

Name	hiader zaman
Id	14402
Mid exam	Human computer interaction.

Question no 1)a)

Main aim of Don-norman'

The main aim of don norman book is that he describe the psycholoy behind what he deeds good.Usable design are possible and the rules for them are simple.Make things visible ,exploit natural relation ships that couple the functions and control.

b) Detective Reasoning:

These are the conclusion from generaly or logical information.

If we have a class on 10pm.and it takes 20 min from our schoon to home.wo will be ready at 9:40.

Abductive Reasoning

In the abductice we conclude the major parts and exclude the minor information.If it is raining so the roads will be wet.Or any maths calculation like $1+2=3$.it is for every one.

Question no 3 a)

SLIP:

These are the silly errors.we know about the information but due to less attension we made it.

Mistakes:

In this we have incomplete information.due to which we made mistakes.

b)

SELF PERCEPTION

In this some time people are unsure about their feelings and use their own behavior to infer what they feel.

OBJECTIVE PERCEPTION

It depend on the people and their their behavior Every one will feel its own point of view what they learn,they will act and think about it.

Question no 4 a)

SIX STEPS:

- 1)Presence of objectives
 - 2)Obeservation
 - 3)selection
 - 4)organization
 - 5)interpretation
 - 6)response
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b)

Perception

People observe same thins in fifferent view.

If there are two people stading opposite to each other and the number 6 will written so one will read 6 and other will 9.

Recognition

People observe the thing in the same way,how other observes.

There are the English alphabets.

Question no 5 a)

A graphic designer, wants to design a 3d shape using Adobe Illustrator, he select a

shape, apply some gradient on it and then apply drop shadow effect.

In the given scenario in the light of interaction identify the Goal, Problem domain and the task.

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

Domain = Graphic desgining.

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

b)

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 repect to goal.

Question no 2)

Step 1: Forming a Goal.

This is what you want. As an example, I want to go to school but the tyre of my car got punctured. Now I have to repair it.

Stage 2 : Forming the Intention.

This is what would satisfy the goal. A repaired car would satisfy my goal of reaching the school.

Stage 3 : Specifying an Action.

What do I have to do to achieve the intention? I would need to repair a car to meet the requirement set in my goal.

Stage 4 : Executing the Action.

Here I would do the steps of the action. I would repair the car.

Stage 5 : Perceiving the State of the World.

Using the senses to gather information. My repaired car would be able to move to the school

Stage 6 : Interpreting the State of the World.

What has changed? Punctured tyre of my car has been changed and it can move now.

Stage 7 : Evaluating the Outcome.

Did I achieve my goal? I can move towards school now without worrying.

I achieved my goal.