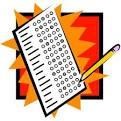
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**Quiz 2:**

**2: Answer the following briefly but substantially.**

1. What are the significance of Human Computer Interaction (HCI)?

-The Design and implementation of computer systems depend intensely on human-PC Interaction (HCI). Human-PC Interaction (HCI) takes a client-centered procedure to support the common sense, viability, and accessibility of advances for individuals. Expanded efficiency and the advancement of new item and assembling connections lead to more joyful clients. Human-PC Interaction (HCI) advocates for a comprehensive plan that considers individuals with inabilities. It assists significant organizations with making fewer blunders and examines moral issues like information protection and security.

Human-PC Interaction (HCI) additionally advances development, multidisciplinary participation, and development while bringing down language and social hindrances. The most vital result of achievements is cheerful clients. To wrap things up, human-PC Interaction (HCI) is basic in creating state-of-the-art items that are exceptional as well as drawing in, moral, clear, and easy to use.

1. Discuss and argue about why Human computer Interaction (HCI) is important with reference to the way in which technology has developed during past forty years.

- Human Interaction Intercept (HCI) has become more ordinary recently as improvement has advanced at an upsetting rate. Human Interaction Intercept (HCI) is basic since it helps engineers with cooking their things for different clients, new particular procedures, and the creating interest for client-driven orchestrating in the globalized, present-day age. It ensures that progression is available to everyone, paying little brain to physical or mental limitations. Besides, HCI increases money-related execution and has a significant impact in tutoring, and it handles moral, security, and confirmation challenges in the electronic age. When in doubt, as advancement has advanced, HCI's importance has affected bringing improvement into people's lives even more easily.

1. Compare and contrast human species from computer specie.

- People and Computers are isolated. We have profound quality, morals, inventiveness, flexibility, general insight, close to home and social knowledge, and an expansive range of feelings. They have natural bodies, lead convoluted mental cycles, and cooperate with the actual climate. Computers have computerized reasoning for specific assignments, no feelings or inner voice, and interface with the advanced or virtual climate. They need information and programming to work and have no ethical quality. These differentiations show how individuals are natural life forms with profound mental and close to home gifts, while Computers are fake gadgets that examine information and calculations.

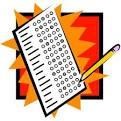
1. Explain the definition of HCI.

-The study of human-computer interaction (HCI) spans several academic disciplines. Users of computers and digital devices will benefit from this development as will software engineers. Human-computer interaction (HCI) researches ways to simplify and improve technology's interface with its human users. Human-computer interaction (HCI) is the study and improvement of people's interactions with computers and other technology, including but not limited to user behavior, cognitive processes, ergonomics, user interface design, and software and hardware usability.

1. Explain the different fundamental truths about computer.

-Modern digital devices operate on basic computer facts. Computers can execute many computations due to their binary representation and Turing completeness. The Von Neumann design divides memory and processor units for predictable operation. As digital devices, computers may be any size, include hardware and software, and work on several abstraction levels. Computers are powerful yet finite and prone to errors, therefore they must be carefully constructed and maintained. They may connect to share information and communicate. These realities help us comprehend these vital and useful machines and are the basis of computer science.

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**Quiz 3:** Make a reaction paper based on the different case scenario presented. Summarize the cases and note some important points. Also, answer how computer does affect once life?

The five case scenarios show how computers are becoming more integrated into our everyday lives, emphasizing both its advantages and drawbacks.

The computer-airplane fusion in Case #1 shows how technology may be good and bad. The catastrophic disaster of American Airlines Flight 965 shows how important computers are in aviation. Computers provide enhanced navigation and communication, but they also add human mistake, raising problems regarding human decision-making and automated systems.

Case #2 explores how cameras become powerful electronic gadgets. Digital cameras include automated focusing and exposure, but they may be challenging to operate, demonstrating the balance between conventional camera performance and computer complexity.

