

## ACTIVITY No. 4 : Understanding Human Computer Interaction using Paradigm

### Objective

1. Identify interactive system designs in terms of its usefulness and usability.
2. Describe good and bad designs from existing computer technologies.

### Materials

- Personal computer
- Internet connection

### Background

HCI is the study of how users interact with computer technology. We will look at these technologies from a user's point of view whether it allows the user to do what the user wants to do: **quickly, efficiently and effectively** looking further whether interactive systems are **usable, useful and accessible** to its expected users.

### Procedure

1. For each of the following systems, identify whether it is useful or usable. Justify your answer.

Define: <b>Useful</b>
Answer: A system is considered <i>useful</i> if it provides the necessary functions and features that allow users to achieve their goals or solve their problems. It focuses on whether the system can do what the user needs it to do.
Source: Dix, A., Finlay, J., Abowd, G., & Beale, R. (2004). <i>Human-Computer Interaction</i> (3rd ed.). Pearson Education.
Define: <b>Usable</b>
Answer: A system is <i>usable</i> if it is easy for users to use and learn, ensuring that tasks can be performed quickly, efficiently, and with minimal errors. Usability focuses on the quality of the user's interaction experience.
Source: Nielsen, J. (1993). <i>Usability Engineering</i> . Morgan Kaufmann.

2. Your answer must be in the form:

System X is (not) **useful** because \_\_\_\_\_

System x is (not) **usable** because \_\_\_\_\_

**Note:** What you write after 'because' is important, because this demonstrates the thinking behind your answer. This means you should always say why you have answered the question in the way you have.

a.) An automated teller machine(ATM) for a user wanting to withdraw money

URL: <https://www.investopedia.com/terms/a/atm.asp>

An automated teller machine(ATM) for a user wanting to withdraw money is **useful** because it allows the user to withdraw money, which is the intended task.

An automated teller machine(ATM) for a user wanting to withdraw money is **usable** because it provides a clear, simple, and quick process for withdrawing money, with instructions that are easy to follow.

b.) An ATM for a visually impaired user wanting to withdraw money.

URL: <https://www.investopedia.com/terms/a/atm.asp>

An ATM for a visually impaired user wanting to withdraw money is **useful** because it still offers the service of withdrawing money for the user.

An ATM for a visually impaired user wanting to withdraw money is **not usable because** it is difficult or impossible for a visually impaired user to interact with it without special accessibility features like audio assistance or braille instructions. This makes it inconsistently usable.

c.) The olx.com.ph OR carousell.ph website for a user wanting to buy a Harry Potter book .

URL: <https://www.carousell.ph>

Carousell.ph website for a user wanting to buy a Harry Potter book **is useful** because it allows users to buy a wide variety of secondhand items, including popular books like Harry Potter.

Carousell.ph website for a user wanting to buy a Harry Potter book **is usable** because the search feature and categories make it easy for users to find and purchase common items like a Harry Potter book.

d.) The olx.com.ph website for a user wanting to buy a book containing the image of Grace Hopper.

URL: <https://www.carousell.ph>

Carousell.ph website for a user wanting to buy a Harry Potter book **is useful** because it provides a marketplace for buying and selling various types of books and items.

Carousell.ph website for a user wanting to buy a Harry Potter book **is not usable** because despite the search option of the website, finding an item with a highly specific condition that would be rarely included in the description like an image of Grace Hopper in a book may be difficult.

e.) The Facebook.com for a user wanting to gain and communicate with friends.

URL: <https://www.facebook.com>

The Facebook.com for a user wanting to gain and communicate with friends **is useful** because it is designed to help users connect, communicate, and maintain relationships with friends.

The Facebook.com for a user wanting to gain and communicate with friends **is usable** because it offers easy-to-use features like friend requests, messaging, group chats, and notifications, making communication straightforward.

f.) The facebook.com for a user wanting to know a person's location.

URL: <https://www.facebook.com>

The facebook.com for a user wanting to know a person's location **is useful** because it provides location-related features like tagged locations, hometowns, or current cities if the user has shared them.

The facebook.com for a user wanting to know a person's location **is not usable** because privacy settings often hide location details, making it hard for someone to easily find a person's location without their permission. Thus, its not always usable in this situation.