

### MID Term Assignment

Q1:

A: What is the main aim of the Don Norman's Book (The Design of Everyday things)?

Ans: The Design of Everyday Things shows that good, usable design is possible. The rules are simple: make things visible, exploit natural relationships that couple function and control, and make intelligent use of constraints. The goal: guide the user effortlessly to the right action on the right control at the right time.

B: Explain Deductive and Abductive reasoning with examples.

Ans: Deductive reasoning starts with the assertion of a general rule and proceeds from there to a guaranteed specific conclusion. General to particular.

Example: if it is Friday then he will go to work

It is Friday

Therefore he will go to work.

Abductive reasoning typically begins with an incomplete set of observations and proceeds to the likeliest possible explanation for the set and does its best with the information at hand, which often is incomplete. Reasoning from event to cause.

Example: ground is wet, if it is raining.

Ground is wet

So, it is raining.

Q2 Answer: the following are the 7 stages to solve this scenario:

- User establishes the goal: the basic goal is to repair the punctured car tyre.
- Formulates intention: the intention is to find the nearest repair shop or change the tyre with spare tyre.
- Specifies actions at interface: specifying the action of changing tyre with the spare tyre in back.
- Executes action: changing the tyre with spare.
- Perceives system state: checking the spare tyre for any other problem.
- Interprets system state: after changing the tyre checking if the car is alright with it.
- Evaluates system state with respect to goal: checking the overall car for problem evaluates it and give Yes for it to go to university.

Q3.(a) Differentiate slip and mistake?

Ans: slip: is basically doing the right thing with good intention but failed to do it right.

Mistake: when you're doing the project with wrong intention from the very start.

(b)

Self Perception: Self-perception theory posits that people determine their attitudes and preferences by interpreting the meaning of their own behavior.

Object perception: Object perception or object recognition is the process in which visual input is assigned a meaningful interpretation that is available to perceptual awareness.

Q4.(a)Ans:

1.The perceptual process consists of six steps: the presence of objects, observation, selection, organization, interpretation, and response.

2.Perceptual selection is driven by internal (personality, motivation ) and external (contrast, repetition) factors.

(b)

Ans:

perception is organization, identification, and interpretation of sensory information Perception: It basically means the way in which something is regarded, understood, or interpreted. Since, images are perceived by humans, therefore it varies from human to human.

Recognition is the act of recognizing or the condition of being recognized. . Recognition: In image processing object recognition is a method which helps to identify objects which are present in an image.It categorizes the objects, e.g. a dog present in an image can be recognized as a dog only.

Q5 (a)

Ans: Goal = wants to design a 3d shape using adobe illustartor.

Domain = Graphic desgining.

Task = selects shape,applys some gradient, applys drop effect.

(b)

Ans: to get something done, you have to start with some notion of what is wanted. the goal that is to be achieved. There are four different things to consider: the goal, what is done to the world, the

world itself, and the check of world . the action itself have two major aspects: doing something and checking. Call these execution and evaluation.

**Then the gulf of execution begins: having:**

Formulates intention

Specifies actions at interface

Executes action

**While gulf of evaluation begins at:**

Perceives system state

Interprets system state

Evaluates system state with respect to goal.