Assignment 2:

Explain Model Norman's, KLM, schender model and why we use it. & D/f of it?

Norman Model:

It explain how user think & act while interacting with a system.

Key idea

7stages of action (goal → action → feedback → evalution)

why we use it.

- To understand user behavior
- To identify where user get confused
- To design user friendly interface.

KLM (keystroke-level-Model)

A model to calculate time requirment to perform a task on computer.

Key idea:

Breaks task into keystrokes mouse action, thinking time etc

Why we use it:

- To measure efficiency
- To complete different interface design
- To reduce task completion time.

3) Shneider's Model:

A set of UI design guidelines

Key idea:

8 rules like consistency, feedback, undo and error prevention

Why we use it:

- To design good user interface
- To reduce user error
- To improve usability and satisfaction.