

Paper: HCI

Page ①

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Q. (1) Consider the chair given below. Your employees want to use it as a computer chair. Your task is to write any 5 HCI specialists. Your job is point out any five issues the design of this chair.

Ans. Following are the five issues the design of this chair:

(1) → It is too much hard.

(2) → In this chair, no place of hand, which the employees can sit it comfortably.

(3) → That must be straighttable mean at 90° degree.

(4) → It is wooden chair not moveable.

Paper = HCI

Majsood Ali Shah

Page (2)

ID No = 6946

(5) And there is no place for mouse, also it is not back support.

Q. (2) what is Paradigm, and what do you mean by Paradigm shift?

Ans

Paradigm:

→ Paradigm are generally defined as a framework that has unwritten rules and that direct actions that is known as Paradigm.

→ Paradigm shift:

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.

Paper = HCT

Magsood Ali Shah

Page (3)

ID No = 6946



Paradigm shift o.

(3)

Q. Explain Design Rationale
write and explain the types
of design Rationale.

Ans 1- 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 design by providing a means to record and communicate the argumentation and reasoning behind the design process.

Paper = HCI

Magsood Ali Shah

Page (4)

ID No = 6946

→ There are Three main types of design Rationale.

- (1) Informal design Rationale
- (2) Semi formal design Rationale
- (3) formal design Rationale.

But the major types of design Rationale is below;

(1) → Argumentation based: the design rationale is primarily used to represent the arguments that define a design [Garcia, 1933]. These arguments consist of issues raised.

(2) → History based:

The rationale consists of the design history the sequence of events that occurred this information can be store in many forms.

(3) → Device based:

A model of the device itself is used to both obtain and present rationale [Gruber, 1990].

Paper = HCI

Maqsood Ali Shah

Page (5)

ID No = 6946

(4) → Process based:

The DR capture is integrated into the design process itself which guides the format of the rationale.

(5) → Active document based:

The DR is pre-generated and stored in the system. The designer creates the design and the DR system generates the rationale for it based on the system's stored knowledge.

Q. (4) → Ans website of a shopping mal.

- (1) Good website consistency are Affiliate Blogs. Affiliate blogging is often very competitive since only make money if you can drive sales.
- small online stores with a focus on dropshipping. (<https://usabilitygeek.com>)
 - Resell web hosting.
 - more Reliable.
 - Easy to understand this website.
 - Best writing looking all over the website.
 - website are meaningful. (<https://www.hostinger.com>) URL

Paper = HCI

Muhammad Ali Shah

Page (6)

ID NO = 6946

(2) In a website which consistency are not used so that website cannot be understandable, not readable, more grammatically mistakes,
(<https://www.webfx.com>)

Q. (5) write the shneiderman's 8 golden rules.

Ans following are the shneiderman eight golden rules:

(1) → Strive for consistency:
consistent sequences of actions should be required in similar situation; identical terminology should be used in prompt.

(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 reduce the number increase the pace of interactions.

(3) → offer informative feedback:
For every operator design action,
there should be some system
feedback.

(4) → Design dialog to yield closure:
Sequences of actions should
be organized into groups with a
beginning, middle, and end.

(5) → offer simple error handling:
As much as possible, design
the system so the user cannot make
a serious error.

(6) → Permit easy reversal of actions:
This feature relieves anxiety, since
the user knows that errors can
be undone.

(7) → Support internal locus of controls.
Experienced operators strongly desire
the sense that they are in
charge of the system and the
system responds to their
action.

ID No = 6946

Page (8)

Paper: HCI

(8) → Reduce short term memory loads.

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

Q: (6) → You are familiar with internet explorer. Explain any five usability goals in terms of internet explorer justify each goal with example.

Ans

usability is a measure of how well a specific user in a specific context can use a product / design to achieve a defined goal effectively, efficiently and satisfactorily.

→ following are the five usability goals:

- (1) Effective: effective to use.
- (2) Efficient: efficient to use
- (3) Utility: have good utility.
- (4) Learnable: easy to learn.
- (5) Memorable: easy to remember how to use.

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

→ Efficiency: It refers to the way a system support users in carrying out their task.

→ utility: It refers to the extent to which the system provides the right kind of functionality.

→ learnability: It ~~refers~~ refers to how easy a system is to learn to use.

→ memorable: Remember it how it use