temporal interface against what we refer to as the no label interface (Figure 2) where the hierarchical context remains persistently in view.

-We also compared the effect of making the preview cue available with each element of the hierarchy (referred to as the early condition) against having the cue available only at the last (Piece) level of the hierarchy (the late condition), similar to results seen with the spatial interface (Figure 1) where the hierarchical context remains persistently in view.

-Finally, in our between subjects condition, we replaced persistent textual labels with thumbnail images only on brushing over the bar. We found this to assist navigation for interfaces that, like ours, are on small screens.

- TASK. Participants were asked to find within ten minutes 4 pieces they would like to keep. A selection of music, for users to hear and wish to explore further.

As small screens. They're investigating the contemporary music, and they know much about classical music, though they're experts.


We wanted to see if preview cues would afford a significant improvement for typical web-based tasks. We wanted to see if preview cues would afford a significant improvement for typical web-based tasks.

Figure 2: No Label, Temporal

Figure 3: Label, Temporal

Table 1. Age Correlation for Action/Duration for Temporal layouts

<table>
<thead>
<tr>
<th>Age</th>
<th>Action/Duration</th>
<th>r</th>
<th>p</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(e) - Conditions, implications: Though the results are preliminary, they suggest that preview cues may be a useful tool for improving user interaction with music information spaces.