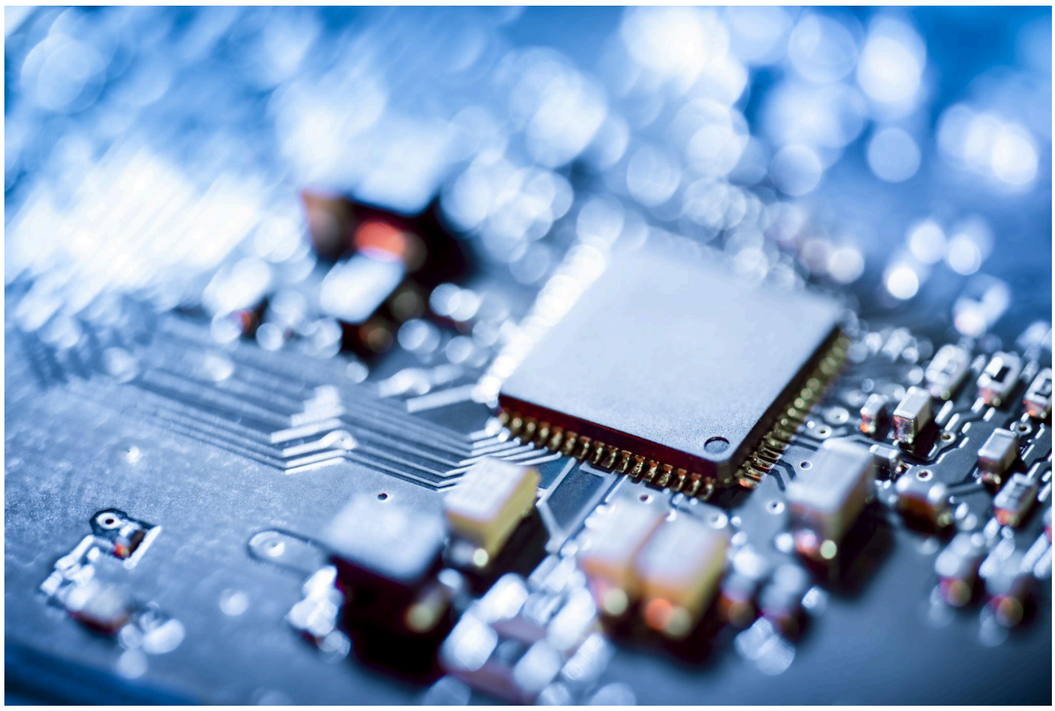
HUMCOM1

Human-Computer Interaction

2nd Semester and School Year 2024-2025

Cabusao, Anthony Carl T.

This portfolio showcases my activities, experiential learnings, and reflections in Humcom this semester under the supervision of our instructor Mr. Benny Cris C. Pio.



End semester self-assessment

This semester, I was introduced to a wide range of topics in Human-Computer Interaction (HCI). I explored ethical considerations and core principles in design, learned about UI/UX best practices, and examined the ethical aspects of human-computer interaction. Additionally, I gained hands-on experience with HTML, CSS, and JavaScript. The course was both engaging and enjoyable throughout the semester, largely thanks to the dedicated teaching of Sir Benny. My classmates and I were able to grow significantly and develop essential skills in web design and JavaScript.

