What is a model?

Storyboarding

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UML modelling

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Graphical user interface, text, application, email

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Graphical user interface, application

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Graphical user interface, application, Teams

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Text

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What inputs does a smartphone have, for example? A smartphone has an input of a touchscreen that's quite similar to a keyboard. Let's think about other ways that we input data into smartphone. Another method is that we regularly talk into our smartphones, so that's a form of audio input for our smartphone. Sometimes if we're playing games, are smartphones might be able to track our gestures as well. Again, smartphones are a pretty boring form of computer these days. Computers are all around us and the types of inputs they take are very diverse. In VR, for example, our head movements are being tracked if we're wearing a form of head-tracking VR system. Even our washing machines are computers these days, and the inputs that they have are things such as buttons that we are pressing or even wake senses within the machine. Just because your first thoughts for input might be about buttons, and keyboards, and mouse, doesn't mean that that's what they always restricted to do. Computers these days can sense light levels, they can sense sound levels, some can even sense smell. Computers can be very diversely modeled in terms of what their inputs are.

What outputs does a computer have? If we think about our standard one, a computer will have a screen that shows us information and it can often output audio. There's a quite basic. If we go back to those instances of other types of computer, for example, our phone emits haptic output. Haptic means buzzes, or shaking, or anything that we can sense with our hands, anything that we can sense through feel. If we think about that, washing machine example, one of the outputs of a washing machine is the correct amount of water and the correct amount of spinning of a motor. There are a number of different types of outputs that we can have as well.

The final aspect we want to model here is the processor. This is an important aspect of a computer, exactly how quickly can I produce responses to some of the inputs that we are giving it? How much data can it store? For example. The ideas of its RAM, its CPU. Things relating to the processing and memory. These are also important parts of our model of a computer.

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Diagram

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Graphical user interface, text

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G -> **Goals** are something that user wants to achieve

O -> **Operators** are action performed to achieve the goal (Functions)

M -> **Methods** are sequence of operators that accomplish a goal

S -> **Selections** is a set of processes where there can be more than one method available to accomplish a goal

Graphical user interface, text, application, Teams

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GOMS-KLM

K -> Keystroke are key pressed on keyboard or point and click

L -> Level

M -> Model

<https://en.wikipedia.org/wiki/Keystroke-level_model>

Graphical user interface, text, application

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Normans Action Cycle

Evaluate the state of the system based on our execution.

Letter

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Text, letter

Description automatically generated

Text, letter

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Graphical user interface, application

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