

ACTIVITY No. 2 : THE COMPUTER

ACTIVITY 2.1: EXPLORING COMPUTER SYSTEM

Objective

Examine a range of input and output devices in order to understand how they influence user interaction with the system.

Materials

Computer unit with input and output devices
Internet connection
Multimedia software

Background

After having an understanding of the aspects of human capabilities and behavior of which we need to be aware in the context of human-computer interaction, we now explore computer and its system which comprise various elements like input and output devices, virtual reality systems, etc. each of which affects the user of the system and look into how technology influences the nature of the interaction and style of the interface.

Procedure

A typical computer system is comprised of a QWERTY keyboard, a mouse, and a color screen. There is usually some form of the loudspeaker as well. Answer the following questions:

1. Know how the keyboard, mouse, and screen work by opening one or two programs installed in the computer unit. If you have no idea, research using the internet?

ANSWER:

Most keyboard and mouse use switches to obtain an input from the user to the system while the screen uses pixels generated in an order to create the image to be presented on the screen

Reference:

2. What sort of input does the keyboard support?

ANSWER: The keyboard supports a keypress input from the user then it closes a circuit and sends a signal to the computer

Reference: <https://learnlearn.uk/igcsecs/how-do-keyboards-work/>

3. What sort of input does the mouse support?

ANSWER: Coordinates and movement of the mouse then tells the computer cursor where it needs to go

Reference:

<https://www.explainthatstuff.com/computermouse.html#:~:text=As%20you%20move%20the%20mouse,tur ns%20both%20wheels%20at%20once.>

4. Are these adequate for all possible applications?

ANSWER: Yes but there are also other options suitable for other purposes.

Reference: Page 15 of Computer pdf

5. If not, to which areas are the most suited?

ANSWER: Such as the maltron left-handed keyboard for one handed use or a tablet to draw on.

Reference: Page 15 - 20 of Computer PDF

6. Do these areas map well onto the typical requirements for users of computer systems?

ANSWER: Yes as they each serve their niche purpose. Especially the drawing tablets where the user needs to draw something on the system or the numeric keypad for applications solely needing numbers

Reference: Page 15 - 20 of Computer PDF

7. If you were designing a keyboard for a modern computer and wanted to produce a faster, easier to use layout, what information would you need to know, and how would that influence the design?

ANSWER: I would need to know what are the most pressed or utilized keys in a keyboard, as putting every keys in a convenient place would make the typing experience much faster and seamless

Reference:

8. Create your own version of a keyboard using any multimedia software and upload.



A ten key less keyboard but prioritizes the numpad instead of the ins home pgup etc etc keys.