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Subject: HCI.

Program: BS(cs)

Q1: ANS:

1. No armrest (on handles).
2. On backrest.
3. On Seat pan.
4. On seat height.
5. There on soft Material.

Q2: ANS:

Paradigm

A system of beliefs, ideas, values, and habits that is a way of thinking about the real world. At the time, this way of thinking was the dominant paradigm for social scientists

It is predominate theoretical framework or scientific world view.

e.g: Aristotelian, Newtonian, Einsteinian (relativistic) paradigm physics

Paradigm shift

A paradigm shift is a major change in the concepts and practices of how something works or is accomplished. ...

Examples:

1. Batch processing
2. Time sharing
3. Networking
4. Graphical display
5. Micro processor

Q3: ANS:

Design rationale:

design rationale is the information that explain why a computer system is the way it is.

Design rationale expresses elements of the reasoning which has been invested behind the design of an artifact.

A design rationale is the explicit listing of decisions made during a design process, and the reasons why those decisions were made.

Four types of Design rationale are there.

1. **Argumentation based** - the design rationale is primarily used to represent the arguments that define a design. These arguments consist of issues raised, alternative responses to these issues, and arguments for and against each alternative.
2. **Process oriented** – preserve order deliberation and decision making.
3. **Structure oriented** – emphasize on HOC structuring of consider design alternative
4. **Active document-based** - the DR is pre-generated and stored in the system. In these systems, the designer creates the design and the DR system generates the rationale for it based on the system's stored knowledge. For each decision made, the system compares the decision made by the user with the decision that it would have made based in its knowledge. If the actions of

the user conflict with the system recommendations, they are given the option of changing their decision or modifying some of the criteria.

Q4: ANS:

Good example:

<https://www.rosewatermv.com/market-and-takeaway>



EAT WELL. BE KIND.

This is good example of consistency because in this everything web page are in right place for example navigation buttons Are they located in consistent places throughout the pages on your website, attractive page are there and etc.

BAD EXAMPLE:

<file:///E:/s/WEBSITES.COM/UNIVERSITY OF OXFORD/INDEX.html>



There is consistency in this web page because their design of the website are very poor navigation buttons are not located in one place in every page of the website navigation buttons are located in different place.

The colors are very bright users get uncomfortable.

Q5: ANS:

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.

Q6: ANS:

- The five usability of internet explorer is given below:-

- I. **Effective to use**
- II. **Efficient to use**
- III. **Safe to use**
- IV. **Have good utility**
- V. **Easy to learn**

- I. **Effective to use**

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

- II. **Efficient to use**

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

- III. **Safe to use**

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

- I. **Have good utility**

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

- II. **Easy to learn**

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.