

## Chapter #06

- Q. Apne project ka title, group members ka naam id jo flea per hai.

themselves  
 demo  
 included formid  
 ↓  
 parha.

→ Prototyping techniques.

-- Wizard of Oz

-- Story boarding

- - Hypercard.

Design Rational.

-- Types

-- Reading Assignment. (Psy. Psychological design wala)

(Jese assignments mein hi sawal ac hain)

## Chapter #03 Input/Output Channel:

→ I/O channels

→ Thursday k class main scenario discuss karta tha.

→ Reading.

→ Fit's law.

→ Problem Solving.

→ Foggetting.  
→ Emotions

--

## Chapter #03

- interaction Model

- Terms of Interaction

[Indirect  
direct interaction]

- Interaction

- , Norman Interaction Model.

- . Abowd And Beale framework

- . Direct / On direct manipulation (Interface)

- . Gulf of execution and Gulf of evaluation.

# Input Output channel

Date \_\_\_\_\_

Channels:-

- ↳ visual → Eye
- ↳ olfactive
- ↳ haptic
- ↳ voice
- movement

Fitt's law se ek Sawal Paka :P

Fitt's law:

$$MT = a + b \log(D_s + 1)$$

constant X

LM - Long Term Memory.

Sensory Memory:



↓  
short-memory

Short term memory mein add  
urne ki liye hmein Zyada  
attention parao... D. J. J. Z.

# Perception kya hoti :P

Date \_\_\_\_\_

→ football - cricket.

Ek ball apni direction main

Arhi na tw ye jisko dekh

un jo hm <sup>time</sup> perceive urte wo

Perception hoti or jo ball

ki taraf bhagte wo reaction  
time.

