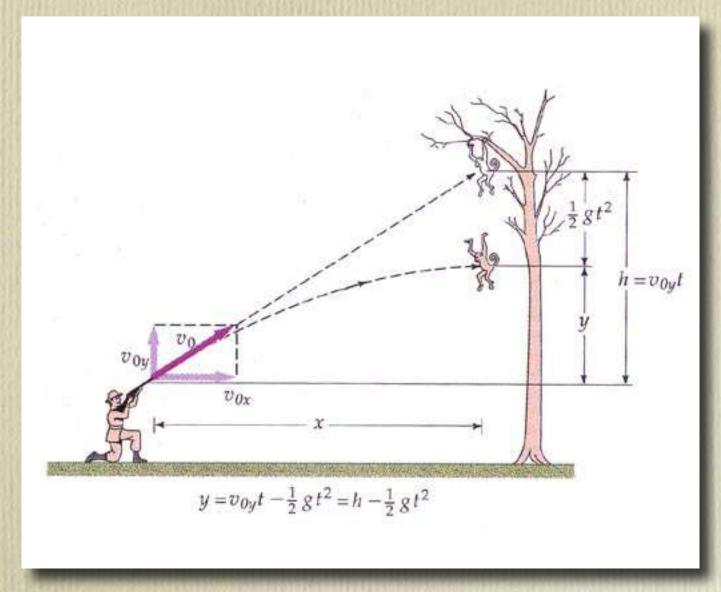


Benson (Wiley, 1991)

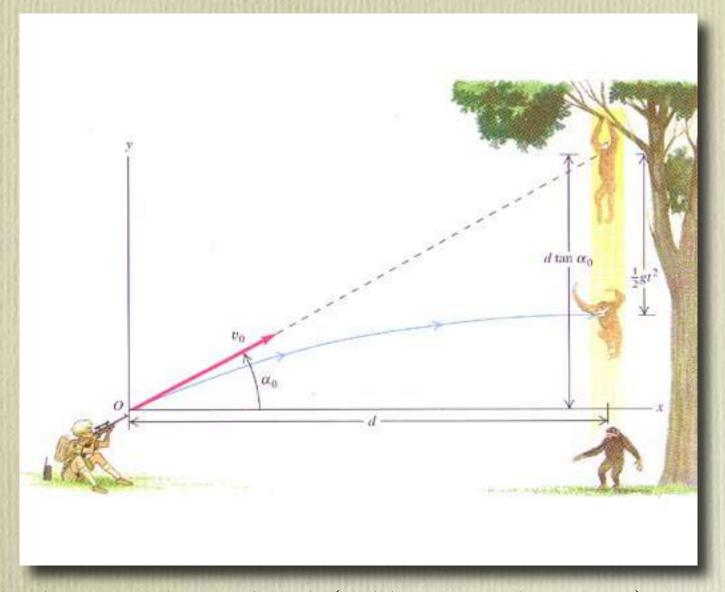


Benson (Wiley, 1991)

