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DEPT   CS

Q1: Being HCI specialist Five issue with wooden chair to use it as computer chair?

You need to have a good quality chair for computer use to be comfortable.
If you sit behind a desk for hours at a time, you're not doomed to a career of neck and back pain or sore wrists and fingers. Proper office ergonomics including correct chair height, adequate equipment spacing and good desk posture can help you and your joints stay comfortable at work.
Five issue with this chair:
1st issue:

> The traditional wooden chair was designed to enforce upright posture position and fails to maintain the natural 'S' curvature of the spine, thus often leading to poor posture.

2nd issue:

> **Not adjustable** chair can cause you following issues Your knees should be approximately level with, or lower than, your hips. Level, in this case, corresponds to a 90-degree angle between the hip and trunk, which is relatively stress-free on the hips and back

3rd issue:

> **Meshed not available.** Reduce sweating by including a meshed seat and backrest.

4th issue:

> **Comfort issue** enhance comfort from the act of sitting for long hours, by helping you to sit in a correct posture and maintain it. The seat and backrest designs help you.

5th issue:

360 angle not available. These chairs have 360 degrees swelling i.e rotating around on a single vertical axis. This reduces your age-old habits of stretching ourselves to reach out far, near and around.

Q2: What is Paradigm, And what do you mean by Paradigm shift?

Paradigm:

Definition:
The collection of beliefs and concepts is called Paradigms. Collection of theories, assumption, and ideas which will be further use for the creation of framework.

Explanation:
The human factor evaluations and cognitive descriptive paradigms share basic assumption about the position of psychological analysis in HCI. HCI is about designing new software. These paradigms range from the introduction of time sharing computers, through the WIMP and web, to ubiquitous and context-aware computing.

Example:
We have phrase "the American way of life" it's called paradigms because it is the collection of believes and idea of American people what they think about the other world around them.

Paradigms Shift:

Definition:
A paradigm shift occurs when one paradigm loses its influence and another takes over.

Explanation:
A paradigm shift is a major change in the concepts and practices of how something works or is accomplished. A paradigm shift can happen within a wide variety of contexts. They very often happen when new technology is introduced that radically alters the production process of a good or service. For example, the assembly line created a substantial paradigm shift, not only in the auto industry but in all other areas of manufacturing as well.

Example:
the Internet created a paradigm shift in the way business is conducted. Email and scan replaced the fax machine and courier services. Orders for securities can now be placed directly by the client via the Internet and are sometimes executed in seconds.

Q3: Define design rationale, and explain it's type?

Design rationale:

Definition:
Design rationale means statement of reasoning underlying the design process that explain, derive, and justify design decision.

Types of rationale:
Following types
- Argumentation based
- History-based
- Device based
- Process Based
- Active document-based

Argument based:
Argument based primarily represent the design argument. Raised issues, there alternate solutions.

History-based:
Consist of history design. It is the documentation of the design can be in the form of notebook, email or in capture action.

Device based:
Consist of device which will be work as beta version for checking like this device will be used to stimulate the final product and find the behaviour of the product.

Process based:
It will guide the format of rationale. Modification take places and refinement of the design.

Active document based:
It is pre-generated and stored in the system if user not get one result he wants he can change accordingly to his requirements.
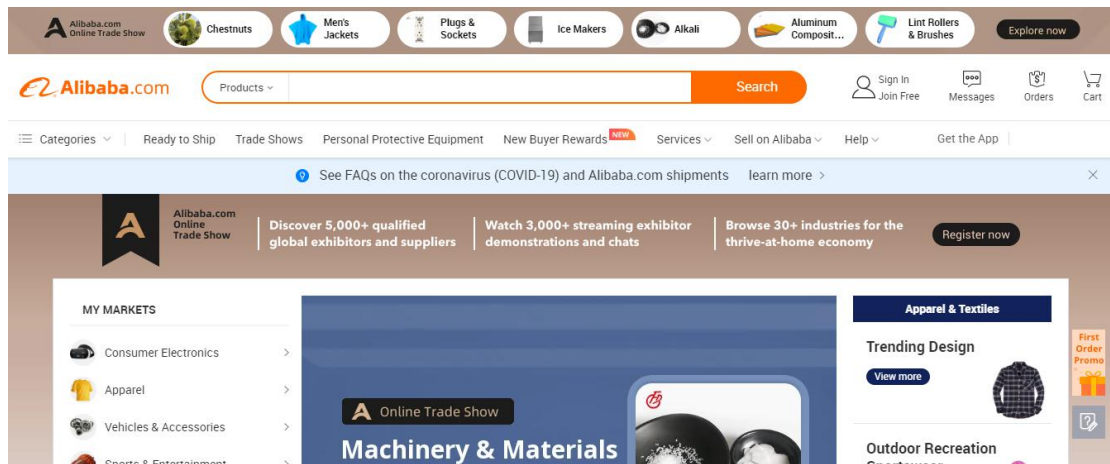

Q4: Consistency in web?
Consistency in web:
Consistency in web design. Consistency is a key factor in web design for both visual elements and functionality. Consistency ensures that your website looks coherent and works harmoniously across all its different elements, such as headers, footers, sidebars and navigation bars.

