**Course name: Human Computer Interaction**

**Assignment no.: 7**

**Title: The Benefits and Challenges of Technology in Our Lives**

**Subtopic 1. Ethics & Good HCIs**

As times progress, so does technology. Human beings have always evolved alongside advancing technology, so humans and technology have become inseparable. Advances in medicine have made people live longer and healthier, and agriculture and production have grown by further developing existing technologies. Advances in computers and the Internet in particular have accelerated the pace of progress. From the first computer, the ENIAC, to the many large and small computers we see around us today. Technology is indispensable.

To explain double-sideness, something has a good side and an opposite side. Another example of a double-sided coin is the human psychological trait "perfectionism". Perfectionism refers to the tendency to do everything perfectly. While this trait helps us perform and achieve success externally, it can cause anxiety and stress internally. Sometimes it's more important to get enough done and relax, even if it's not perfect. A bad example of double-sidedness in real-world technology can be seen in dynamite. It was initially created to gain an advantage by blasting through things like mines, but it became a bad idea when it was used as a weapon in wartime.  
 But even if you have double-sidedness, you shouldn't give up on it. The moment you stop improving your skills, you lose a lot of benefits. How many things can you think of that have actually turned out badly due to double-sidedness? Even if there were, it would still be less than the benefits that technology has given us today. Humans have become unable to live apart from technology, and many of the problems that still remain can be solved by future technologies. Therefore, we should never give up on the progress of technology because of its double-sidedness.

In the future, technology should be developed for human happiness and convenience. As much as possible, we want to avoid dangerous technologies and only make advancements that benefit humans. As an example of the kind of interactions that can make people happy, I would like to see advancements in smartphones. Smartphones are one of the most used computers that many people have these days. If the interactions through smartphones are well designed, they can bring happiness and convenience to humans. Technology and H-C interaction, it's important to think about what is right and wrong, help people stay healthy, and be good for everyone in society. The people who make the technology and the things we use with it should think about how it will affect everyone, and people who use it should be careful to think about what might happen because of what they do.

The KBS documentary emphasizes that the boundary between online and offline in our lives is blurring, and even now it has become a world where the online me is more important than the offline me. The world we live in is the "inverted world" where the virtual me is more important than the real me. Like a liquid that has passed its boiling point, the world has begun to rapidly transition from real to virtual. As the lines between virtual and real blurred, I realized that it was important for people using technology not to lose their subjectivity. Both those who develop technology and those who use it should develop it for human happiness and convenience, not for themselves.

In conclusion, technology has brought us many benefits, but it also has its negative effects. It is important for both technology developers and users to consider the potential consequences of their actions and strive towards creating advancements that benefit human happiness and convenience. As we continue to navigate the blurred lines between the virtual and real world, we must remember to stay true to ourselves and not let technology consume us.

**Subtopic 2. HCI for the other 90% and global sustainability issues**

"The other 90%" is a phrase that refers to the part of a problem or situation that is not easily seen or talked about. This phrase is often used when discussing social, economic, or environmental issues where there are hidden factors that need to be addressed along with the more obvious problems. For instance, when talking about poverty, the "other 90%" could refer to deeper issues such as unequal access to education, healthcare, and employment opportunities, which go beyond just the immediate lack of money or resources.

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| What issues? | Your idea to satisfy their needs | Ideas on detailed INTERACTION |
| deafness and hearing loss | Hearing Aids | When sound enters the hearing aid, an amplifier inside amplifies the sound and it comes out through the receiver and into the user's ear. |
| for visually impaired people | A Photography Guidance and Viewing System for The Visually Impaired | After some research[1], I found a system that allows visually impaired people to take their own photos and view them in a multisensory way. It uses an application on a tablet that provides shooting assistance and viewing functions. The shooting assistant tracks the subject like face and guides it to the center of the photo with voice prompts. The viewing function provides a high contrast converted image of the photo taken by the user, and provides a tactile experience of the photo by providing a vibration when touching around the outline. The implemented system allows the visually impaired to enjoy the photo. |

**References**

[1] Lim, Jongho, Hanseul Cho, Inseok Koh, Sungho Seo, Yongjae Yoo, and Seungmoon Choi. “Implementation of A Photography Guidance and Viewing System for The Visually Impaired.” *PROCEEDINGS OF HCI KOREA 2017 Conference Proceedings*, February 2017, 272–75.