

# Human Computer Interaction

## Lab Assignment 2

**Name:** Chinmayi C. Ramakrishna

**Roll No.:** 181IT113

---

A good user interface should keep the following points in mind:

1. **Clear:** A clear interface helps prevent user errors, makes important information obvious, and contributes to ease of learning and use.
2. **Consistent:** A consistent interface allows users to apply previously learned knowledge to new tasks. Effective applications are both consistent within themselves and consistent with one another.
3. **Simple:** The best interface designs are simple. Simple designs are easy to learn and to use and give the interface a consistent look. A good design requires a good balance between maximizing functionality and maintaining simplicity through progressive disclosure of information.
4. **User-Controlled:** The user, not the computer, initiates and controls all actions.
5. **Direct:** Users must see the visible cause-and-effect relationship between the actions they take and the objects on the screen. This allows users to feel that they are in charge of the computer's activities.
6. **Forgiving:** Users make mistakes. User actions should be reversible. A good interface facilitates exploration and trial and error learning.
7. **Provide feedback:** Keep the user informed and provide immediate feedback. Also, ensure that feedback is appropriate to the task.
8. **Aesthetic:** Every visual element that appears on the screen potentially competes for the user's attention. Provide an environment that is pleasant to work in and contributes to the user's understanding of the information presented.

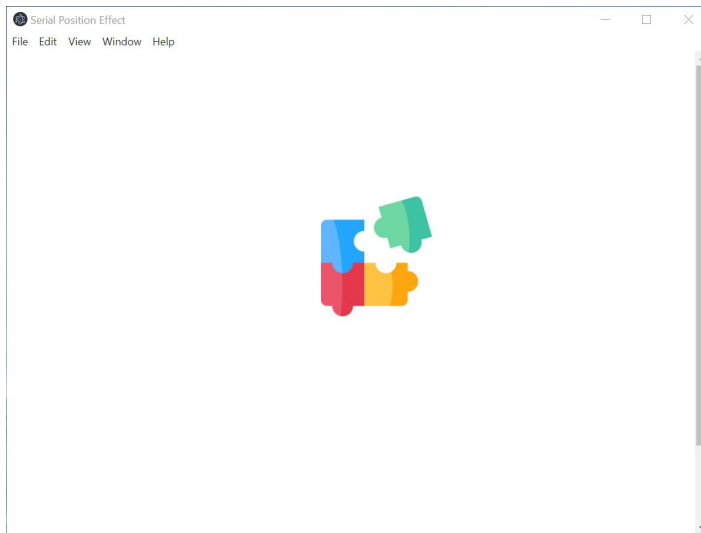
The electron app designed to experiment the serial position effect follows the essentials of a good user interface.

1. **Clarity:** Unnecessary information is avoided. Only required fields are included. Users are not allowed to select more than 10 animals. An alert box is created to inform the same.
2. **Consistent:** All the pages follow the same pattern and do not confuse the users.
3. **Simple:** The app is kept as simple as possible to not distract the users from the main game.

4. **User-controlled:** User is given the freedom to start the game, check the analysis and play the game again.
5. **Forgiving:** User is allowed to deselect animals that the user wants to.
6. **Provide Feedback:** Analysis is given on the score made in the game.

Overall, the app provides aesthetics of a good interface. The app is responsive too.