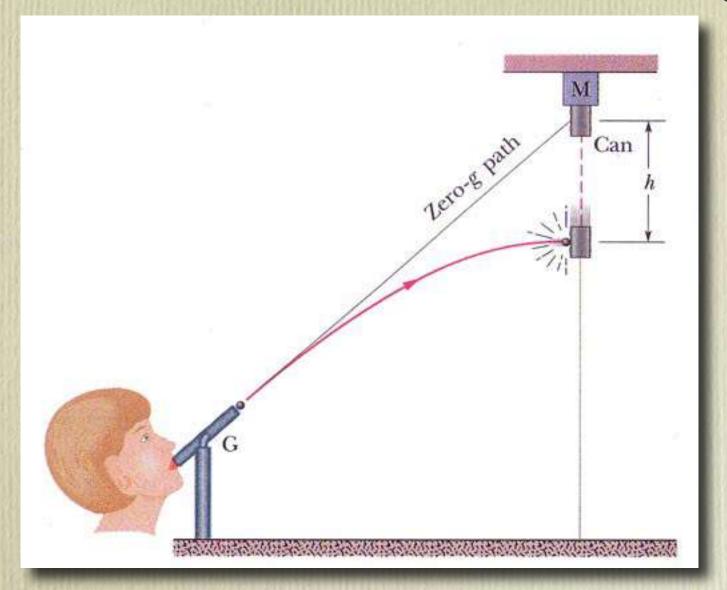
Another classic



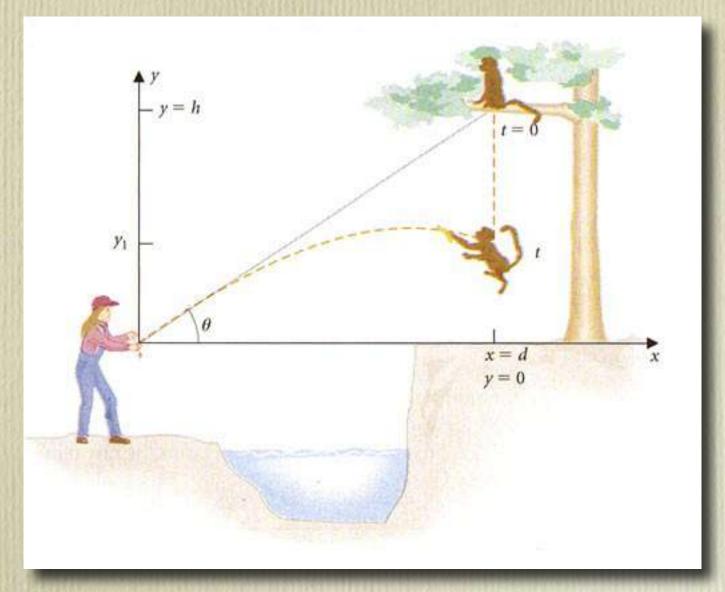
Tipler, 1st Ed. (Worth, 1971)



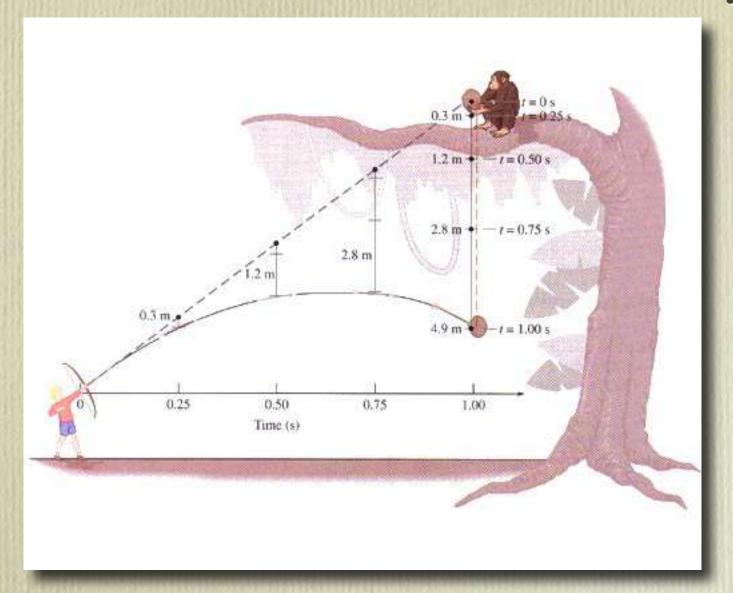
Sears and Zemansky, 10th Ed. (Addison Wesley, 2000)



Haliday, Resnick, Walker, 5th Ed. (Wiley, 1997)



Lea and Burke (Brooks/Cole, 1997)

