**DEDAN KIMATHI UNIVERSITY OF TECHNOLOGY**

**SCHOOL OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY**

**INFORMATION TECHNOLOGY DEPARTMENT**

**BONFACE KURIA**

**C025-01-0935/2015**

**HUMAN COMPUTER INTERACTION**

**ASSIGNMENT TWO**

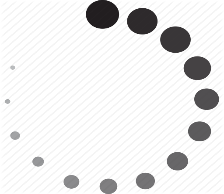
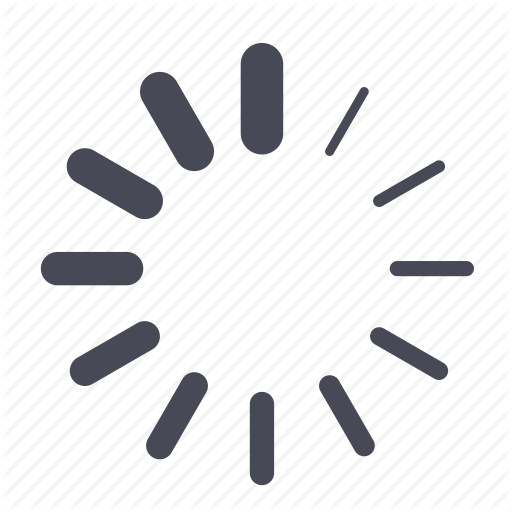
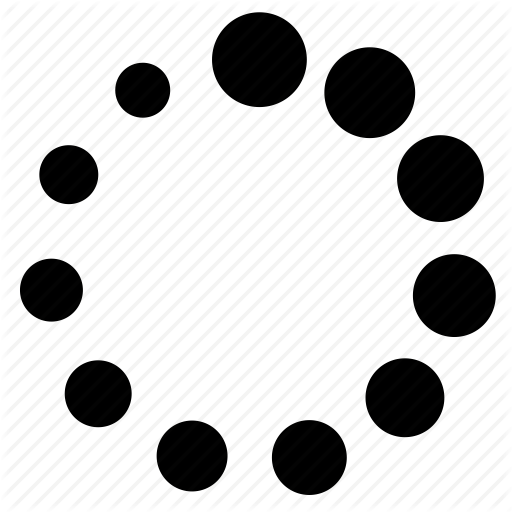
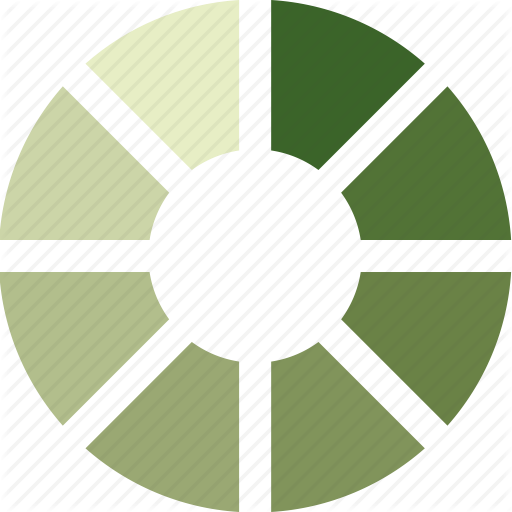
**From any computer or mobile screen pick one GUI which you do not like & one more GUI which you like.**

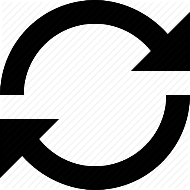
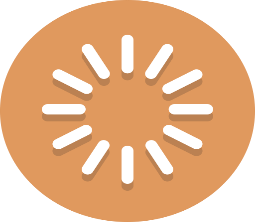
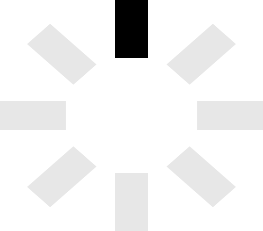
*I like the windows 7 graphical user interface and I don’t like the ubuntu graphical user interface*

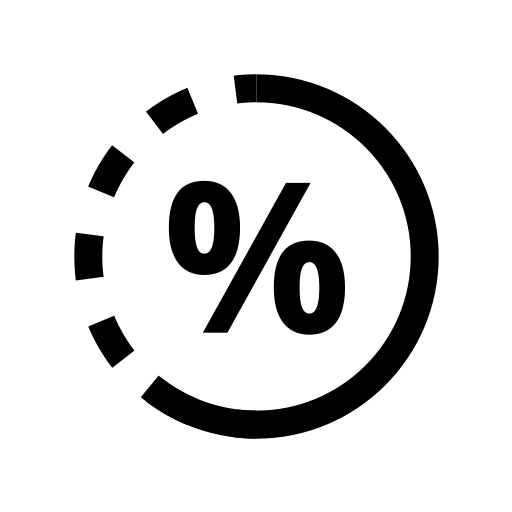
**Analyze their constituting graphic / visual elements by applying principles of aesthetics and find out if you can attribute any aesthetic reasons for your ‘like’ & ‘dislike’. Keep functional & usability aspects out of the judgment for the time being.**