## Screenshots:



**Fig 1.** Icon page



**Fig 2.** Home Page

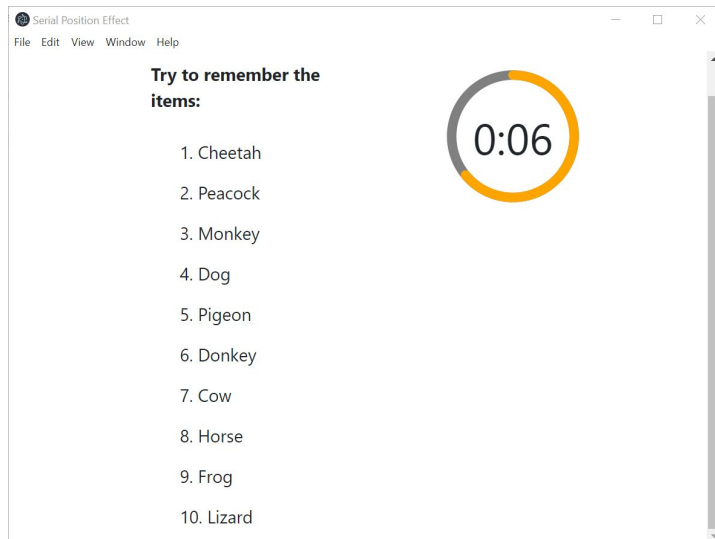


Fig 3. Timer Page