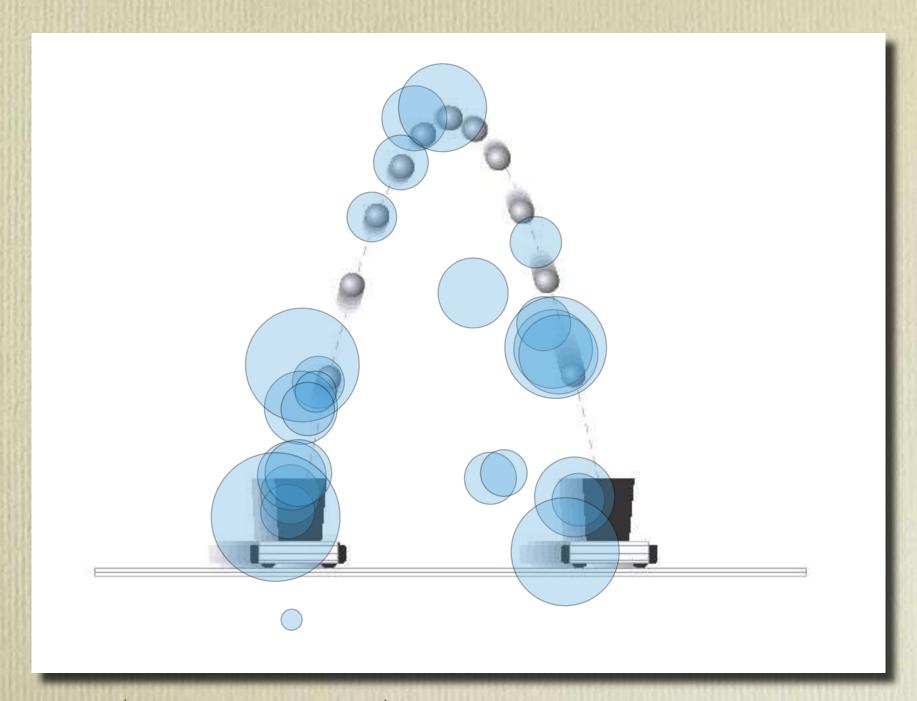


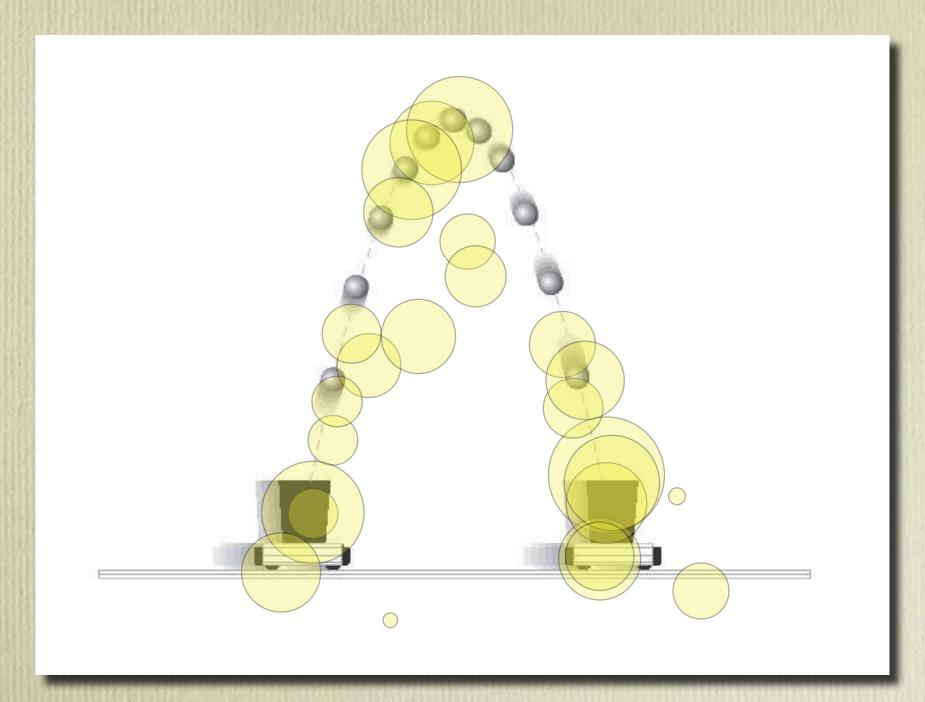
Giambattista, Richardson, Richardson (McGraw Hill, 2004)

The Clutter!

What do people look at?

