

ASSIGNMENT

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• NORMAN'S MODEL

- ① Normans describes interaction through seven stages
- ① establishing the goal,
 - ② formulating intention
 - ③ Specifying the action sequence
 - ④ executing action
 - ⑤ perceiving system state
 - ⑥ Interpreting system state
 - ⑦ evaluating system state

① Two Key Concepts

- ① Gulf of execution The gap b/w what users want to do & what the system allows them to do.

① Gulf of evaluation

The gap b/w the system's output and what users expected.

① KLM (KEY STROKE-LEVEL MODEL)

it is use to predict user performance time by listing operator sequences and summing their execution times. i.e. A model that calculate ^{much} how ~~an~~ expert user will take time to ~~do~~ do the task.

K = Key Press

P = Point with mouse

H = Home Hanel

D = Draw

m = Mental preparation

R = System Response.

① SCHNEIDER'S GOLDEN RULE:

→ Set of UI Design Principle that makes interfaces easy and user friendly.

① Consistency :- Use similar designs, icons, a terminology for similar action

② Shortcuts: Provide keyboard shortcuts for users.

③ Informative Feedback: Give clear feedback for every user action about what is happening.

④ Closure: provides confirmation & closure when tasks are completed

⑤ error Handling: Prevent errors and provide simple recovery instructions when they occur

⑥ Undo: Provide undo/redo functionality.

⑦ User Control: Let user be in charge of the control not system

⑧ Reduce short term memory load: keep interfaces simple use recognition.