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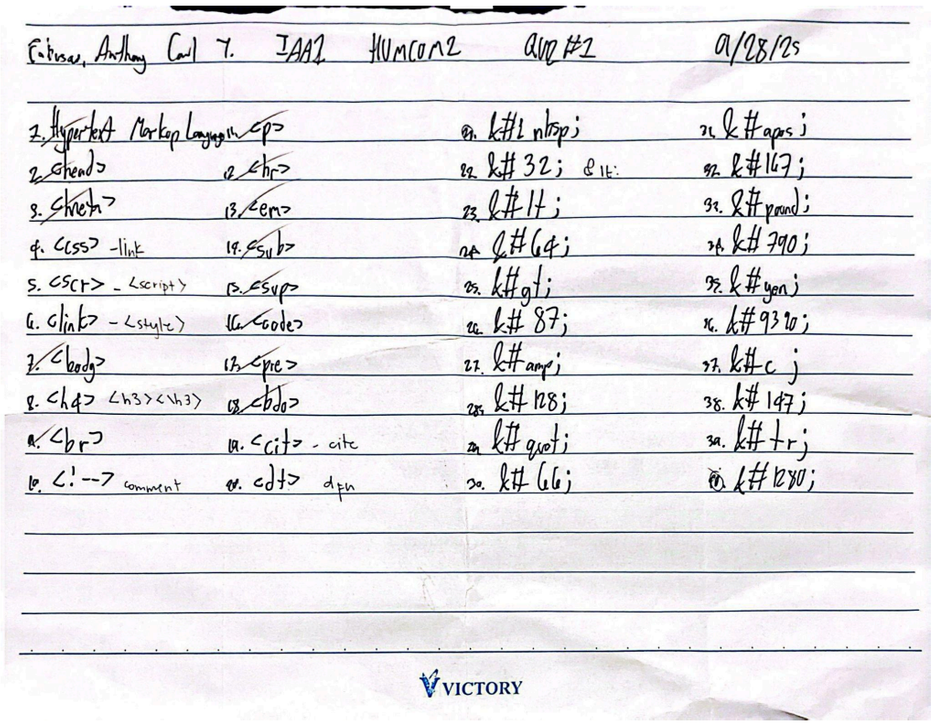
Sample Formative Assessments:

Quizzes

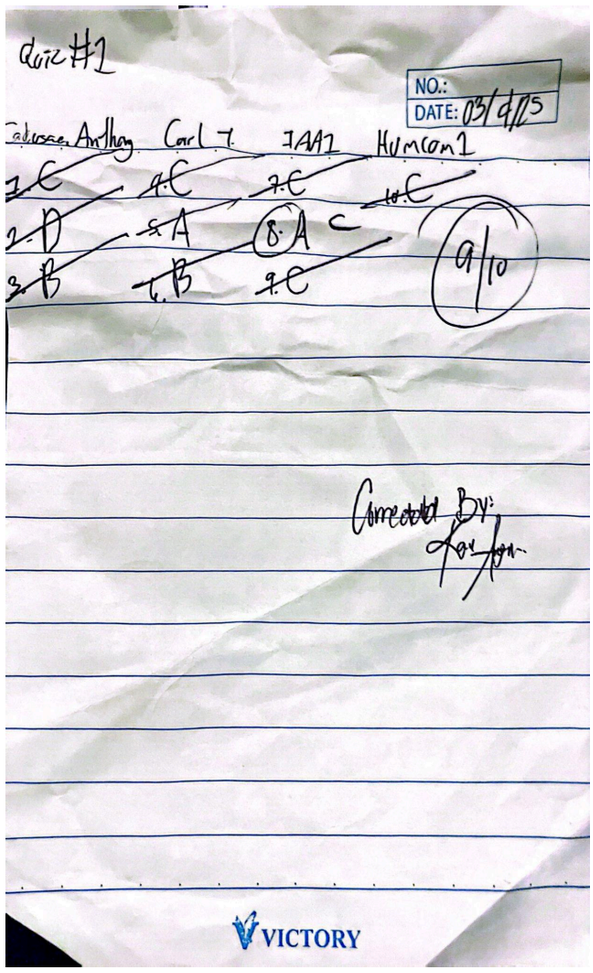
Quiz #1


Fabroa, Anthony Carl T. IAA1 HUMCOM2 QUIZ #1 9/28/25

1. HyperText Markup Language <p>
2. <head>
3. <meta>
4. <css> - link
5. <scr> - <script>
6. <link> - <style>
7. <body>
8. <h4> <h3> <h3>
9.
10. <!--> comment
11. <hr>
12.
13. <sub>
14. <sup>
15. <code>
16. <pre>
17. <b>
18. <bdo>
19. <cit> - cite
20. <dfn> dfn
21. &#apos;
22. §
23. &#pound;
24. ̖
25. &#yen;
26. ⑨
27. &#c ;
28. “
29. &#tr;
30. Ԁ
31.   <
32. &#lt;
33. @
34. &#gt;
35. W
36. &#amp;
37. €
38. &#quot;
39. B

