

Date: _____

ID No

13943

Name

Mehran Ali Shah

Subject

HCI

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Question 1:

Answer:

- ① This Chair is Not in 90 angles.
- ② This is not moveable chair
- ③ It is wooden chair which is not comfortable.
- ④ There are no handles in it.
- ⑤ Not Book support.

Question 2:

Answer:

Paradigm:

A paradigm is an example model or pattern especially the most basic or central one. A paradigm is the set of all word's forms. Paradigm is a predominant and theoretical framework's or scientific world view's.

Paradigm Shift:

A paradigm shift is a major change in the concepts and practices of how something works or is accomplished. It's very often happens when new technology is introduced that radically alter the production process of a good or service.

Question 3:

Answer:

Design Rational:

Design Rational expresses element of the reasoning which has been inverted behind the design of an artifact. It is the reasoning and argument that leads to the final decision of how the design intent is achieved.

Design intent is the expected or behavior that the designer intended the design object should achieve to fulfil the required function.

Types:

There are two types of design rational.

Process-Oriented

Structure-Oriented

Process-Oriented:

Preserves order of deliberation and decision-making.

Structured-Oriented:

Emphasizes post HOC

Structuring of considered design alternative.

Question 5:

Answer:

Strive for consistency.

Seek unified usability

Offer informative feedback

Design dialogs to yield closure.

Prevent easy reversal of action.

Keep user's in control

Reduce short-term memory load.

Question 6:

Answer:

Usability is broken down into the following goals.

Effective to use (effectiveness)

~~Effective~~

Efficient to use (efficiency)

Safe to use (safety)

Have good ~~use~~ utility (utility)

Easy to learn (learnability)

Effectiveness:

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

Efficiency:

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

Safety:

It involves protecting the user from dangers condition and undesirable situation. In relation to the first ergonomics aspect, it refers to the external condition where people work.

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.

Learnability:

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

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Spending a long time learning how to
use a system.

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