

Scenario:

Let's imagine Lisa is alone at home and bored. So, she wants to go somewhere and watch a movie.

Using Normen's Model of interaction briefly discuss Lisa's activities.

1) User establishes goal:

Lisa wants to kill her boredom/loneliness.

2) Formulates intention:

She believes that a movie can kill her boredom and thinks this is the best idea.

3) Specifies action at the interface:

Lisa prepares herself for going outside and checks the availability of the nearest theatre and also the show time of the movie.

4) Executes action:

She purchases the ticket, then goes inside the theatre and sat in her seat.

5) Perceives system state:

(this is indicating the result after executing the actions)

She watches the video, and context and also hears the audio of the movie.

6) Interprets system state:

(the inputs you are taking, are you enjoying that or not)

Interpret effects on Lias's understanding(reflect).

7) Evaluates system states with respect to the goal:

After watching the movie Lisa will decide whether watching the movie to kill her boredom was a good idea or a bad one.