These  
are by  
these  
previous

→ visual channel in

Octo

Class Activity :-

Date \_\_\_\_\_

Psycol

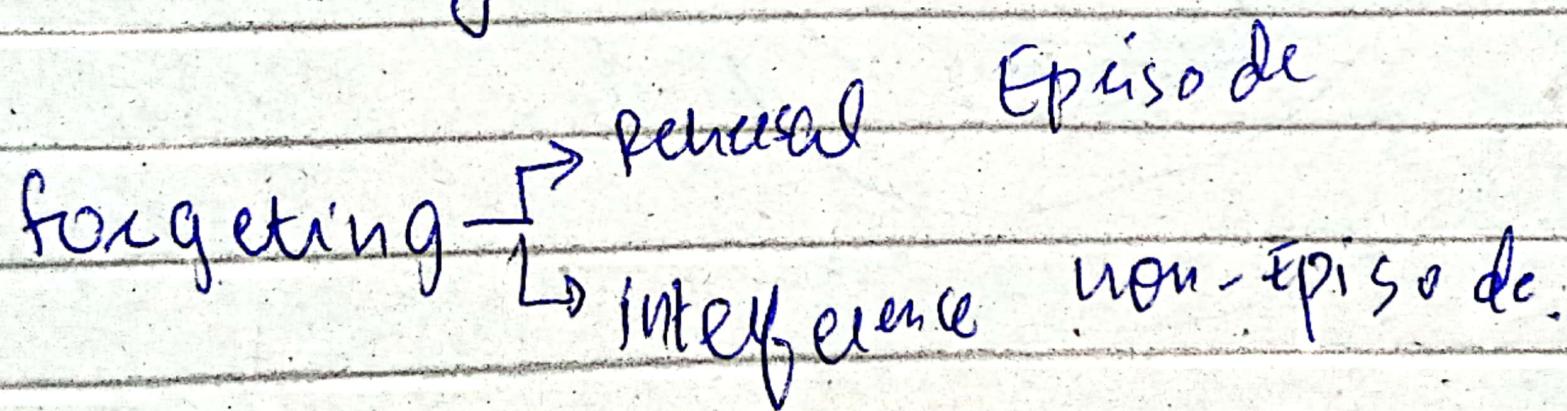
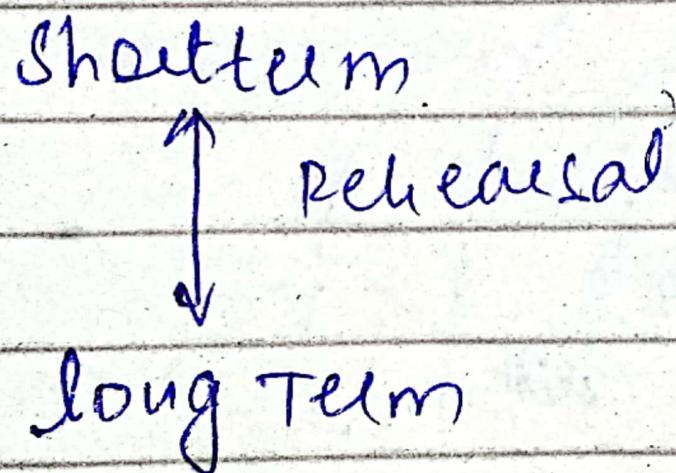
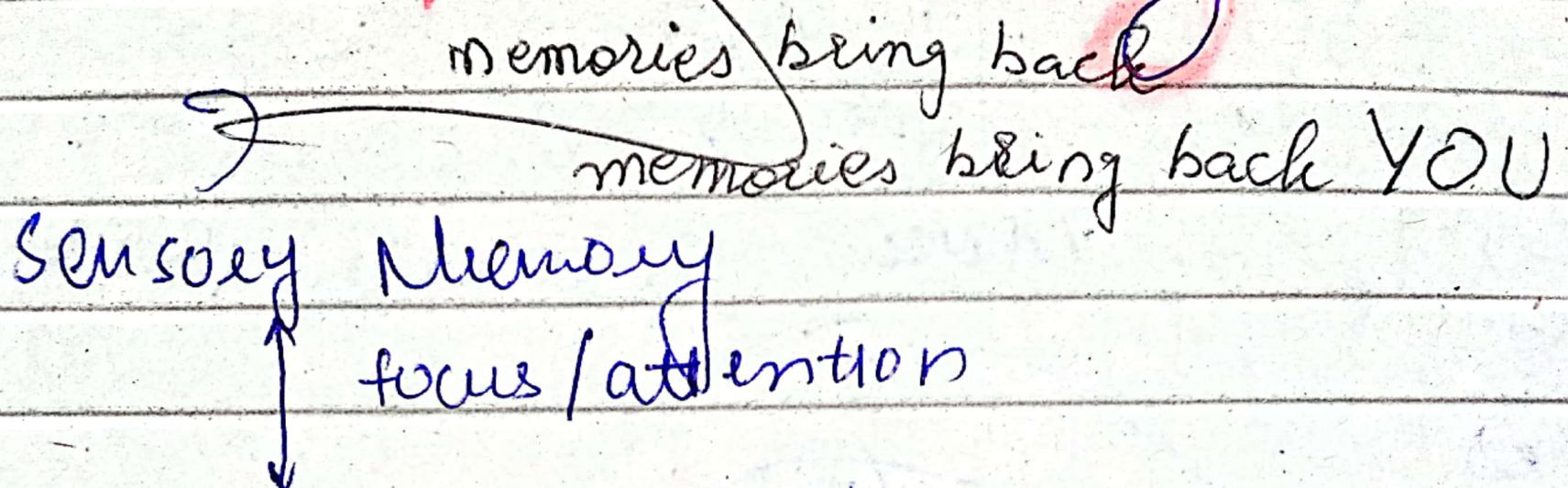
Differentiate b/w process Oriented, structure Oriented and Psychological Design rationale  
How it will be helpful in your Semester Project?

### Process Oriented :-

- This design is more interested in historically accurate description of a designing team. making some decision on a particular issue for the design.

### Structure Oriented :-

It is more interested in providing the conclusions of the design activity, rather than in preserving the historical evolution of the design.



# Memory

## Sensory memory

} focus/attention

Short-term

} Rehearsal

long term

} forgetting

} Interference

} Episode

} free Entertain

Information in long term se laate  
main. Senses se retrieve kerte hain  
information. Jese sir last Thursday  
no class lema b hool gae thw :-P.

Old information replace new informed  
Old memory interferes with new

Sixtyms aae class mein, tw forgetting oceue  
whi hua.

→ J

## Proactive interference-

→

Old information replace new information,  
Old memory interfier new info.

## Retro-Active In

new information replace old  
information.