Here I am comparing two selling websites which sells product world wide
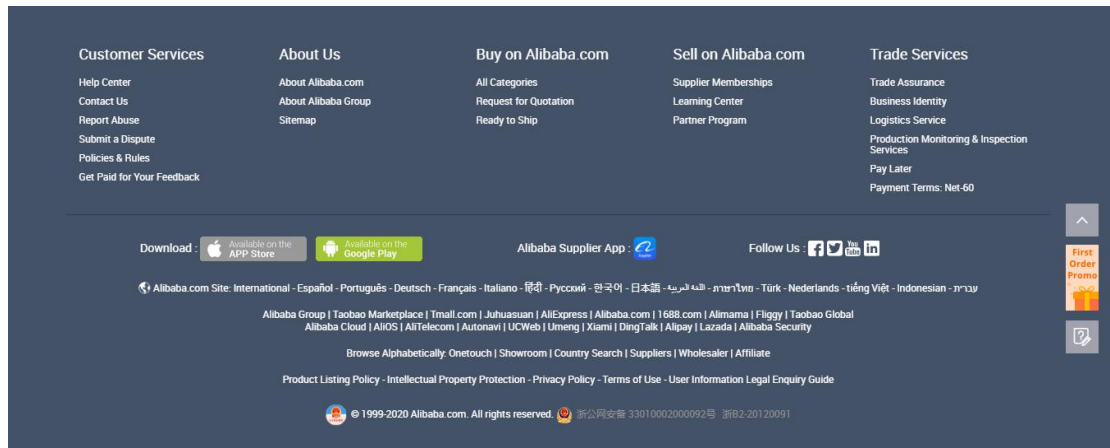In the good section we will take the example of Ali baba

In the bad section we will take Glorified store

Here is the screen shot for Ali baba

Every thing is perfect you can search any thing easily the header is properly designed.

Here is the footer screenshot for Ali baba

Now for the bad website Glorifeid store

Here is the screen shot

beachquest

Home   Shop   Track Order   Contact Us   S ☐

BeachQuest™
Sandproof Beach
Blanket

★★★★★ (16)

$50.00 $24.95

———

Size

[120x150cm]   150x200cm

200x200cm

Here is the footer example for beachquest

———

Contact Us   FAQs   © 2020, beachquest
Shipping & Delivery   Terms of Service
Return Policy   About Us

Now by looking we conclude that how much impact it take on the customer when they visit your sites

Q5: Shneiderman's 8 golden rules?

Histroy:

Ben Shneiderman (born August 21, 1947) is an American computer scientist and professor at the University of Maryland Human-Computer Interaction Lab. Shneiderman reveals his eight golden rules of interface design:

1. **Strive for consistency:**

   Utilizing familiar icons, colors, menu hierarchy, call-to-actions,and user flows when designing similar situations and sequence of actions. Standardizing the way information is conveyed ensures users are able to apply knowledge from one click to another; without the need to learn new representations for the same actions.

2. **Enable frequent users to use shortcuts:**

   With increased use comes the demand for quicker methods of completing tasks. For example, both Windows and Mac provide users with keyboard shortcuts for copying and pasting, so as the user becomes more

experienced, they can navigate and operate the user interface more quickly and effortlessly.

3. **Offer informative feedback:**

The user should know where they are at and what is going on at all times. For every action there should be appropriate, human-readable feedback within a reasonable amount of time.

4. **Design dialogue to yield closure:**

Don't keep your users guessing. Tell them what their action has led them to. For example, users would appreciate a "Thank You" message and a proof of purchase receipt when they've completed an online purchase.

5. **Offer simple error handling:**

No one likes to be told they're wrong, especially your users. Systems should be designed to be as fool-proof as possible, but when unavoidable errors occur, ensure users are provided with simple, intuitive step-by-step instructions to solve the problem as quickly and painlessly as possible.

6. **Permit easy reversal of actions.** Designers should aim to offer users obvious ways to reverse their actions. These reversals should be permitted at various points whether it occurs after a single action, a data entry or a whole sequence of actions

7. **Support internal locus of control:**

Allow your users to be the initiators of actions. Give users the sense that they are in full control of events occurring in the digital space. Earn their trust as you design the system to behave as they expect.

8. **Reduce short-term memory load:**
Human attention is limited and we are only capable of maintaining around five items in our short-term memory at one time.

Q6: Internet explorer:
History:

Internet Explorer (formerly Microsoft Internet Explorer and Windows Internet Explorer, commonly abbreviated IE or MSIE) is a series of graphical web browsers developed by Microsoft and included in the Microsoft Windows line of operating systems, starting in 1995.

Usability goals:

Updates by Microsoft:

IE is developed by Microsoft they gave regular updates and its pre-installed in the window that's why it is most usable browser in the world Microsoft added

new feature due to which IE became the most easiest and useful browser till now.

Example:

Internet Explorer 11 (IE11) is the eleventh and final version of the Internet Explorer web browser by Microsoft.

Learn ability:

The most easiest browser once you use it there is nothing to worry about Means very simple to use it will not waste your time to understand IE.

Example:

No extra tools

Safety:

It is one of the most safest browser because it will not make the unprintable situation for you mean it will not take you to the untrusted sites.

Example:

Trusted don't want any personal details

Functionality:

It will provide the right functionality mean it will take you there where you want to go means Straight forward.

Example:

It features a new interface that allows for both use as a desktop application and a Windows 8 application.

Favicon:

Support for favicons was first added in Internet Explorer   Internet Explorer supports favicons in PNG, static GIF and native Windows icon formats. In Windows Vista and later, Internet Explorer can display native Windows icons that have embedded PNG files.