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**Norman summarized USER-CENTERED designs into Seven (7) Principles for transforming difficult tasks into simple ones. Discuss the seven (7) principles in HCI.**

**1.Forming the Goal:**

This stage is when the user establishes what they want to achieve. This involves understanding their own needs and setting a specific goal.

Example: A user wants to find and purchase a specific item on an e-commerce website.

**2.Forming the Intention:**

The user now forms an intention to act, considering how they will achieve their goal. This involves planning and deciding on a course of action after their goal is been set

Example: The user intends to use the search bar to look for the desired product.

**3.Specifying an Action:**

The user translates their intention into a specific action. This involves deciding how to interact with the system to carry out their plan or achieve their goal

Example: The user types the name of the product into the search bar and presses "Enter."

**4.Executing the Action:**

The user physically performs the specified action, interacting with the system based on their plan.

Example: The user clicks on the search result that matches the desired product.

**5.Perceiving the System State**:

After the action, the user observes the system's response to their input. They check the system to see if it reflects the change they expected.

Example: The user sees the product page with detailed information and images which the system have provided .

**6.Interpreting the System State**:

The user interprets the system's response, understanding whether the current state aligns with their expectations and goals.

Example: The user acknowledges that they have found the correct product page with the information they were looking for.

**7.Evaluating the Outcome**:

The final stage involves evaluating whether the overall outcome meets the user's original goal. This assessment informs future actions and decisions.

Example: The user decides whether to proceed with the purchase based on the information provided by the system and if I align with their goal.

“**The choice of interface style can have a profound effect on the nature of this dialog”. Discuss ANY six (6) interface style designs in HCI**

Interface styles in Human-Computer Interaction (HCI) refer to the design patterns and methods by which users interact with computer systems. The choice of interface style can significantly impact the user experience and the nature of the interaction dialog. Here are six interface styles commonly used in HCI:

**1.Command Line Interface (CLI):**Users interact with the system by typing text-based commands. It's efficient for users who are familiar with commands and can be powerful for advanced users.Example: The Windows Command Prompt or Unix/Linux Terminal.

**2.WIMP interface:** stands for "Windows, Icons, Menus, and Pointing device." It represents a class of graphical user interface (GUI) designs that use these four elements to allow users to interact with a computer system. They are more visually intuitive and user-friendly compared to CLI.Example: The desktop interface of operating systems like Windows, macOS, and various applications with graphical interfaces.

**3.Menu-driven Interface:** Users navigate through a series of menus to perform actions. Each menu presents a list of options, and users make selections to proceed.Example: Early mobile phones with menu-driven interfaces or navigation menus in software applications.

**4.Natural Language Interface:**Users interact with the system using natural language, such as spoken or written sentences. The system processes and understands the user's input.Example: Virtual assistants like Siri, Google Assistant, or chatbots that respond to natural language queries.

**5.Virtual Reality (VR) Interface:**Users are immersed in a computer-generated environment and interact with the system using physical movements or gestures. VR provides a more immersive and spatial interaction.Example: VR applications and games that use headsets like Oculus Rift, HTC Vive, or PlayStation VR.

**6.Form-based interface**:. Users input information into these fields, and the system processes and stores the provided data. Form-based interfaces are prevalent in various domains, such as web applications, software applications, and mobile apps. Example :

E-commerce Checkout Forms: Users enter shipping details and payment information to complete a purchase.