

# HCI

## The Interaction:

### Terms:

- ⇒ domain: area of work
- ⇒ goal: what to achieve
- ⇒ task:

recognition  
pellet, ragistan

recall  
India capital

Takeaways (perceiving)

## Donald Norman's Model:

### ⇒ Seven Stages:

- Establish Goal
- 

constraint rules

### Cognitive

is the study of internal  
mentality of human.  
How they learn.

ergonomics ⇒ physical characteristics of  
interaction.

## Donald Norman's Model

- ⇒ Establish goal (sb se pehle krna kya)
- ⇒ Formulates intention (Extra intentions)
- ⇒ Specify Actions (kukuse actions apko req hai)
- ⇒ Execute Action (design the Actions needed)
- ⇒ Perceive system state (check how system is looking after executing actions)
- ⇒ Interpret system state (what are u getting back)
- ⇒ Evaluate (goal achieved or not)



## Abowd and Beale's Model

⇒ User ⇒ Sys Input ⇒ System ⇒ Output

### ergonomics

⇒ Physical characteristics (like red for warning, seating arrangement, arrangement of controls.)

⇒ Start button is not where close is located.

### Context:

⇒ Office Interface is different from industrial so context matters in HCI

⇒ Indirect Manipulation in industrial for example in office's we directly use softwares but in industrial we use third party apps mostly.

⇒ delays in feedback.

### Interaction Styles

⇒ CLI ⇒ menus

⇒ WIMP ⇒ Natural Language

⇒ Q/A Query dialogue (pop-ups)

⇒ Form-fills ⇒ 3D interface

⇒ point and click (hyperlink)

# Kinds of Menus

- ⇒ Pull down - mouse hold, drag down
- ⇒ Drop down - mouse click reveals
- ⇒ Fall down - hover
- ⇒ Pop-up
- ⇒ Pie (Circle me hoti hai)
- ⇒ Cascading
  - ⇒ hierarchical