

HUMAN COMPUTER INTERACTION

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Question No:1

(A)

The aim of Don Norman's book is to make the design of anything very simple and useful. Before using anything do not need any manual book. The basic mean of this when you make design make very sample and effective if someone see the design they can easily understand for what this design make they know here goal and understand easily . Don Norman's book say if any design you make sample don't make complex design for example kfc cng petrol we see her logo we can easily understand in short make dseign useful sample and complex.

(B)

Deductive reasoning is type of reasoning from one or many statements until we finally reach a conclusion.

For example: All cats are mammals, I have a cat; therefor it is a mammal.

Abductive reasoning is usually based on hypothesis with whatever the information available. We use abductive reasoning in our daily life decision making for whatever information is available. Even if the information is not complete we still make decisions. This type of reasoning usually involves guesses.

For example: Judge making case decisions using the presented evidence .

Question No: 2

The Environmental Stimulus: When I want go university then first I go garage here I see many thing bike car tree I see the full environment then attendant stimulus I see the car tyre got punched then image on the retina I see the tyre the eyes take the image goes to brain the image going process is transduction .the brain start neural processing what is this then

they perception yes its tyre but they don't know exact what happened just they know then they recognition yes its tyre got puncher then they know what happened to tyre then they start action

Question No: 3

(A)

Slips are those errors that often occur when people are not paying close attention to what they are doing.

Mistakes are conscious errors caused by a mismatched mental modal. This usually arises due to misunderstanding of the situation.

(B)

Self-perception: Self-perception suggests that an individual intercepts or develops own attitude by his personal behaviour. For example: If a person is interested in bicycle riding, he will tend to buy bicycle equipment.

Object-perception: Object-perception refers to our sense and neural thinking in which we interpret objects. Like how many corners does this object have, what is it's shape and what might be it's volume or size.

Question No: 4

(A)

i. Presence of object

- ii. Observation
- iii. Selection
- iv. Organization
- v. Interpretation
- vi. Response

(B)

Perception is basically the ability to become aware of particular thing or subject using your own senses. In other words it is the way in which something is understood or intercepted.

On the other hand, recognition is identification of an object, circumstance or any scenario when a person recalls it from their memory or previous happenings and encounters.

Question No: 5

A

3D effects allow you to create three-dimensional (3D) objects from two-dimensional (2D) works of art. You can control the appearance of 3D objects with lighting, shadows, rotation and other features. You can also place works of art on any surface of a 3D object.

There are two ways to create a 3D object: extruding or rotating. In addition, you can convert a 2D or 3D object into three dimensions. To apply or change 3D effects to an existing 3D object, select the object and double-click the effect in the View panel

(B) Execution means to achieve a task or goal. Gulf of execution is basically the difference between the actions or intention of an individual and what a particular system allow them to do with the system or how the system supports their action.

Evaluation means to analyze or understand state of system in HCI. Gulf of evaluation is that the issue of assessing the state of the system and also the way well the artifact supports the invention and interpretation of that state.