**Model Human Process**

How humans perceive the world around them?

How they store and process information and solve problem and physically manipulate objects?

1983 cord Moron and Newell gave simplified view of human processing involved in interacting with CS.

**THREE COMPONENTS:**

1. Perpetual system:

Handing sensory stimulus from outside world.

1. Motor system:

Controls action.

1. Cognitive system:

Provide processing needed to connect the two problem and physically manipulate objects.

**FUTURE OF HCI**

**Voice Guided UI:**

Predicted that adoption rate of speech recognition will be an over 80%.

With the screen getting smaller, interfaces will get much harder to navigate.

As UI designer key 🡪 staying up to date with new voice guided apps and technology.

**Virtual Reality:**

Immerse people into experiences often with in expensive technology such as headset.

**A Reality:**

Start with the real-life view of something such as camera and hologram.

**Wearable (**Digital crown**):**

Ability to view person’s pulse.

Eventually we will be able to inject this tech directly into our bodies means we will be able to monitor your important vital signs without any hardware at all.

**🡪For a product to be successful, it must be**

1. Useful: accomplish what is required.
2. Usable: do it easily, naturally without danger of error etc.
3. Used: make people want to use it (attractive, engaging etc.).

**How is information handled by human system?**

**Human I/O channels:**

The senser and responders.

**Interaction without side world:**

Information received and sent.

**Interaction with computers:**

User receives information by output prompt from computer. User responds by providing input prompt to computer.

User output prompt become computer’s input prompt.

Output prompt 🡪 Effectors

Input prompt 🡪 Senser