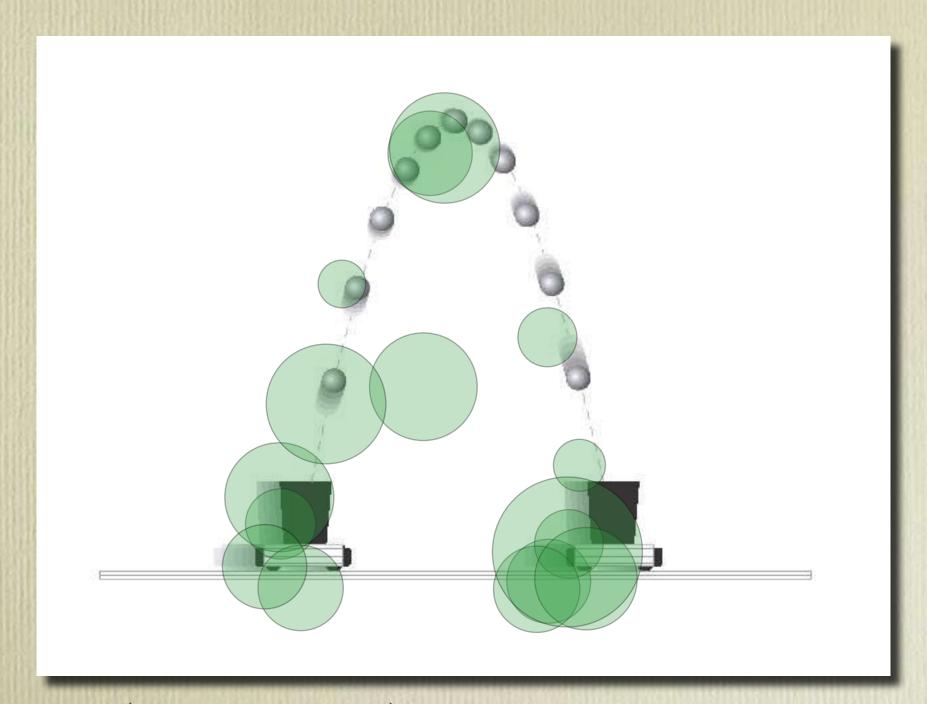


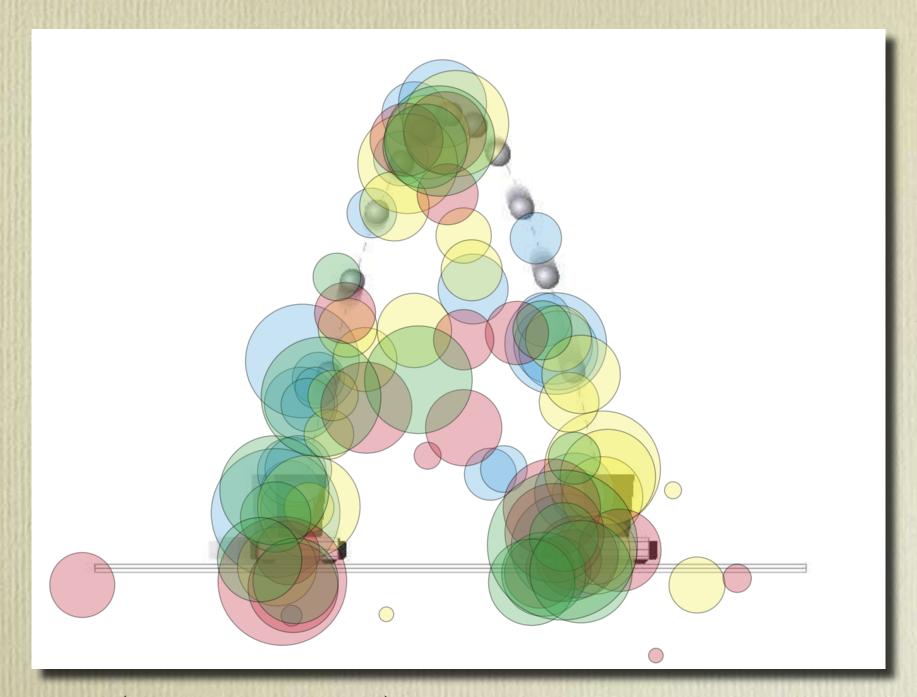






Mazur (Prentice Hall, 200?)



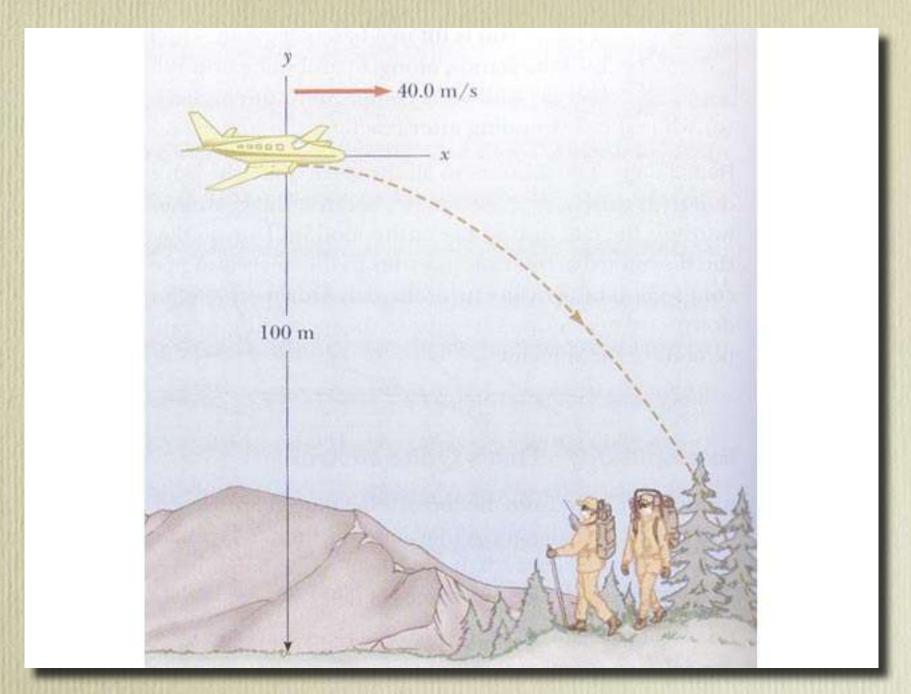


Mazur (Prentice Hall, 200?)

