**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.

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| --- |
| Define: **Useful** |
| Answer: |
| Source: |
| Define: **Usable** |
| Answer: |
| Source: |

1. 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.

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

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| URL: |
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1. An ATM for a visually impaired user wanting to withdraw money.

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| URL: |
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1. The olx.com.ph OR carousell.ph website for a user wanting to buy a Harry Potter book .

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| URL: |
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1. The olx.com.ph website for a user wanting to buy a book containing the image of Grace Hopper.

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| URL: |
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1. The Facebook.com for a user wanting to gain and communicate with friends.

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| URL: |
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1. The facebook.com for a user wanting to know a person’s location.

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| URL: |
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