VICTORY

Quiz #2


Quiz #1

NO.:
DATE: 03/04/25

Fabroa, Anthony Carl T. IAA1 HUMCOM2

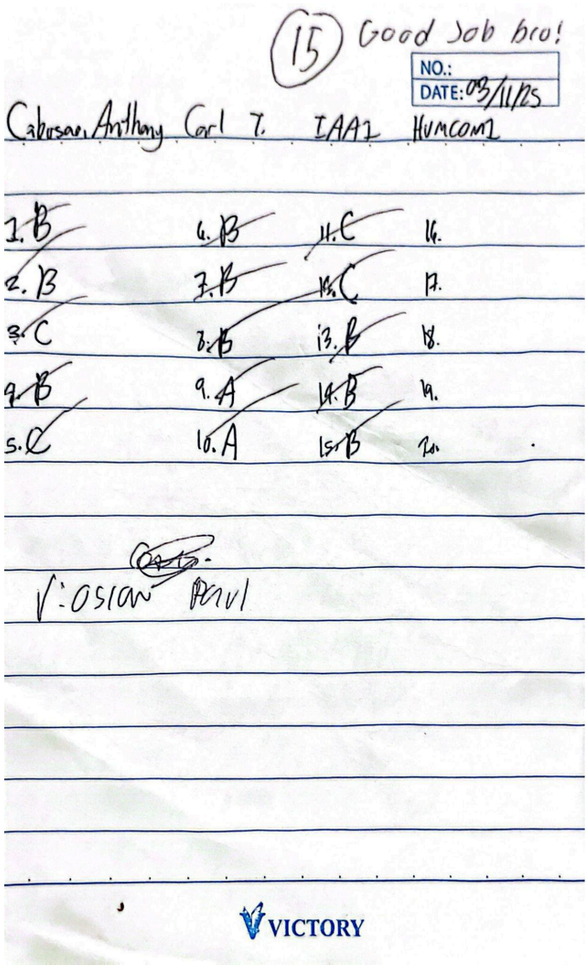
1. C
2. D
3. B
4. C
5. A
6. B
7. C
8. A
9. C
10. C

9/10

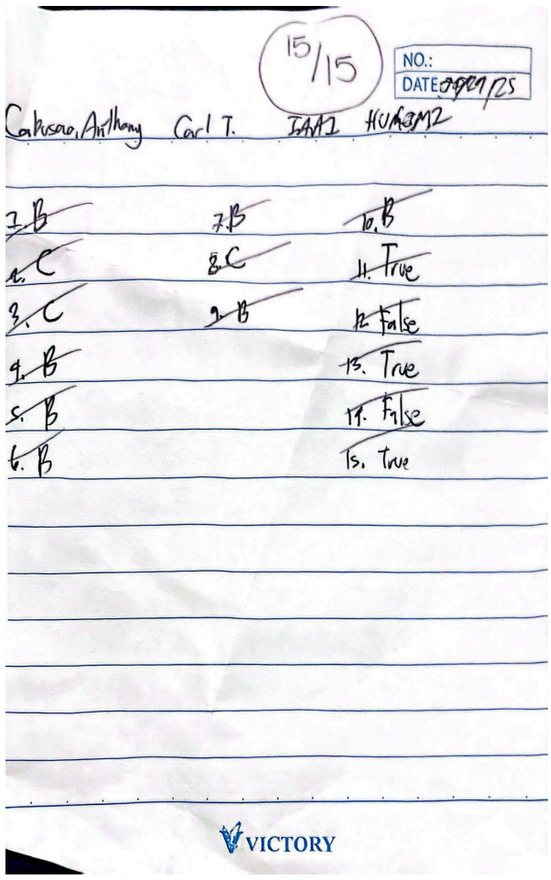
Corrected By:

VICTORY

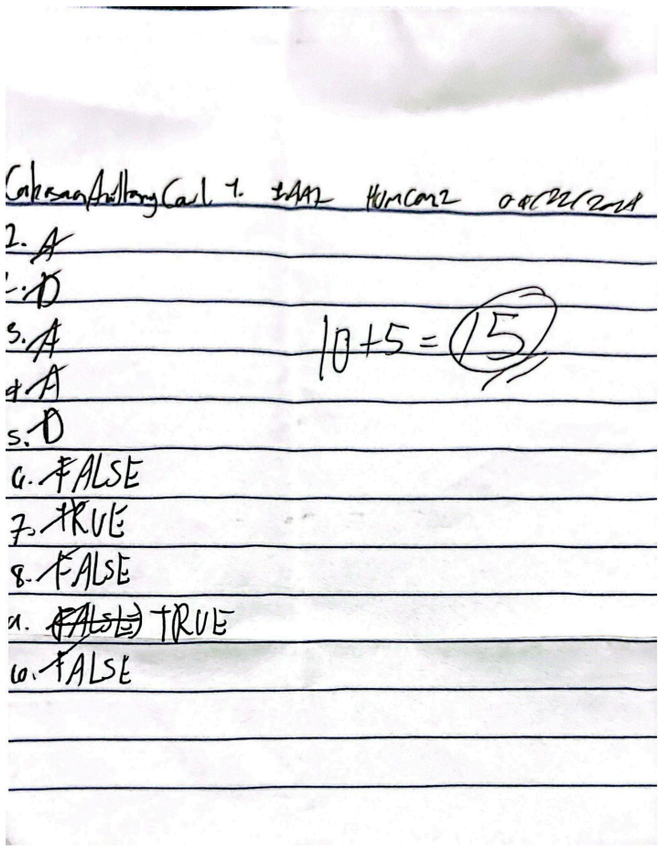
Quiz #3


15 Good Job bro!
NO.:
DATE: 03/11/25
Cabusao, Anthony Carl T. IAA1 HUMCOM2
1. B
2. B
3. C
4. B
5. C
6. B
7. B
8. B
9. A
10. A
11. C
12. C
13. B
14. B
15. B
16.
17.
18.
19.
20.
VICTORY

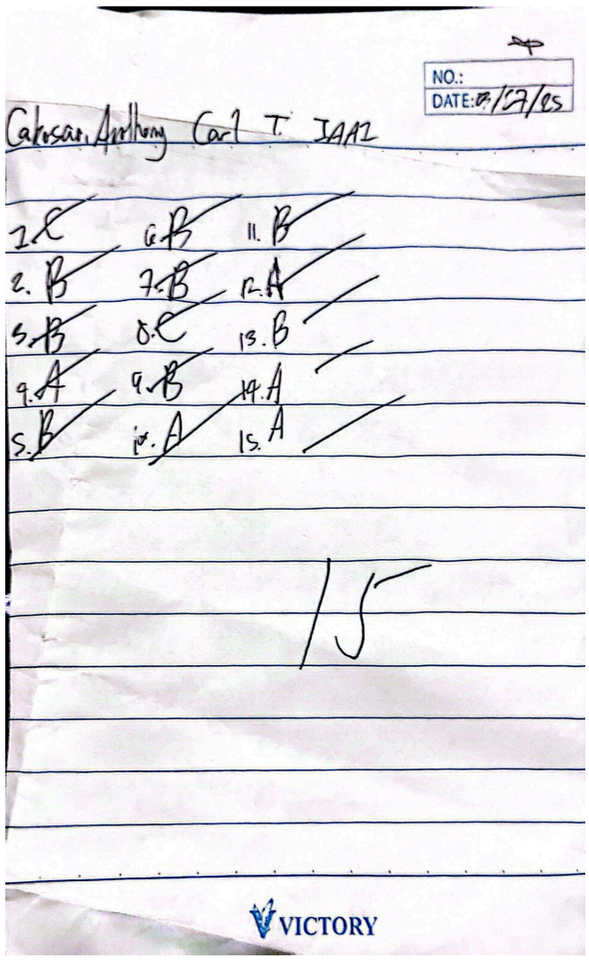
Quiz #4


15/15
NO.:
DATE:
Cabusao, Anthony Carl T. IAA1 HUMCOM2
1. B
2. C
3. C
4. B
5. B
6. B
7. B
8. C
9. B
10. B
11. True
12. False
13. True
14. False
15. True
VICTORY