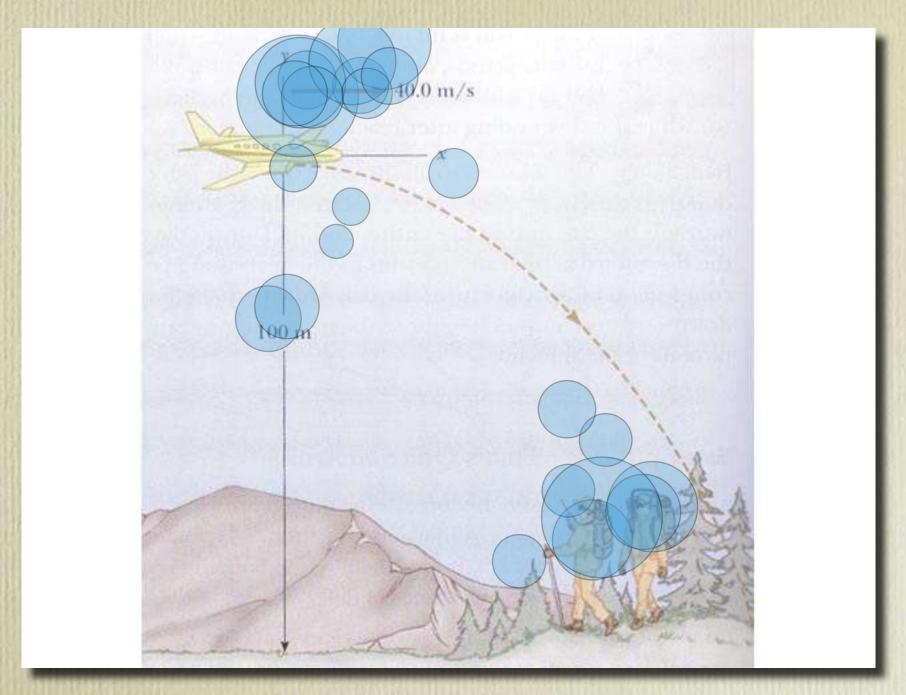
People look at

• Parabolic motion of ball

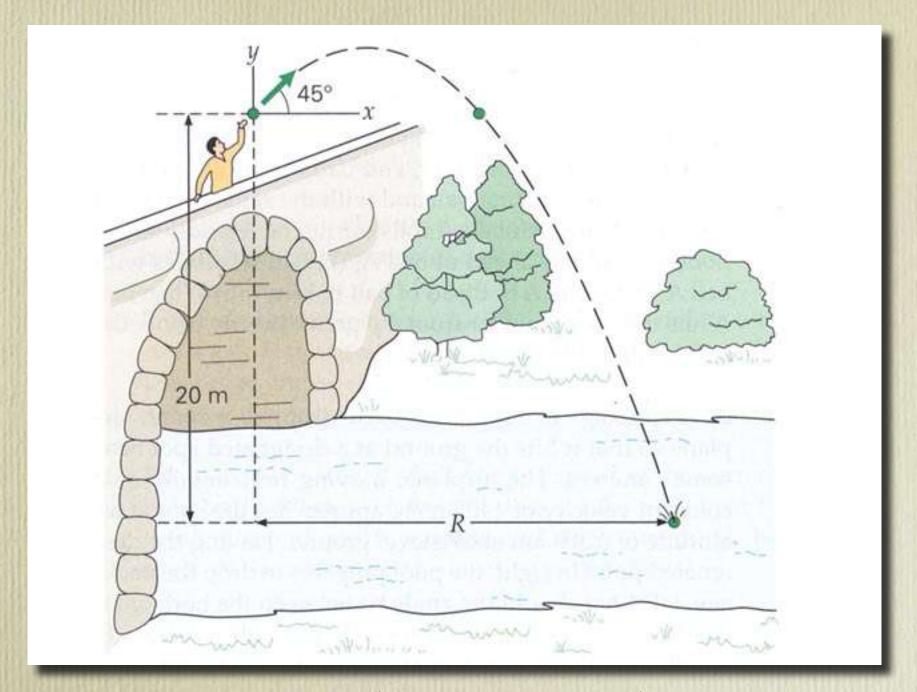
Carts



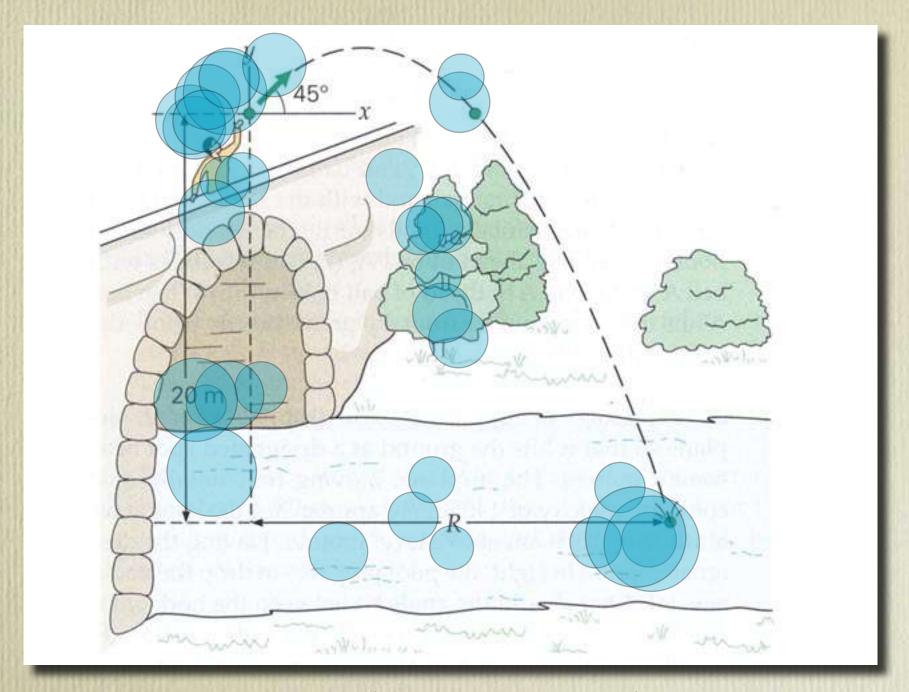
Serway and Jewett (Harcourt, 2002)