⇒ Baij cheeron pe compromise krt  
hain tw ha. design perfect nahi

(P)

Date \_\_\_\_\_

# “Human Computer Interaction”

→ The mother of all demos.

→ Author known as topic kari koi XD

## Interaction :

-- Domain    -- Goals    -- Task Execution.

→ wo jo lecture de raha thi aaj :P

- What is interaction.

A. Exchange of information.

Q. Rose Devnkoutha keek jagah se doosri  
jagah keek janaa etc.

Initial state no final state se midane  
k liye



Date \_\_\_\_\_

different ways to achieve  
same goal.

### Final Project

Domain → HCI.

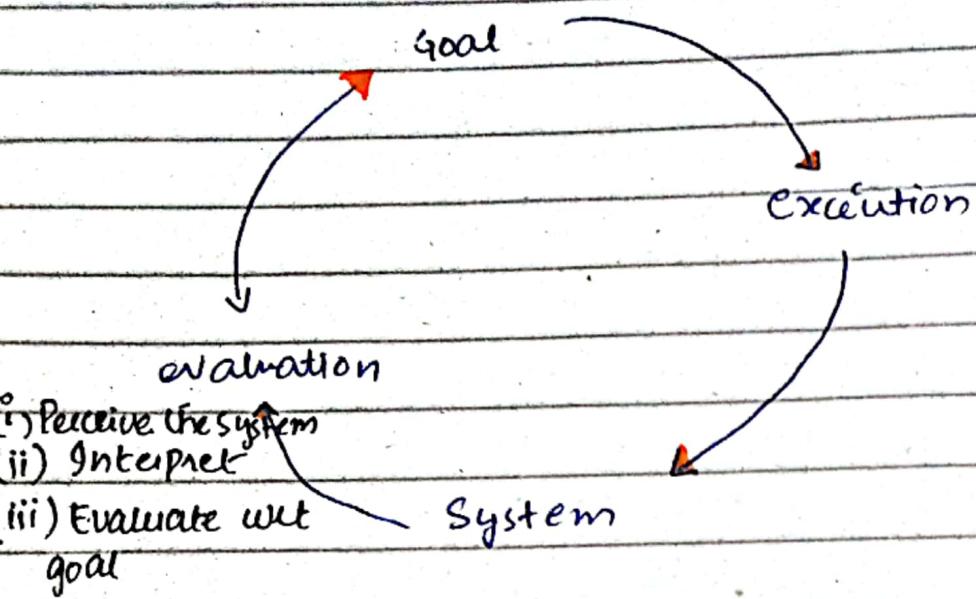
Goal ↓  
Goal → weightage

task execution → Goal to achieve wrt  
code like etc.

## Norman Interaction Model :P

De du

Interaction Model:



Indu

① Goal → lights off Krrn i hain XD

② action specification → Moving-Pressing the button.

③ action Execution

Execution

Presentation Through Multimedia:p

→ Yehi Goal hai'

Execution → Laptop placement

→ On laptop

→ unlock

→ plugin

→ Projector se connect krenge.

→

## Deductive:

TOP → bottom

Conclusion hi jata main.

→ Dialog model hi kr regognize krte ble  
bla.

## Inductive:

bottom → top.

\* Jeene k na wo hm exams se pehle pehle  
sara course ke topic ikon usmein  
se hmein pta hi hota kya aega ikon  
Syllabus sehi aega jo cover hu. etc.  
( unseen information se conclusion ig)

## Abductive:

bottom → top

Conclusion se ~~reason~~ reason  
waja ka nikalte.

Conclusion → Reason, Causes  
bla bla

website crashed



De bug krenge ( +  
Pta krenge etc )

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demo  
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↓  
partner

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- Reading Assignment:

(~~PSY~~. Psychological design wala)

(These assignments mein hi sawal aye hain)

the user will  
demonstrate  
knowledge about  
↓  
task.

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using namespace std;

## ① The pieces of design

Attributes → Backward reusability.

Measuring concept: Undo an error

recent → undo  
around

Measuring Method:

User jitna bhi Undo karna chahiye.

Now level: no undo.

Worst Case: Many actions.

Planned level: max. of two explicit user actions.

Best Case: One explicit cancel action.

## Design Rationale:

Defines the system that why a system is the way it is including its structural or architectural / functional