Quiz #5

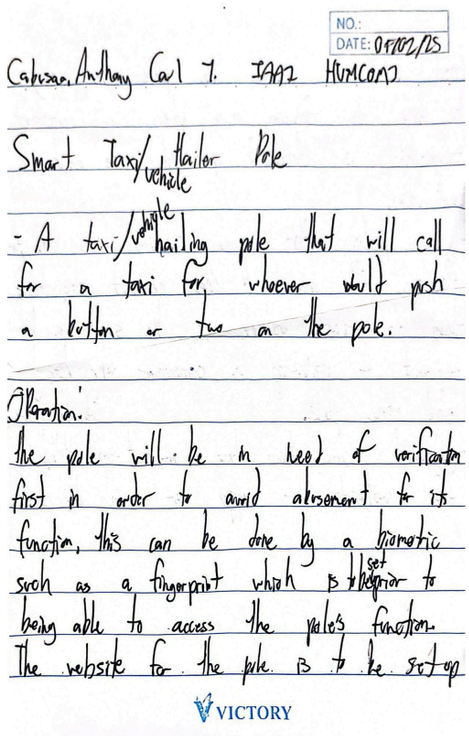

2. A
3. D
5. A
4. A
5. D
6. FALSE
7. TRUE
8. FALSE
9. TRUE
10. FALSE
10+5 = 15

Quiz #6

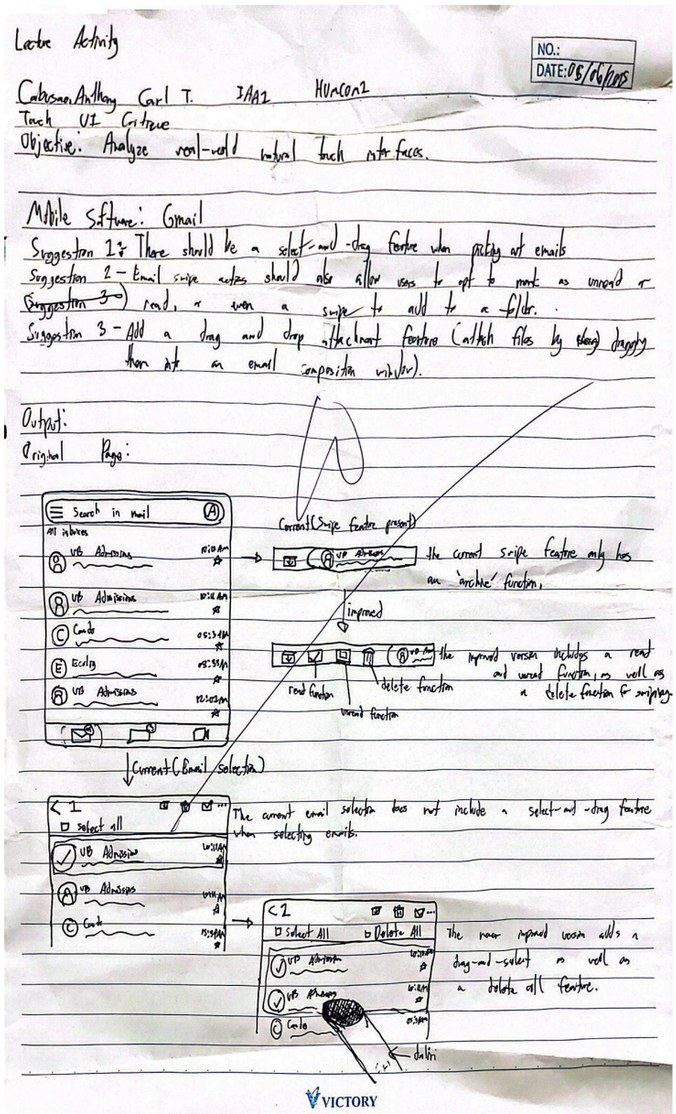

NO.:
DATE: 8/27/25
1. C
2. B
3. B
4. A
5. B
6. B
7. B
8. C
9. B
10. A
11. B
12. A
13. B
14. A
15. A
15
VICTORY

Seatworks

Seatwork #1

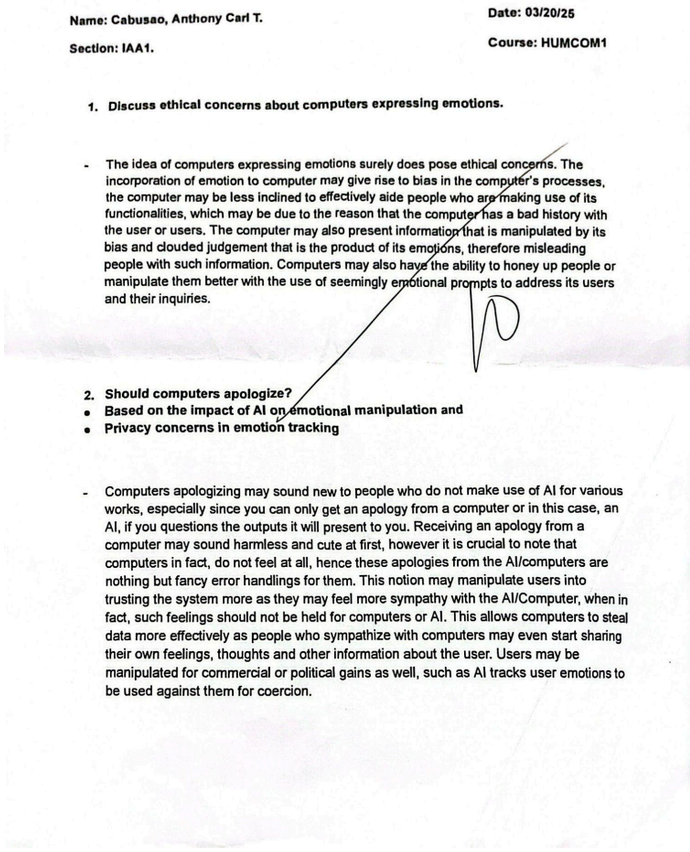


Seatwork #2



Assignments

Assignment #1



Name: Cabusao, Anthony Carl T.

Section: IAA1.

Date: 03/20/25

Course: HUMCOM1

1. **Discuss ethical concerns about computers expressing emotions.**

- The idea of computers expressing emotions surely does pose ethical concerns. The incorporation of emotion to computer may give rise to bias in the computer's processes, the computer may be less inclined to effectively aide people who are making use of its functionalities, which may be due to the reason that the computer has a bad history with the user or users. The computer may also present information that is manipulated by its bias and clouded judgement that is the product of its emotions, therefore misleading people with such information. Computers may also have the ability to honey up people or manipulate them better with the use of seemingly emotional prompts to address its users and their inquiries.

2. **Should computers apologize?**
- **Based on the impact of AI on emotional manipulation and**
- **Privacy concerns in emotion tracking**

- Computers apologizing may sound new to people who do not make use of AI for various works, especially since you can only get an apology from a computer or in this case, an AI, if you questions the outputs it will present to you. Receiving an apology from a computer may sound harmless and cute at first, however it is crucial to note that computers in fact, do not feel at all, hence these apologies from