



Terna Engineering College, Nerul, Navi Mumbai

Computer Engineering Department

Assignment- 3 (FH 2020)

Subject: Human Machine Interaction (CSC801)

Sem:VIII

Roll No	Question
43	How point and click helps users in usability. Mention its disadvantages

ANS: Point and click interface A graphical user interface where an action is selected by placing a cursor over its depiction on the display using a pointing device, and is then initiated by clicking. Point and click helps users in usability as it's extremely handy to use clicking because it saves a great amount of time. According to the studies, "Children were able to perform point-and-click interactions significantly faster and with significantly fewer errors than drag-and-drop interactions, and more children preferred the point-and-click interaction style." That means they were more effective and had, overall, better learning experiences.

Point-and-click interfaces: In most multimedia systems and web browsers, most actions take only a single click of the mouse button. The philosophy is simpler than WIMP and more closely tied to ideas of hypertext. Not tied to mouse-based interfaces, but also used in touch screen information systems, often combined with a menu-driven interface. Has been popularized by World Wide Web pages, which incorporate different types of point- and-click navigation: highlighted words, maps, and iconic buttons.

Point and click interfaces were made popular by the web. They were very suitable for the initial web browsers (gopher) when web pages were all text. Users knew to interpret the underscore as a link to another web page. Now, links are **hidden**, for example in images. Icons on the desktop are another example of point and click style interface. The notion of point and click is a short interaction that results in a very specific result. Because the user must move the mouse, this interface style is slow. It is flexible because many different kinds of UI objects can be pointed at. Short key interaction is a point and click interaction style without the point. They are generally easy to implement.

Disadvantages:

- 1) If you use websites and when you hover menus it becomes difficult to read other content while pointing at some menu.
- 2) Sometimes if you click something and it automatically went somewhere – that would be awkward at the very least.