

Name:- Taimoor Shah

ID 13829

Q1:-

Ans:-

= Five Issues in the design of the chair:

- ① Chair is made up from a wooden material which is difficult to use.
- ② This wooden chair doesn't move from one place to another easily. "weight, disturbing sounds create"
- ③ This chair is not comfortable for a long term use for a user.
- ④ It doesn't scroll and relax for user may produce disturbance.
- ⑤ It is not reliable and the most important is the user can not adjust comfortably.

Q2 What is a paradigm?

Ans: Paradigm?

Paradigms help Scientific Communities bound their discipline in that they help the scientist to create avenues of Inquiry. Formulate questions, Select methods with which to examine questions, define areas of relevance and establish or create meaning.

⇒ Paradigm Shift:

A fundamental change in approach or underlying assumptions.

"geophysical evidence supporting

Wegener's theory led to a rapid paradigm shift in the Earth Sciences.

Q3

Ans: Design rationale:-

Design rationale is information that explains why a system is the way it is.

* Benefits:

- (*) Communication through-out life cycle.
- (*) Reuse a design knowledge across products.
- (*) enforce design discipline.
- (*) Organize potentially large design space.
- (*) Capturing contextual information.

Types:

- (i) Argumentation based.
- (ii) History based.
- (iii) Device based.
- (iv) Process based.
- (v) Active document based.

Q4:- Ans:- Amazon is well designed
(Consistency show)

- ① An easy to understand navigation
- ② Proper use of ~~navigation~~. animation
- ③ Good color scheme
- ④ Clean layout.
- ⑤ A visually appealing Interface.
- ⑥ Choosing a design.
- ⑦ Keeping design elements and content organized

Why is Angren a poorly designed websites. (Inconsistency)

- ① The biggest problem is that the site doesn't use a grid
- ② Unbelievable navigational structure
- ③ Poor typography makes it unreadable
- ④ Random use of colors.

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el-ATV | **RC Tiger & Leopard-Tank** 53 cm lang. Skyter Kuler 30 m | **Star Wars - R2-D2, Web-cam, Projektor, DVD** fra kr. 1999,-

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Q5 8 Golden Rules:-

Ans:

Shneiderman:

→ Strive for Consistency:-

menus, prompts and commands should be consistent throughout the application.

→ Enable frequent user to use shortcut.

As the user gets more comfortable with the software they would like to reduce the number of interaction they perform. The user should be able to use shortcuts.

→ Offer Informative feedback:-

for every action the user needs to take there should be system feedback. This feedback should tell the user exactly what should be happening at this stage.

→ Design Dialogue to yield closure:-

The action the user needs to perform should be grouped into beginning, middle and end.

→ Offer simple error handling:-

The system should not allow for serious error. In the case of error user should

→ Permit easy reversal of action:- If the user knows an error can be undone. It is good.

→ Support internal locus of control.

Experienced users like to feel in control of application.

→ Reduce short-term memory load.

reducing the need of user -

Q 6:-

Ans:-

Five Usability
Goals:- Internet
Explorer.

- ① Effectiveness -
- ② Efficiency -
- ③ Safety -
- ④ Utility -
- ⑤ Learnability -

① Effectiveness:- It is a very general goal and refer how good a system is at doing what is suppose to do.

② Efficiency:- It refers to the way a system support user in carrying out their task.

③ Safety:- Protecting the user from dangerous condition and undesirable situation.

④ Utility:- It refer to extent to which the system provide the right functionality so user can do what they need or want to do.

⑤ Learnability:- It refers to how easy a system is to learn to use. Learning how to use a system.