* *Windows 7 is not cluttered with excessive use of icons and buttons making it easy to learn.*
* *Windows 7 has an attractive color thus making it more attractive for use.*
* *Recognition rather than recall: The use of color schemes and icons act to denote functionalities. Example ‘Head Phone icon”. This design feature promotes recognition of rather than recall of system functionalities.*
* *Windows 7 icons are graphically simple, they are not complicated to understand.*
* *In terms of construction, the icons do not take expensive screen real estate; need very less computing memory; are amiable to both pixel as well as vector graphics.*
* *The icon has achieved this by employing aesthetic principles in their form, color, shape, configuration. All of them are put together holistically resulting in a simple ‘design’.*
* *Window 7 uses an awesome layout making it so interesting to use. It does not over use nor just use a simple interface it’s just awesome.*
* *I dislike ubuntu because it has a very bad color scheme so dull and not attractive at all.*
* *Ubuntu only show minimal icons that can not help one to know how to start using it.*
* *Ubuntu displays it features in a manner that is not friendly at all.*

**Sketch as many alternatives as you can visualize for the two icons that depict activity progress happening in the background.**

1.  2. 3.  4. 

5.  6.  7.  8. 

**9.  10. loading icon**

**Conduct a quick survey from amongst your friends as to which of the icon concepts, you have come up with, are ‘liked’ by them. You can ask them to rate each design for 10 points and empirically find out the one that is most likely to be accepted in terms of aesthetics & function representation.**

|  |  |
| --- | --- |
| No | Rate out of ten |
| 1 | 8 |
| 2 | 7 |
| 3 | 7 |
| 4 | 8 |
| 5 | 7 |
| 6 | 2 |
| 7 | 6 |
| 8 | 8 |
| 9 | 7 |
| 10 | 4 |

**You can also ask them to point out one visual element from your design that if changed will improve your design.**

*Improve the color of the icons to make them more attractive such as number 1,2,5.*

*Number 6 should be improved to represent functionality in a better way.*

**Choose any common software interface. Analyze its interfaces by navigating to find out**

**if it adheres to the eight Schneiderman Rules. (Use a Novice User as your reference.)**

*I chose Microsoft word 2016*

**Rule No1: Strive for Consistency**

*Microsoft word maintains consistency throughout the interface. It is very easy to move from one screen to another. Thus, making it easier to learn how to use Microsoft word 2016. The graphical elements have been properly used e.g. the save button is located at the same location even if one moves from one screen to another. The color used is consistent from screen to screen. E.g. when on home tab the same color is used for layout tab.*

**Rule No2: Cater to Universal Usability**

*Microsoft word is good for novice user you don’t need to have used it before or much training to use Microsoft office word. Thus, making it very suitable for novice users. Being a first-time user of Microsoft word is easy to learn and become used to it in a very short period of time.*

**Rule No3: Offer Informative feedback**

*Microsoft word offers a very informative feed back for example incase you want to exit it ask whether you want to save your work incase it was not saved. This is useful to the user as he can not just leave without saving his work.*

*If one exits and some work was recovered you are asked whether you want to view file latter when you open Ms word again.*

**Rule No4: Design Dialogs to yield closure**

*Microsoft word helps in yielding a closure dialog. E.g. when one saves a document, you are notified that the document has been saved. Ms word communicates to the user incase an error has occurred. E.g. if you are looking for a word and want to replace it Ms word is able to notify when its done with replacing.*

**Rule No5: Prevent Errors**

*Ms word is able to help the user identify the misspelled word and give suggestions on how to spell the words.*

**Rule No6: Permit easy reversal of actions.**

*Ms word permits reversal of action in that one can undo or redo the recent actions. E.g. incase the user deletes a file by mistake he can get back his file just by undoing the action.*

**Rule No7: Support internal locus of control**

*In Ms word the user is left to feel in control to perform tasks the he or she is willing to undertake*

**Rule No8: Reduce short term memory load**

*In Ms word you don’t need to remember every action. The actions flow as you continue doing your work*