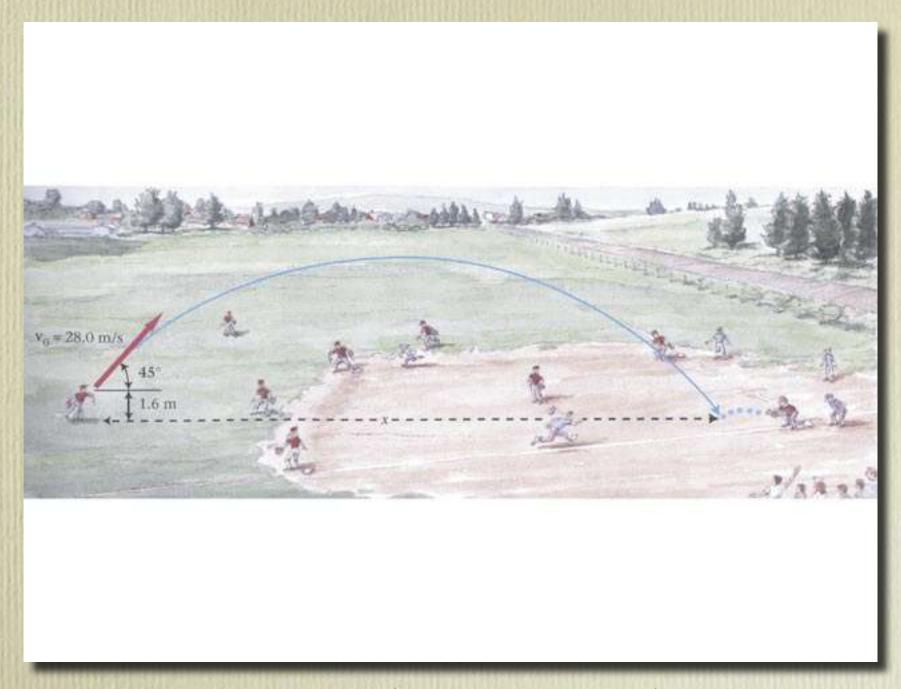
Serway and Jewett (Harcourt, 2002)



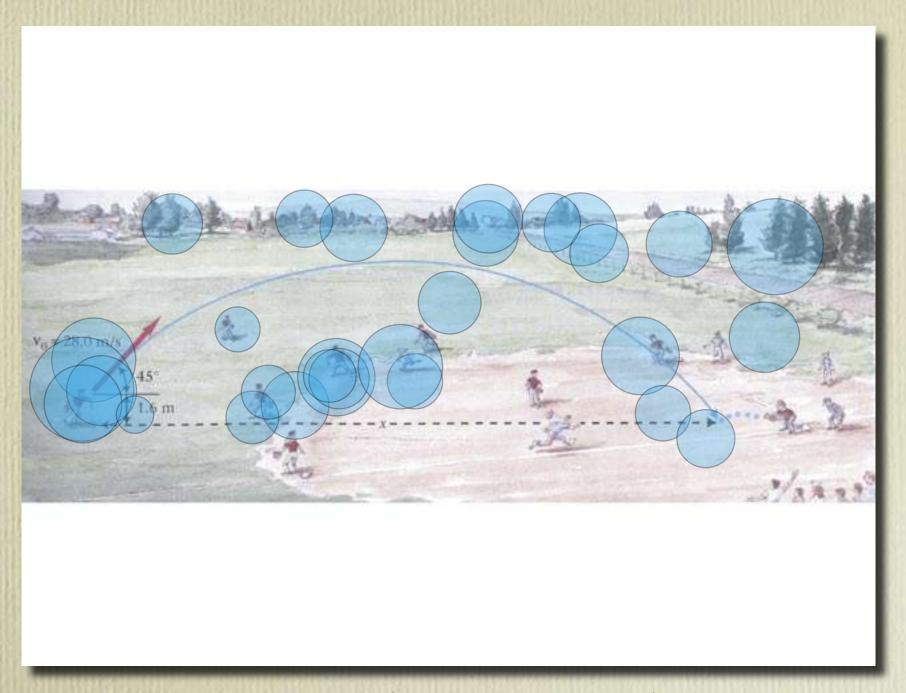
Wilson and Buffa, 5th Ed. (Prentice Hall, 2003)



