

মানুষকে নিজের নিজের কাজে অংশীদার করে নিয়ে
কাজ করা কোন দরকার, অর্থাৎ premium app
এর concept আসলো।

Chapter-04

Paradigms

আমাদের evolves টা কিভাবে হয়েছে সেটা দেখানোর
Understanding HET history. Initially একটি
Computer একটি room এ রাখতো, আর একটি packet
এ। Interactive technology কোন কোন tool দিয়ে
সেটা আমরা দেখা,
Initial
Based on paper. আরও আরও Paperless হলো।
একটা office একটি computer. আর এখন দেখানোর
একটি, time sharing - limited হিসেবে আসে। min

અમિ 5 min. તો તમારું Networking વડે ટીપ્પણ આપવા,
કોઈ આપણું માટે અવિરત થાય, Knowledge sharing

થાય. CLI તમારું graphical displays more

useful. તમારું invented થયો microprocessor આ

કોઈ અંગ્રેજી સરળ થઈ ગયું, માન્ય સમિતિઓ,

personal computer આપવા, WWW આપવા, તમારું

Ubiquitous computing આપવા - Sensor based

અવગણે અવગણે Computer રહેતું હતું, અતિ

sector ૭ connected થઈ ગયું છે.

Time sharing બેક મિડ,

→ Date ગણતરી, લોકો વચ્ચે મુદ્દાઓ,

Programming tool કિતો આપવા, માન્ય મુદ્દો (ગદ)

લોકોને Computer કે control કરવા માટે,

Personal computing আসতো, আর WIMP আসতো,

Metaphor → মানুষ চাহে আর normal কঠোর Interaction.


রে real life activities সূচ্যে virtually কিছু

আসতো, আর কিছু করা যেনা like স্লাইড শাওয়ার

slides থেকে

Direct manipulation → GUI তে আসলাম, what you see is what you get. User রা ইচ্ছা যখন চা
যুগ্ম করতে পারবে।

Hypertext → আর document এ আর document link
করে দেওয়া, এতে place বসে আসতে পারে।

Multi modality → sound দাঁড়, keyboard ও word
লিখা, mic দিয়ে কথা বলা, আর দাঁড় করাও, 

CSCW (computer supported cooperative work)

single use ~~system~~ Single Computer System user
bias ହୁଏ, social aspects ଧ୍ୟାନ ନେଇ
ନୁହେଁ, prominent success ହେଲା Email.

The WWW :- Hypertext, closed system. simple,
universal protocol user interface (HTTP).

Agent-based Interface

~~original~~ Command (ହାତ) ଦେଇ computer (ର)
language ଓ ~~ସଂସ୍କୃତ~~ ନିର୍ଦ୍ଦେଶ ଦେଇ,
Direct manipulation:-

→ Action based task

→ Command performed on "world" representation.

→ Avatar, natural language (facebook ବ୍ୟବହାର)

Ubiquitous computing

କେଉଁ technology disappear ହେବ ଏବଂ ଲୋକେ ଏହା
profound technology. କିନ୍ତୁ କିନ୍ତୁ କେତେକ ସିଦ୍ଧାନ୍ତ?

shrink and embed it in the physical world.

କେଉଁ Interaction design କେତେକ ନିମ୍ନଲିଖିତ demand
ହେବ ନା.

Sensors based and content aware interaction

human-context ସହ କେତେକ କ୍ଷମାଶୀଳ ଯନ୍ତ୍ରଣା,
physical phenomena automatic sense କରନ୍ତୁ.

location, light, identity.

Questions:-

recent ~~ବ୍ୟବହାର~~ ବ୍ୟବହାର

କେଉଁ, middle

WIMP. Initial

time phasing (ହେବ)