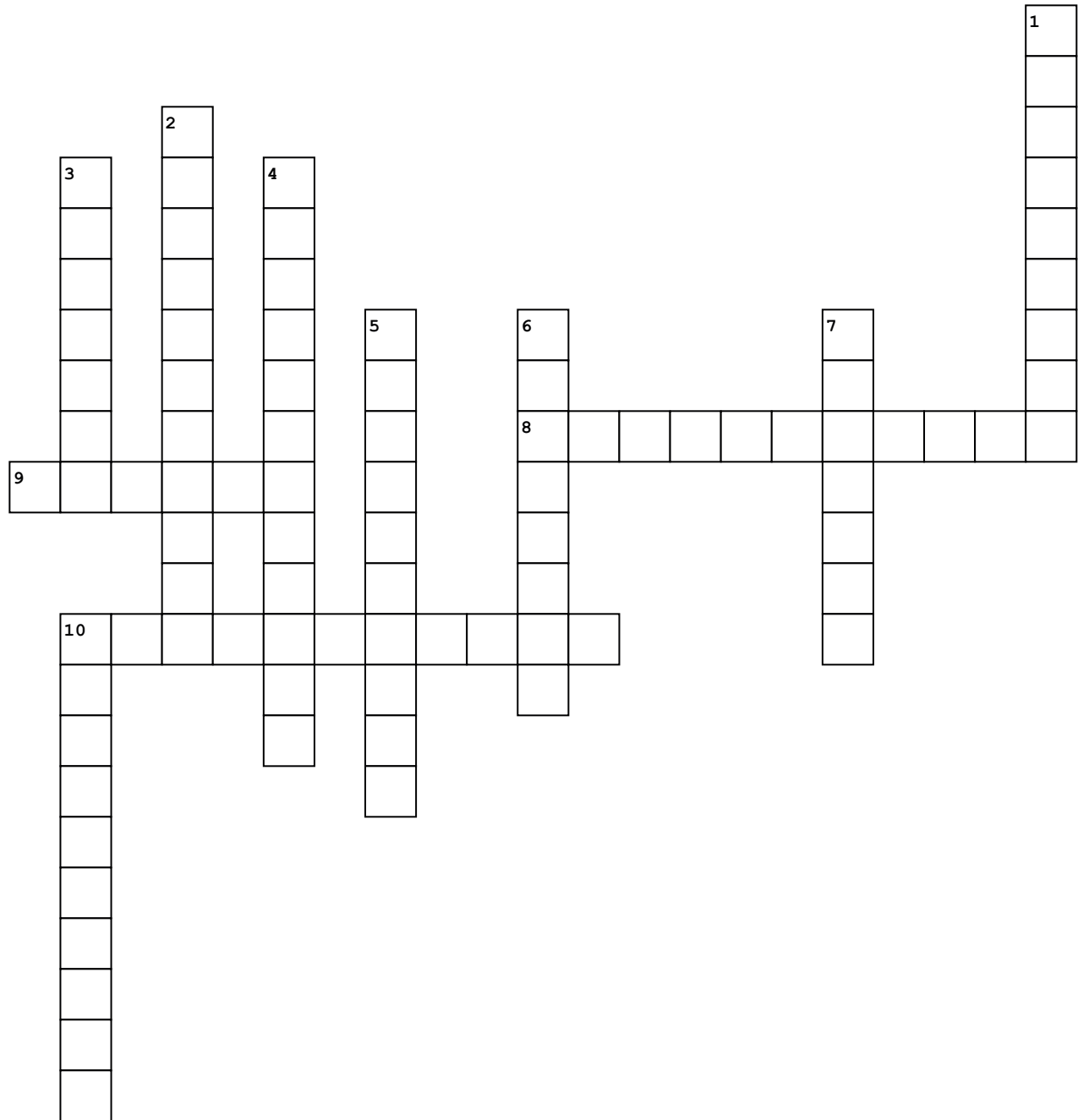# Revision BITM 2313: Human Computer Interaction

Across

8. Design interfaces that encourage_____.

9. People make inferences using _____ model of how to carry out a task.

10. Help and ease user in learning to use and using a product.

Down

1. Information on the user interface should be structured in away that can capture user's _____

2. Design interfaces that promote _____ to ease learning especially amongst novice users.

3. An input through body movements.

4. Interacting with objects in a virtual or physical space by

5. One of the design implications of

_____.

6. Provide information to the user on what has been done.

7. Cultural component that helps user's understanding on how to use a product.

10. _____ model provides a high-level description of how a system is organised and operates.