the AI/computers are nothing but fancy error handlings for them. This notion may manipulate users into trusting the system more as they may feel more sympathy with the AI/Computer, when in fact, such feelings should not be held for computers or AI. This allows computers to steal data more effectively as people who sympathize with computers may even start sharing their own feelings, thoughts and other information about the user. Users may be manipulated for commercial or political gains as well, such as AI tracks user emotions to be used against them for coercion.

Assignment #2

Name: Cabusao, Anthony Carl T. **Date:** 05/08/2025
Section: IAA1

Assignment: Voice Command Logbook

Voice Assistant used: Siri

	What I said	What the assistant did	Was it successful?	How would you improve the interaction?
1	Hey Siri, set an alarm for 5:45 AM tomorrow.	Siri set an alarm for 5:45AM.	It was successful.	This interaction can be improved further if Siri were to ask me if I would want the alarm to occur one-time only or should it be repeated.
2	Hey Siri, open the AppStore for me, thanks.	Siri opened the AppStore.	It was successful.	This interaction can be further improved if Siri prompts me on what app I want to search for in the AppStore right after booting it up.
3	Hey Siri, tell me a joke.	Siri made a quick and short joke about science.	It was successful.	This interaction can be improved further if Siri would ask me what genre I want the joke to be in.
4	Hey Siri, make a note that says 'hello'.	Siri made a note that has the title 'Hello'.	It was successful.	This interaction can be improved further if Siri would ask me if I want to input a title for the note, instead of taking my spoken content for the note as the title for the created note.
5	Hey Siri, how is	Siri boots up a	It was	This interaction can be

