

[REDACTED]

"FINAL TEAM"

NAME:-

HAMMAD PER

ID:-

6961

Q1

1. This chair is Not in 90 angles
2. This is Not a Movable chair
3. It is wooden chair which is not comfortable.
4. There are no handle in it.
5. No Back support.

- Predominant theoretical framework or scientific world views.  
- e.g., Aristotelian, Newtonian, Einsteinian (relativistic) Paradigms in Physics.

Understanding HCI history is largely about understanding a series of paradigm shifts

Not all listed here are necessarily "paradigm" shifts, but are at least candidates

History will judge which are true shifts.

## "Paradigm Shift"

A paradigm shift is a major change in the concepts and practices of how something work or is accomplished shift can happen within a wide variety of contents. They very often happen when new technology is introduced that radically alters the production process of a good or service. For example, the assembly lines created a

substantial paradigm shift,  
not only in the auto  
industry but in all other  
areas of manufacturing as  
well.

## "Definition"

Q(3)

There are many definition of Design Rationale.

"Design rationale expresses elements of the reasoning which has been invested behind the design of an artifact [Shum & Hammond 1993].

"Design rationale is the reasoning and argument that lead to the final decision

of how the design intent is achieved" Design intent is the expected effect of behaviour that the designer intended the design object should achieve to fulfil the required function "[Sim & Duffy, 1994].

(Types of Rationale)

Rationale can be into a several types.

Argumentation Based:-

Rationale is primarily used to represent the argument that define a design. The design

a design. These arguments consist of issues raised, alternative responses to these issues, and arguments for and against each alternative.

History Based:- The rationale so consists of the design history - the sequence of events that occurred while performing design. The information can be stored in many forms. It could be in the form of entries in a design notebook, an archive of e-mail messages, or other types of documents that capture actions taken over time.

Device Based:- A model of a device it self it used to both obtain and present rationale. The explanation of the design would be produced by using the model to simulate the



behaviour of the users.

Process Modelling: The DR captures is integrated into the design process itself which guide the format of the rationale.

Active Document-based: The DR is Pre-generated and stored in the system. In these system the designer creates the design and the DR system generates the rationale for it based on the system's stored knowledge.

Good write - page that illustrates the principle of consistency. The Talk Business Avoid cuts or closes names marketing-included names: everyday Specification names and utilities technical names: for instance, if you describe a service and want users to create an account "sign up" is better than "start now!" which is again better than "explore our service."

## Shneiderman's:-

### Strives for Consistency:-

Consistent sequences of actions should be required in similar situations. Identical terminology should be used to in prompts, menus, and help screens; and consistent commands should be employed throughout.

### Enable frequent users to use shortcuts:-

As the frequency of use increases, so do the user's desires to reduce the number of interaction and to increase the piece of interaction. Abbreviation, function keys, hidden commands, and macro facilities are very helpful to an expert user.

### Offer Informative Feedback:-

For every action, there should be

Some system feedback. For frequent and minor actions the response can be modest, while for infrequent and major action, the response should be more substantial.

⑤ Offer simple error handling:-

As much as possible design the system so the user cannot make a serious error.

If error is made the system should be able to detect the error and offer simple, comprehensible mechanism for handling the error.

(b) Permit easy reversal of action.

Design the system to make user the initiator of actions rather than the responder.

(8) Reduce short-term memory load.

The limitation of human information processing in short-term memory required that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced and sufficient training time be allotted for codes, mnemonics, and sequences of actions.

When they are painted  
in photographic page. When  
negative film are brought  
in to digital film. These  
content can be adjusted  
at the time of scanning  
and by other processes.