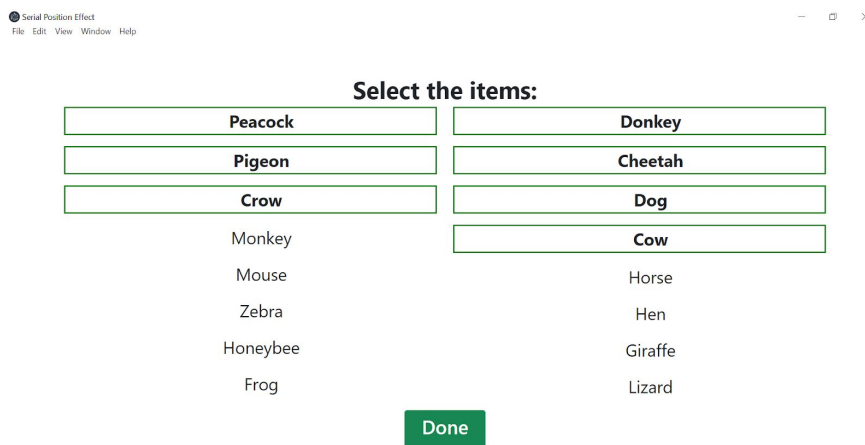


Fig 4. Game Page

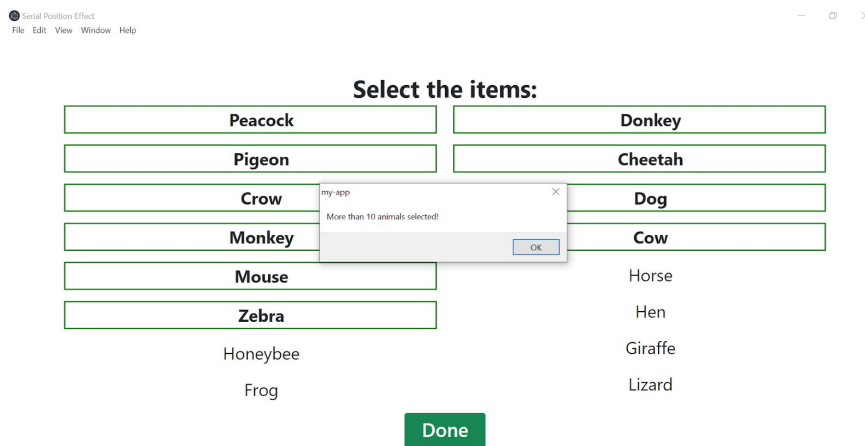
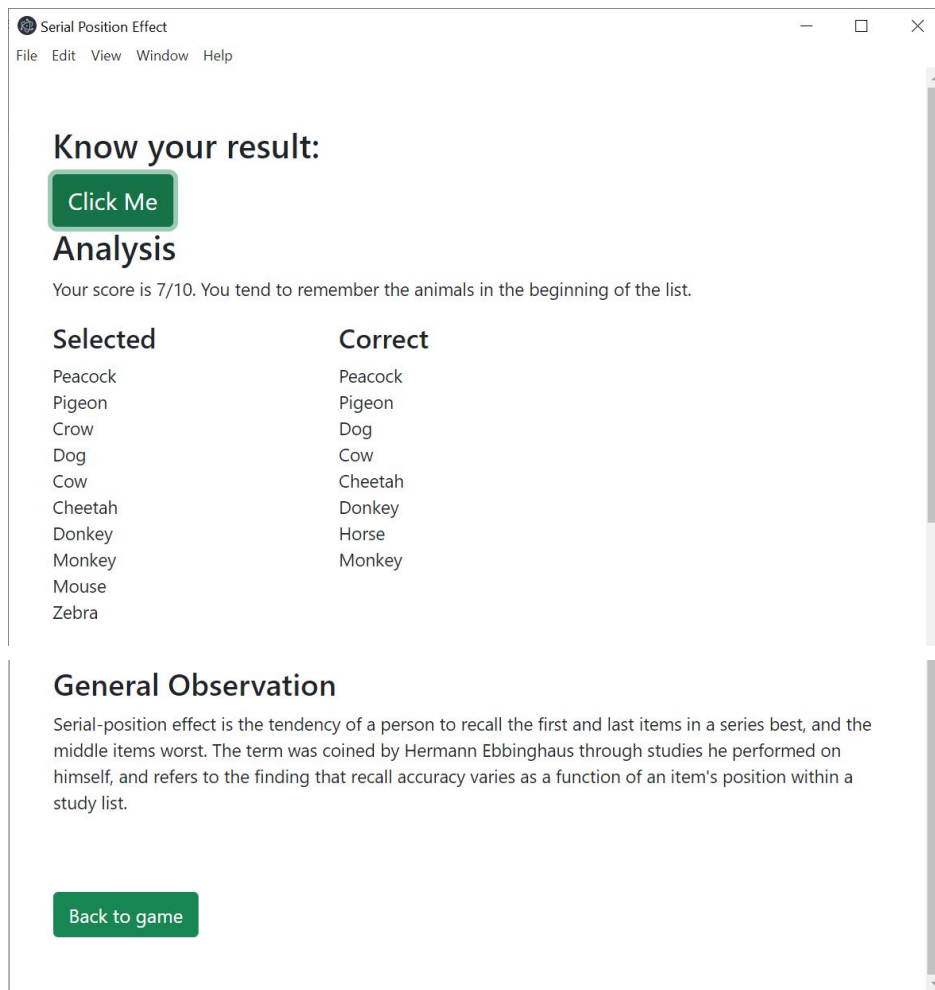