Others

Midterm Exam

SIT-FO-007-(001)

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SCORE 67

HUMAN COMPUTER INTERACTION
2nd Semester SY 2024-2025
Midterm Examination

Name: Cebreros, Anthony Carl T. Date: 04/03/25

Course and Year: BSIS-1 Section: 1AA1

GENERAL INSTRUCTIONS

1. Responses must be written in blue or black permanent ink. Erasures or alterations will render answers invalid. Write your answers on the ANSWER SHEET.
2. Any instance of academic dishonesty, including but not limited to, unauthorized collaboration or use of external resources, will result in a zero score and disciplinary action as outlined in the Student Handbook and other relevant university or school policies.
3. All electronic devices are to be silenced and stored for the duration of the examination.
4. Address all inquiries or concerns to the proctor/instructor.

points

I. Multiple Choice. Write the letter of your answer before the number in CAPITAL letter.

1 C 1. Which of the following best describes the main focus of Human-Computer Interaction (HCI)? **(1 point)**
   A. The study of computer hardware and internal systems
   B. The development of programming languages and software
   C. The design of user-friendly and efficient interactions between people and technology
   D. The economic effects of digital advancements
   E. The mathematical models behind computer functions

E D 2. Which of the following is NOT a cognitive process commonly involved in user interaction with a system? **(1 point)**
   A. Attention
   B. Memory
   C. Learning
   D. Problem-solving
   E. Emotion

1 C 3. Which of the following is the primary way users process information from an interface? **(2 points)**
   A. By manually adjusting system code
   B. Through verbal interaction with the system
   C. Through their senses, particularly vision, hearing, and touch
   D. By subconsciously analyzing data
   E. Through telepathic communication with the computer

1 D 4. Which of the following best explains why a red, flashing button improves user understanding? **(1 point)**
   A. It enhances cognition
   B. It improves memory recall
   C. It reinforces learning
   D. It leverages perception
   E. It aids problem-solving

1pt D 5. Which of the following best describes the relationship between perception and cognition in HCI? **(1 point)**
   A. Cognition occurs first, followed by perception
   B. They happen at the same time and are inseparable
   C. They are independent and do not influence each other
   D. Perception occurs first, and cognition follows
   E. They have no role in user interaction

1pt D 6. Which of the following design principles directly reduces the amount of information a user needs to remember? **(1 point)**
   A. Establishing a clear visual hierarchy
   B. Ensuring feedback is provided
   C. Maintaining consistency in design
   D. Minimizing cognitive load by reducing memory requirements

e:PYRO

Experience

What I like about the course:

1. This course introduced me to UI/UX design.
2. This course made me learn HTML.
3. This course made me learn CSS.
4. This course made me learn JavaScript.
5. This course made me learn about the history and ethical concerns of HCI.

My Favorite Topics

1. I enjoyed the topic regarding UI/UX.
2. I enjoyed the topic regarding HTML elements and the actual coding for it.
3. I enjoyed the topic regarding the styling of web pages using CSS.
4. I enjoyed the topic regarding the creation of mathematical functions using JavaScript.
5. I enjoyed the topic regarding the history of Human-Computer Interaction.

My Favorite Activities

1. I enjoyed the computer laboratory final exam.
2. The creation of the JavaScript math functions.
3. The creation of the web design visual plan.
4. The preliminary exam wherein we had to make use of maps.
5. The hackathon classroom activity.

What can be improved in this subject

1. Introduce more JavaScript functions that can be used for backend handling.
2. Introduce troubleshooting for optimizing design and scalability on different devices.
3. Integrate React.js to project requirements.
4. Integrate Tailwind.css to project requirements.
5. Hold more hackathon activities in class.

Most Challenging Topics

1. JavaScript functions.
2. CSS optimization.
3. General syntax for JavaScript.
4.
5.

Tribute to people who helped me in this subject:

1. The instructor, sir Benny.
2. Eulance Cubacub
3. Khun Naing
4. Mike Valenton
5. Bryan Moreno