

**ASSIGNMENT SUBMISSION COVER SHEET**

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| SUBJECT CODE | : | COMP1649 |
| SUBJECT TITLE | : | Human Computer Interaction and Design |
| PROGRAMME | : | BSc (Hons) Computing |
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**(REPORT 🡪 3000 to 4000 word)**

1. **Introduction**

Human computer interaction often known as HCI refers to the area of research and practice of the way in which computer technology influences human work and activities (Dix, A. J, 2009). Nearly for three decades, HCI has growing rapidly and steadily among the white-collar worker from many other disciplines and incorporating diverse concepts and approaches. As the evaluation of technology expand at the present time, a vast set of input devices has reformed the way individual interact with computer. For instance, smartphones, that allow users to interact with a computer using only their hands’ webcams and microphones, used together to make video-calls and many others. The following Interaction design coursework highlights concept creation and a mid-fidelity prototype of smart universal remote control will be created as well.

1. **Framework for Interaction Design**

Interaction design deals with how users interact with your website or mobile app from first contact to last moment. An interaction design framework can help you create work faster and more efficiently, saving money and rework. Let’s get into what interaction design is and see how an interaction design framework can come in handy during the design process.

In this Interaction Design Coursework, we make the university website prototype for new students which will be shown in android mobile devices. And as our coursework analysis report, we will present about how cognitive psychology affect the users in HCI, design principles and guidelines used in the prototype, methodology which used in our prototype, multimedia application types use. Moreover, we will also evaluate about the DSDM methodology processes in our prototype: feasibility as purpose of the new system design, foundation process as Use Case Diagram, Exploration as Prototypes (Low Fidelity Prototype and High Fidelity Prototype), Engineering as Primary and Secondary Scenarios and Deployment process for clients as Task Cases.

**2.0 Explanatory framework**

**2.1 PACT Framework**

One of the framework in Interaction design is PACT Framework. According to Anderson (2011) states that PACT framework gives an overall view of existing system. This framework is an essential approach for designers to understand many aspects before creating a design solution. PACT Framework mainly focuses on four element which include People, Activities, Context and Technologies. According to Benyon et al (2005) states that PACT as a useful framework when it comes to design solution on the subject of interactive system.

The variety of every one of these four components makes designing intuitive frameworks testing, at the end of the day fulfilling.

Anderson (2011) writes that using a PACT analysis enablesa greater understanding of existing systems. Since people use technologies in different contexts, the PACT framework was created to all the aspects of human-centered interaction. The PACT Analysis tries to see where activities are conducted with whichtechnologies in different contexts. The variation of each of these four elements makesdesigning interactive systems challenging, but ultimately rewarding. Technologies willalways be available to support everyone to perform activities and when new technologiesappear, the way of performing the activities changes (Benyon, 2005).

The designers can inherit the variety of those four elements. Benyon et al (2005) acknowledge the PACT as a useful framework for thinking about a design situation in relation to an interactive system. Performing a PACT analysis would be useful for both our analysis and design activities; understanding the current situations, seeing where possible improvements can be made and envisioning future situations. With the PACT analysis we were able to bring together all our research on our target users and scope out the variety of different people, activities, contexts and technologies possible. From the analysis we could develop clear and concrete scenarios of how our target users would be interacting with our E-Tourist website. With the PACT analysis we were able to bring together all our research on our target users and scope out the variety of different people, activities, contexts and technologies possible. From the analysis we could develop clear and concrete scenarios of how our target users would be interacting with our E-Tourist website. We felt that performing a PACT analysis would be useful for both our analysis and design activities; understanding the current situations, seeing where possible improvements can be made and envisioning future situations.

2.1.1 People

2.1.2 Activities

2.1.3 Context

2.1.4 Technology

**2.2 3C Framework**

**3C Framework**

**Reference**

Benyon, David, Phil Turner, and Susan Turner. Designing interactive systems:People, activities, contexts, technologies. Pearson Education, 2005.

Anderson, Adam. (2011) PACT Analysis and prototype design for an interactivesystemhttp://www.scribd.com/doc/49977330/PACT-Analysis-and-prototype-designfor-an-interactive-system (20111030)

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Reference link

Chapter 1

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| <https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/human-computer-interaction-brief-intro> |  |
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Chapter 2

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Chapter 3

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Chapter 4

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