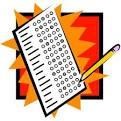
Case #3 an alarm clock with computer functionality shows how ordinary products may become smarter but harder to use. The alarm clock that may not indicate its armed condition illustrates the necessity for user-friendly design, particularly in complicated digital systems.

Case #4 involves cars like the Porsche Boxster, which are rolling computers. The automobile shutting down due to limited gasoline illustrates how computerization may have unanticipated effects. Computers in automobiles provide many benefits, but improper management may cause safety problems.

Case #5 shows how battleship control systems use computers. The USS Yorktown disaster shows the need of reliable software systems in military settings. It emphasizes the necessity for rigorous software development to maintain computer system stability.

These case studies show that computers have become an integral part of our lives, bringing exceptional advantages but also creating issues relating to human-computer interaction, user-friendliness, and unanticipated consequences. The widespread use of computers emphasizes the need for ongoing innovation, responsible design, and critical examination of human-machine relationships. Developers and users must improve and manage computerized systems as technology advances. Balance the promises and risks of these linked technologies to create a more efficient, safe, and harmonious computing future.

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**Quiz 2: Essay.** Answer briefly but substantially. Write your answer on the spaces provided.

1. What is the relationship between Usability goals and User experience goals?

**Experience Goals**

**Usability Goals**

-The goal of usability and user experience design is to improve the interaction between a product and its end user. Because of its importance to the user's overall impression of the product, usability testing is an integral part of the development process. The study of usefulness, efficiency, and effectiveness is known as "usability." Error rates and total project duration are two variables that are of relevance to both camps, as are the goals and needs of the final user. The goals of usability tend to be more pragmatic, whereas the focus of user experience is on the user's internal experience. It is common practice in iterative design to keep usability as the primary criterion while increasing user experience goals in an effort to create a fair balance between the two. Using this methodical procedure, we ensure that our goods are not only practical, but also enjoyable to use.

1. What is your own definition of a Perception? From the picture presented, what do you see in the image?



From the picture presented, what

do you see in the Image?

-First is saw the image of women who ware hat. Perception for me is the mental process through which we identify and make meaning of sensory data. One element of perception is the emotional response we have to the data. Perception may be thought of as the process by which we take in sensory data from our environment and use that data to guide our actions in reaction to that data.

1. From the discussion on Usability, explain “**Don’t make me THINK, is the key to a usable product”.**

-This means that a product must have an easy-to-understand and obvious design so that people can use it easily without having to think about it or figure out how it works. This method improves the user's experience by making it easier on the mind, making the user more productive, and lowering the chance that they will make a mistake. "Don't make me think" is a piece of advice that product makers can use to make sure their products meet customer wants and make contact with them easy. This shows how important it is to keep things simple and easy to use, which makes usefulness a top concern when goods are made.

1. What is the difference between Ease of Use and Usefulness?

-When assessing a product's value to the consumer, it's crucial to consider both its "usefulness" and its "ease of use" in the context of usability and the user experience. The term "ease of use" describes a product's friendliness toward its end customers, namely how simple it is to use. In contrast, the product's usefulness depends on how well it satisfies the customer's requirements, how well it helps them achieve their objectives, and how well it provides them with features that make their lives easier. While product usefulness looks at how well it helps people accomplish their goals, usability examines how well it streamlines those interactions and how much mental effort they need. A winning solution will find a happy medium between these two factors, satisfying customers with high utility and little learning curve.

5. Recall an experience you had in using a Computer System *e.g. ATM*, identify some good experiences and bad experiences encountered.

-Both good and bad things came up throughout my time at an ATM. The ATM's user-friendliness was remarkable, with a clean design and simple, straightforward instructions that even a financial novice could follow. The machine's accessibility at all hours in a convenient location, together with its several functions (including balance enquiries and bill payments), made it a useful tool for managing personal finances. However, there were drawbacks, such as cards not always being read, which posed a security risk, and the ATM being down at inopportune times, which made getting cash difficult. This incident emphasizes the need of keeping ATMs trustworthy and providing a smooth customer experience.