

# Human Computer Interaction report

## User Interface and Website Evaluation

This report takes the critical approach to study and learn the HCI main concepts, mainly Shneiderman's 8 Golden Rules. The report will focus on certain pages or interfaces to make efforts meaningful and achievable, as criticising the entirety of a systems UI is not useful to the learning process for university students.

Alongside that an improvement suggestion will be given regarding each flaw in the design that contradicts the 8 Golden Rules.

As for reference, the 8 golden rules are:

- 1) Strive for consistency
- 2) Enable frequent users to use shortcuts
- 3) Offer Informative feedback
- 4) Design Dialogue to yield closure
- 5) Offers simple Error Handling
- 6) Permit Easy reversal of Actions
- 7) Support Internal Focus of Control
- 8) Reduce Short Term memory Load

This report is part of a semester project that has an Interface design using Figma. In which the colleagues will aim to make an interface that yields to the 8 Golden Rules of our dear strict friend Shneiderman.

‘Ben Shneiderman (born August 21, 1947) is an American [computer scientist](#), a Distinguished University Professor in the University of Maryland Department of Computer Science, which is part of the [University of Maryland College of Computer, Mathematical, and Natural Sciences](#) at the [University of Maryland, College Park](#), and the founding director (1983-2000) of the [University of Maryland Human-Computer Interaction Lab](#). He conducted fundamental research in the field of [human-computer interaction](#), developing new ideas, methods, and tools such as the [direct manipulation interface](#), and his eight rules of design‘

his Awards through his Career include: Member National Academy of Engineering, [ACM Fellow](#), AAAS Fellow, IEEE Fellow, IEEE Visualization Career Award, SIGCHI LifeTime Achievement, Miles Conrad Award,



Strict man smiling :)