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HCI CT 3

Section A

1. What is the difference between verification and validation?
2. Describe the principles of robustness based on Youtube.
3. What is the psychological design rationale?

01 verification:- this is actually indicating, whether the

requirements of any system are equal to

the implemented system or not. that means

we have to develop right Product based on

the initial requirements. ✓

validation:- this is totally depends on the user.
that means we have to given their opinion, priority to

expectation. In this stage, basically we are

checking whether our system is able to acheive

the customer's true expectation or not.

one important thing is that. For verification

testing is the 1st Priority and it is easy to

verify sometimes, but validation is much harder.

③ Psychological design rationale:- this type of designs are created based on user/designer's Psychological thought. that means we are working with only previous data, we never think that what will happen in near future. We are assuming that once a user's behaviour will always be same, that's why we are processing historical data sometimes in this design rationale. For this we can say that, it is under process oriented rationale. Here post hoc reconstruction occurs with claim analysis. claim analysis means we previously thought our system will be useful for 18-20 years old ages people and we will apply a interface that is suitable for them, but then we are changing our mind and we may have to reanalysis those things.

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② Youtube:-

① Observeability : user can simply observe ~~observe~~ which
state they are in. Youtube authority is allowing user
. to track their activity login History, they can
preview their Profile and whatever they want
to show everything is visible to them. and
they have the right to observe in any mode like dark
or default system theme.

② Recoverability : they have quite good recoverability.

Suppose if ~~we~~ we mistakenly liked in any video, we
can simply discard that, and sometimes
Yt suggest us to attend some survey, in those
survey
~~survey~~ form we have the opportunity to recover
our fault. that means the system has

the fault tolerance capability. Simply we can subscribe and unsubscribe both option. that is also indicating, we can recover previous state.

③ <u>Responsiveness</u>: the interaction between user and yт are quite smooth. like if we want to change the quality of video, system is suggesting us, and if we search anything system is showing us relatable result for that search even we inputed wrong input. and all over the system we can get help from them but pointing out the task, we can easily recognize what tasks will perform what action.

④ <u>task conformance</u>: I think here tas~~k~~

conformances are not well mentioned. as new user's can ~~can~~ not know ~~too~~ what ~~are~~ ~~are~~ all possible tasks. this can be done. because here, no proper guidelines are given. but for all tasks. the main work of this is to search any videos. ~~~~

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Answer to the Q NO ①

Difference between verification and validation :—

Verification	Validation
1) Verification is the process that is satisfied functional and non functional requerment	1) Validation is the process that process satisfied application requerment
2) Verification start with the development	2) validation start after the complete development
3) Verification state. our main concernt is the coding / development is correctly grow	3) Validation state. our main focus is development application and requerment are satisfied or not.

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Answer to the Q NO ② {#answer-to-the-q-no-2}

Describe the principle of robustness for youtu

Robustness:-

observability:- We are ensure that users able to oresenbe youtube inteleveal whats happen; like process, progress. user get permission from the authority. I think users observe the internal and extanal progress.

✓

recoverability:- abale to achive the goal after the recognige error. Error is common fenomenon but gracefull enror er is very importent. Suppose unimpor tent video save o utmy main save playlist. After the save I can easily remove that unimportent video. Similar to like and subsotibe buttfon. If we unfortunetly subscribe or like a youtube channel. Abale to unlike or unsubscribe buttom.

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Responsiveness:- How much time a users and youtube communicate each other. The rate of interaction between user and interaction. youtube have lot of button like button, subscribe button, save, button three dotted button. When users hoven mouse on the button that time as toltip ~~button~~ text popup on screen that is responsiveness.

Task conformence:- This principle not follow youtube system.

Psychological design rational :- is the design prototyping tecnique. In this process users or designer uses for design there psychological tecnique.

Psychological design rational similar to process oriented design. Because psychological design users do not concernt about near future fenomenon.

2 psychological design users think about previous (old data. Suppose a most importent web'side serven down for the sudden timely buf usen do not throug the bad manner. That means 100% not sure users letten any error or serven down do not saw the good manner. It's depend on previous (oldes fenemenon?.