Canterbury Institute of Management (CIM)

ASSESSMENT COVER SHEET

1. Personal Details			
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Campus	Darwin Campus		
Course Title and Code	MSIT401 System Development Methodologies		
Assessment Title	Reflective Journal - *Week 8*		
Due Date & Time	24/11/2024		
Course Lecturer/Tutor Name: Sharad Neupane		Assessment Word Count (if applicable): 312	

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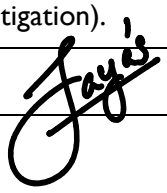
Signature:		Date:	22/11/24

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MSIT401 System Development Methodologies
Reflective Journal - *Week 8*

Ayesh Jayasekara - CIM12137

User Interfaces & User Experience

We as humans consume information through eyes, ears and sense. When humans interact with computer systems expect the system to be helpful and relatively easy to communicate. Various technologies have evolved to let humans interact with systems efficiently and effectively and as developers we must ensure that these technologies and techniques are appropriately used.

Therefore, there are clearly identified techniques and guidelines that are accepted in the industry applicable for designing human-computer interaction interfaces that defines user interfaces and deliver optimal user experience.

Human Computer Interaction

> **The human–computer interface can be described as the point of communication between the human user and the computer. The flow of information between the human and computer is defined as the loop of interaction.**
>
> (Welker & Dickens, 2014)

We as humans can learn and memorise certain actions and is natively sensitive to visual clues for example like red color indicate danger or stop, caution. Designing human computer interfaces therefore must take these human behaviours in to account. Some key aspects to consider can be listed as,

- KISS Principle *Keep It Stupid & Simple*
- Use correct images and signage
- Use lists to avoid guessing
- Make it easy to navigate between tasks or screens
- Automate repetitive tasks when possible
- Logically order the content
- Provide shortcuts
- Use validations & provide feedback on errors
- Provide *Ask for Help* option

Generally, this loop of interaction depends on the quality of input, that is *Garbage in, Garbage out.*

How these can be used in new systems

Designing new system involves in creating ne interfaces. These interfaces should comply with above guidelines in general and also should be smart enough to utilize new technologies such as responsive designs and modularized architecture to maximize usability of the interface. Given the nature of dynamic human behavior these interfaces must be evaluated from different perspectives perhaps using sample target groups.

Bibliography

Welker, H., & Dickens, J. (2014). *Human-Computer Interaction & Usability Engineering* [https://www.perlego.com/book/1238622 (visited 2024-11-22)]. Academic Studio.