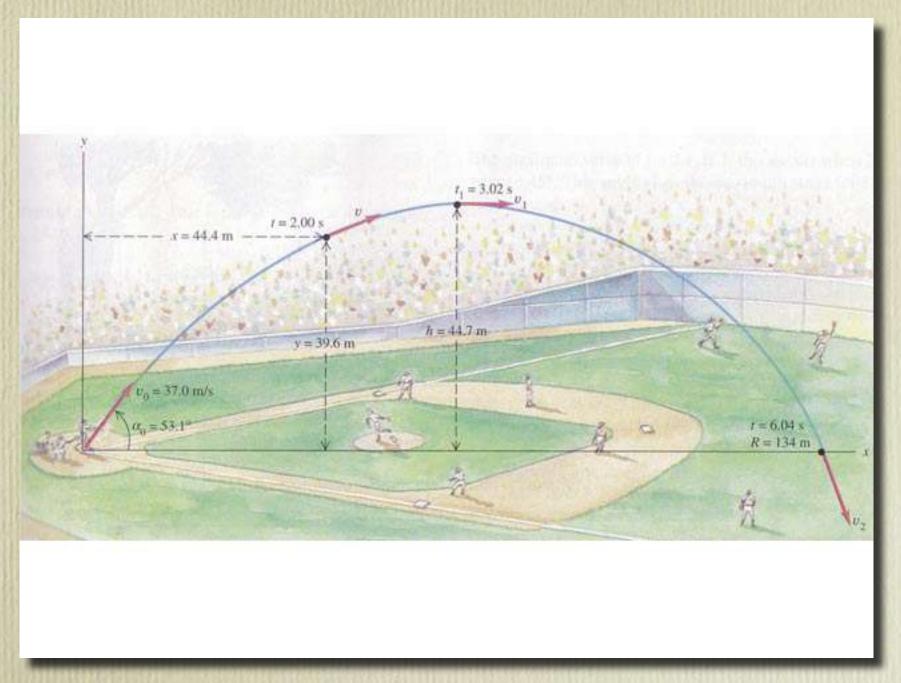
Wilson and Buffa, 5th Ed. (Prentice Hall, 2003)



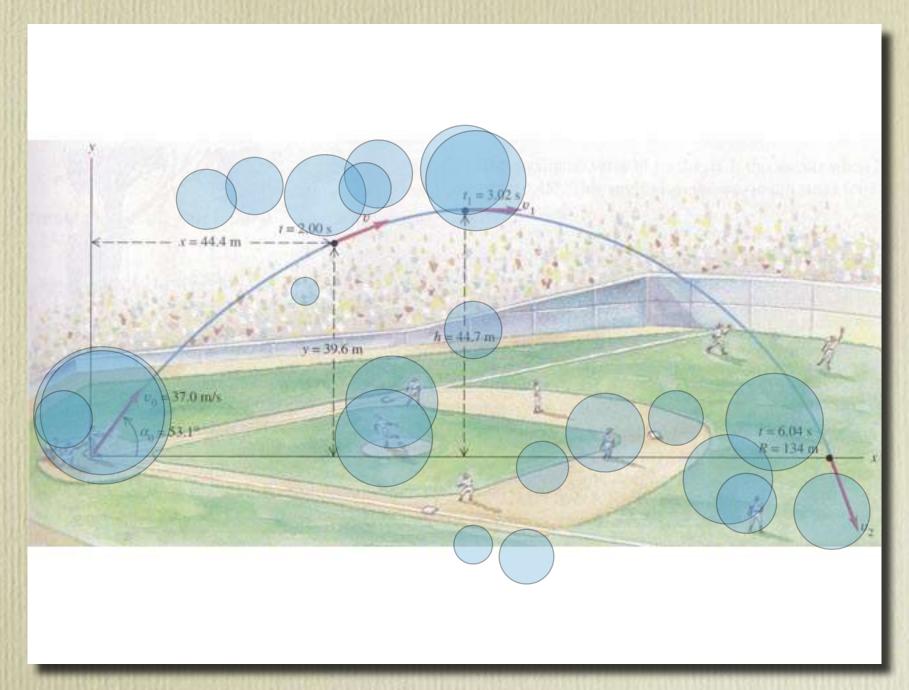
Jones and Childers, 3rd Ed. (McGraw Hill, 2001)



Jones and Childers, 3rd Ed. (McGraw Hill, 2001)



Sears and Zemansky (Addison Wesley, 2000)



Sears and Zemansky (Addison Wesley, 2000)