Fig 5. Alert Box



**Fig 6.** Results Page

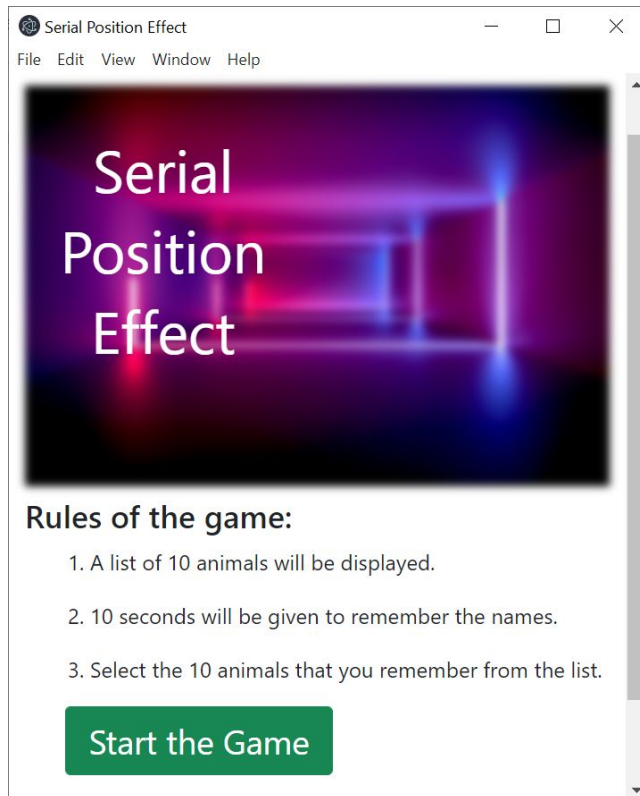


Fig 7. Responsive Home Page

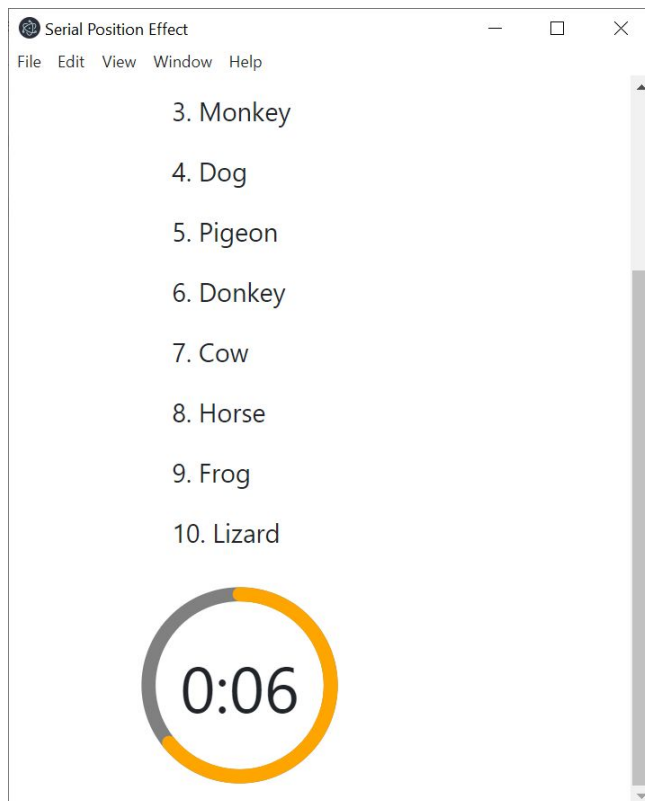
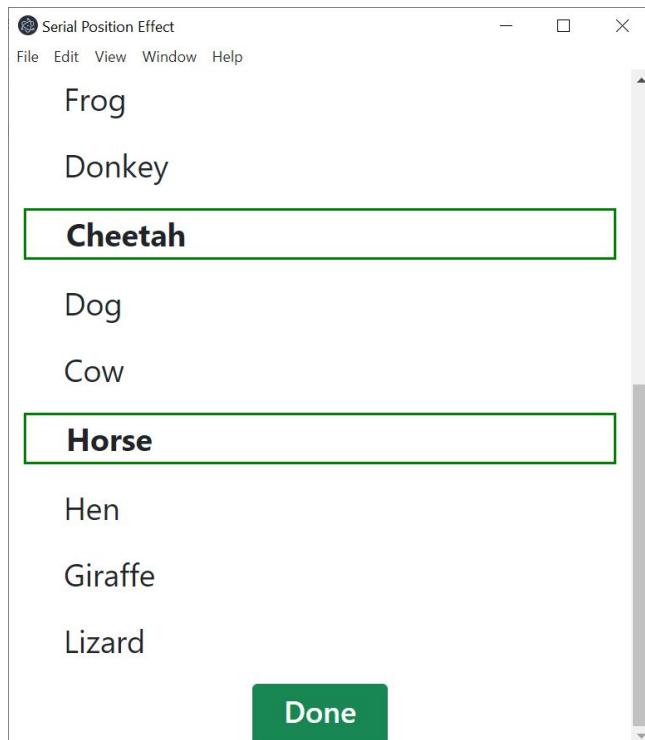
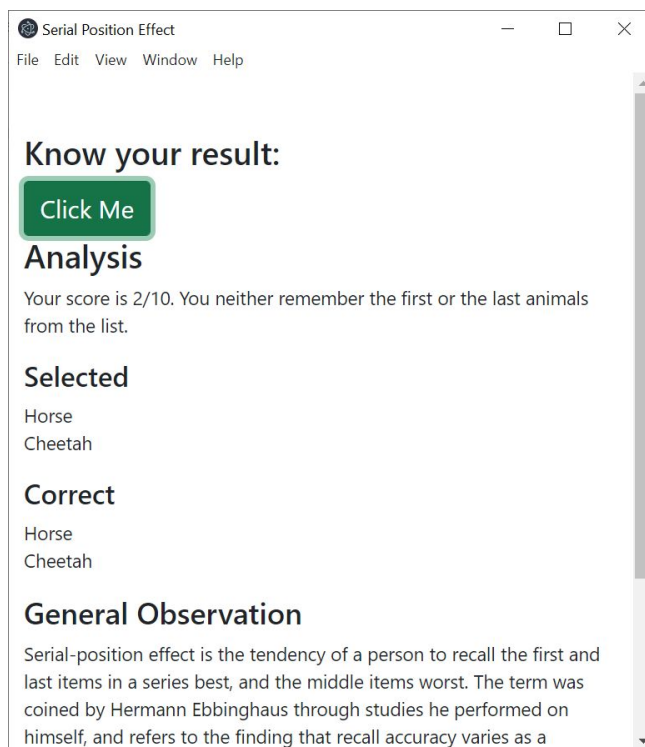


Fig 8. Responsive Timer Page



**Fig 9.** Responsive Game Page



**Fig 10.** Responsive Results Page