

ASSIGNMENT

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• Norman's MODEL

- 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

• Two key concepts

- Gulf of execution The gap b/w what users want to do & what the system allows them to do.
- Gulf of evaluation The gap b/w the system's output and what user's expected.

② 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 mode that calculate how much user will take time to do the task =

K = Key Press

P = Point with mouse

H = Home Hand

D = Draw

M = Mental preparation

R = System Response.

③ SCHNEIDER'S GOLDEN RULE:

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

① Consistency :- Use similar designs, colors, 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 interface simple, use recognition.