People look at

People

Text labels

• Other (distracting) elements

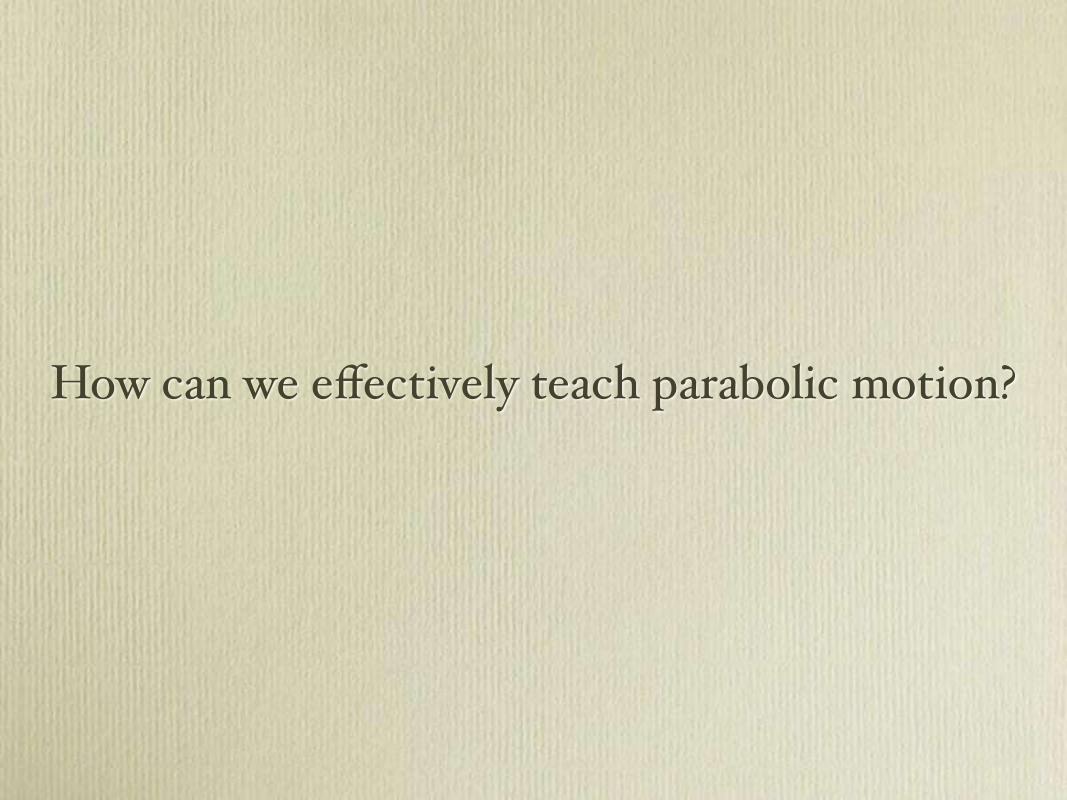
People look at

People

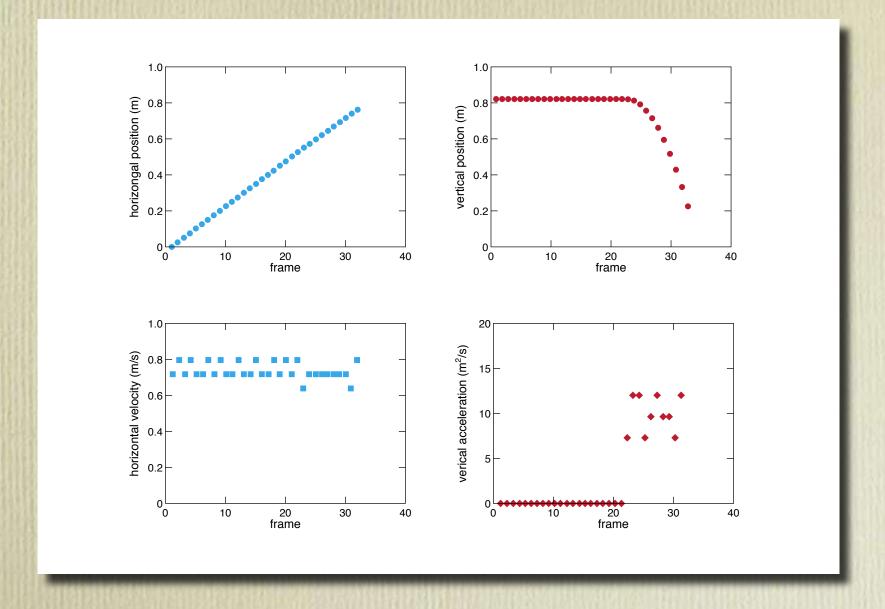
Text labels

Other (distracting) elements

but not the parabolic motion!



Measurements



Summary

- Color and luminance processed separately
- · Mental models & tasks affect what is seen
- Realism can be problematic

Good visualizations

- Reduce information to a minimum
- Take into account how the brain processes information
- Are provided in an engaging context

Acknowledgments

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Joanna Huey
Olof Jonmarker

Prof. Margaret Livingstone

Dr. Veronica McCauley

Dr. Wolfgang Rueckner

Prof. Daniel Simons (Cornell)

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Google Search

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Acknowledgments

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