## Computer Science Bible

IB.CS-HL 1 & 2

Nerds, et al







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## 1. Systems

## 1.1 Range of Usability Problems with commonly used digital devices

- 1.1.1 Usability
  - Definition 1.1.1 Effectiveness.
  - Definition 1.1.2 Effiency.
  - **Definition 1.1.3 Ergonomics.** In usability of system design, ergonomics is the qualities of system design that makes it safe and comfortable to use.

Some examples of ergonomics could be the size of the keyboard, the size of the screen, the resolution of the screen, the size of the mouse, the size of the buttons,

- Definition 1.1.4 Accessibility.
- 1.1.2 Digital Devices