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Question 1: Consider the chair given below. Your Employees want to use it as a computer chair. Your task is to write any As HCI Specialist, your job is point out any Five issues in the design of this chair

- ➢ We need to provide foam it will cause no pain
- ➢ We need to provide foam in this chair o it will cause no pain
- ➢ This chair is short in heights we have to increase its heights for the user
- ➢ So it will become comfortable for the user
- ➢ This chair is consist of pillars which is too slippery which is dangerous for the user we need to provide something which resist slippery
- ➢ This chair we need to provide handles on both side for the relaxation
- ➢ This is made of strong wooden so we must provide foam in setting area to become comfortable for the user

Question 2: What is Paradigm, and what do you mean by paradigm shift?

Paradigms are generally defined as a framework that has unwritten rules and that directs actions. A paradigm shift occurs when one paradigm loses its influence and another takes over. The concept defines paradigm and paradigm shift and explains how it can relate to company strategies and industry cycles.

A **paradigm shift** occurs when our usual way of thinking about or doing something is replaced by a new and different way thinking or acting. **Paradigm shifts** often occur around what we call "AHA moments" when we suddenly understand something in a new or different way.

Question3: Explain Design Rationale. Write and explain the types of design rationale.

A **design rationale** is the explicit listing of decisions made during a **design** process, and the reasons why those decisions were made. Its primary goal is to support designers by providing a means to record and communicate the argumentation and reasoning behind the **design** process

A design rationale is the explicit listing of decisions made during a design process, and the reasons why those decisions were made.[2] Its primary goal is to support designers by providing a means

to [record](#) and [communicate](#) the argumentation and reasoning behind the design process.[3] It should therefore include:[4]

- the reasons behind a design decision,
- the justification for it,
- the other alternatives considered,
- the trade offs evaluated, and
- the argumentation that led to the decision

Types of DR:

Process-oriented

➢ preserves order of deliberation and decision-making

Structure-oriented

➢ emphasizes   post hoc structuring of considered design alternatives

Two examples

➢ Issue - based information system (IBI➢   Design   space analysis

Question 4: (10) Find the web pages that illustrate the principle of consistency. You must provide on good and one bad example of consistency. You must provide the screen shot of web pages along with URL and the written explanation justifying your good and bad example in your answer. To provide the relevant examples browse the internet.

Q4:

GOOD CONSISTENCY

In mention website
https://www.structuraremodeling.com/ screen shot
all the pages color scheme is same.

All the heading and paragraph font size and style is
same with design.

All the images used in website is good quality and
there size and style is same

Testimonial and image slider design is same

BAD CONSISTENCY

In mention website http://nu-e55ence.co.uk/ screen
shot all the pages color scheme is not same.

All the heading and paragraph font size and style is
not same with design.

All the images used in website is with bad quality
and there size and style is not same

Video and images design is not same

The logo used in this website in menu and in footer
it's not in proper size and quality
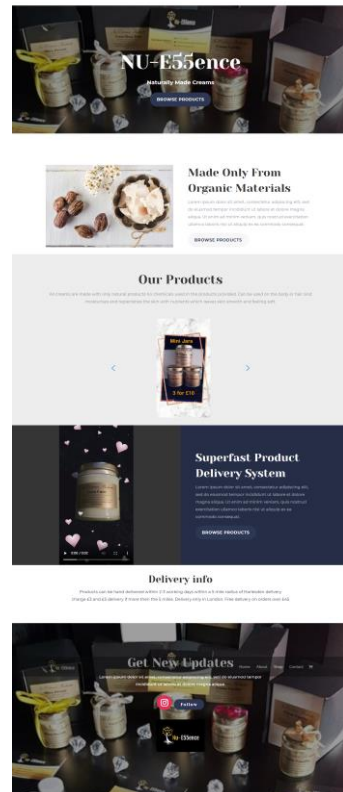
1 Strive for consistency.
Consistent sequences of actions should be required in similar situations; identical terminology should be used in prompts, menus, and help screens; and consistent commands should be employed throughout.

2 Enable frequent users to use shortcuts.
As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.

3 Offer informative feedback.
For every operator action, there should be some system feedback. For frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.

4 Design dialog to yield closure.
Sequences of actions should be organized into groups with a beginning, middle, and end. The informative feedback at the completion of a group of actions gives the operators the satisfaction of accomplishment, a sense of relief, the signal to drop contingency plans and options from their minds, and an indication that the way is clear to prepare for the next group of actions.

5 Offer simple error handling.
As much as possible, design the system so the user cannot make a serious error. If an error is made, the system should be able to detect the error and offer simple, comprehensible mechanisms for handling the error.

6 Permit easy reversal of actions.
This feature relieves anxiety, since the user knows that errors can be undone; it thus encourages exploration of unfamiliar options. The units of reversibility may be a single action, a data entry, or a complete group of actions.

7 Support internal locus of control.
Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders.

8 Reduce short-term memory load.
The limitation of human information processing in short-term memory requires 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.

Question 6: You are familiar with internet explorer. Explain any five usability goals in terms of internet explorer. Justify each goal with example

1. Effective to use (effectiveness)
2. Efficient to use (efficiency)
3. Safe to use(safety)
4. Have good utility (utility)
5. Easy to learn (learnability)

1. Effectiveness

It is a very general goal and refers to how good a system at doing what it is suppose to do.

2. Efficiency

It refers to the way a system supports users in carrying out their tasks.

3. Safety

It involves protecting the users from dangerous conditions and undesirable situations. In relation to the first ergonomics aspect, it refers to the external conditions where people work.

4. Utility

It refers to the extent to which the system provides the right kind of functionality so that user can do what they need or want to do

5. Learnability

It refers to how easy a system is to learn to use. It is well known that people do not like spending a long time learning how to use a system