ACTIVITY No. 2 : THE COMPUTER

ACTIVITY 2.1: EXPLORING COMPUTER SYSTEM

Objective

Examine a range of input and output devices in order to understand how they influence user interaction with the system.

Materials

Computer unit with input and output devices
Internet connection
Multimedia software

Background

After having an understanding of the aspects of human capabilities and behavior of which we need to be aware in the context of human-computer interaction, we now explore computer and its system which comprise various elements like input and output devices, virtual reality systems, etc. each of which affects the user of the system and look into how technology influences the nature of the interaction and style of the interface.

Procedure

A typical computer system is comprised of a QWERTY keyboard, a mouse, and a color screen. There is usually some form of the loudspeaker as well. Answer the following questions:

1. Know how the keyboard, mouse, and screen work by opening one or two programs installed in the computer unit. If you have no idea, research using the internet?
ANSWER: The keyboard, mouse, and screen have different usage, the keyboard allows the user to type or input commands, the mouse allows for pointing and clicking, and the screen displays the output of what is in the computer or what the user does.
Reference:
2. What sort of input does the keyboard support?
ANSWER: The keyboard is an input device, a person can type a document, use keystroke shortcuts, access menus, play games and perform a variety of other tasks.
Reference: https://computer.howstuffworks.com/keyboard1.htm
3. What sort of input does the mouse support?
ANSWER: The mouse supports input by allowing users to move a cursor on the screen and interact with graphical elements through clicking, dragging, scrolling, and hovering, this would translate physical movements of the hand into movements of the cursor on the screen.
Reference: https://learn.microsoft.com/en-us/windows/win32/inputdev/about-mouse-input

4. Are these adequate for all possible applications. If not, to which areas are the most suited?

ANSWER:

There are specific applications where alternative input methods may be more suitable, though the keyboard and mouse are input devices there are tasks that involves specialized input requirements, for say a complex 3D modeling.

Reference:

5. Do these areas map well onto the typical requirements for users of computer systems?

ANSWER:

Yes, the areas are covered, these are the typical requirements for users of computer systems. This discusses the use of a mouse in a workplace setting, mentioning the use of a mouse in conjunction with a keyboard and other computer components.

Reference: https://www.ccohs.ca/oshanswers/ergonomics/office/mouse/mouse_problems.html

6. If you were designing a keyboard for a modern computer and wanted to produce a faster, easier to use layout, what information would you need to know, and how would that influence the design?

ANSWER:

When it comes to designing a keyboard, I would like to know about the user's preference, such as habits and such, with the thought of customizable shortcuts, adaptive layouts, and hand movement.

Reference: https://scripts.sil.org/cms/scripts/page.php?id=keybrddesign&site_id=nrsi

7. Create your own version of a keyboard using any multimedia software and upload.

When it comes to designing my own keyboard, I went with the basic but I prefer just to have the 60% keyboard.