HUMAN COMPUTER INTERACTION PROJECT 1

Student Name:	
Student ID	

Overview:

User experience is the process of enhancing user satisfaction with a product by improving usability in the interaction with a product, to enhancing the experience the product supposed to be a useful, ease to use, Learnability and other impacted factor required for behavior intention of user.

Aim:

This project is required to study the most required factors in order to understand the Behavior intention of user experience and his/ her interaction in **eLearning**

Select one of the following case study:

- https://www.w3schools.com/java/
- https://www.tutorialspoint.com/java/index.htm
- https://www.geeksforgeeks.org/java/

Task:

The students should provide the survey based on quantitative study and proposed hypothesis (assumptions) to design questionnaire then distributed to the users (with or without experience) in order to proposed new model of user experience and its behavior intention.

Construct Used:

Behavior intention.

Proposed Factors:

Included the above, the students need to proposed three factors from the following:

The case study is based on selected Students Group of the relevant field

Factors Proposed:

You need to select four factors as follow to study behavior intention of user experience:

	Proposed Factors
1	Perceived Ease of Use
2	Perceived Usefulness
3	Learnability
4	Effect of Perceived Enjoyment

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5	Motivation
6	Efficiency expectation
7	Memorability
8	Trust
9	Effectiveness
10	Social Influence

Requirements:

1. Topic title should be included choosing case study
2. Introduction: overview of selected platform.
3. Objective: Identify the goal of your study with understanding problem space and determine strength and weakness
4. Data collection: Given Behavior intention factor what is the most relations with proposed factors based on received highest values of hypothesis (assumption) from questionnaire.
5. Result and Discussion: Design a model and the result received according number of hypotheses strongly agree, agree, neutral, disagree, strongly disagree. List on the table, give your opinion in the result.
6. Conclusion

Guidelines of report submission

- Each group consist not more than 5 students.
- Design survey (quantitative study) for each proposed factor 5 MCQ questions (hypothesis) see the sample above, the group students should submit questionnaire using google form and share to your colleagues, expected at least 30 responses, the received responses from colleagues in your email included graphs result needs to include in the appendix of report.
- Presentation will conduct on the class and presenter should use PPT file.
- Submit word document with cover page
- Use only Times New Ramon, title font 24, paragraph is 12, spacing 1.5
- Overview: introduce your report in small paragraph
- Propose model with new proposed factors
- Conclusion: Small paragraph which reflected your overall opinion according received result.
- Appendices: this part of your report will consist unnecessarily graphs generated from google form and sample of questionnaire.

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Sample of questionnaire in social commerce

No.	Statement	Your opinion				
Performance Expectancy: your opinion on the benefits that would be attained from using social commerce.		**Strongly agree**	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
1	Using social network account would help in discussing opinions and requirements about the commodity with the producers, suppliers, and distributors more effectively.					
2	Using my social network account in online shopping would enhance my effectiveness of online shopping.					
Effort Expectancy: your opinion about the ease of use.		**Strongly agree**	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
3	Using my social network account in online shopping is clear and understandable.					
4	I would find it easy to let the shopping system do what I want it to do.					
Social Influence: your opinion about the society influences on your decision to use the social commerce.		**Strongly agree**	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
5	Friends on my social network account positively influenced me to use the social commerce.					
6	I prefer to carry the online shopping process accompanied by my family or one of my friends.					
Behavioral Intention to use: your opinion on continuing use social commerce in the future.		**Strongly agree**	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
7	I would use social commerce in my online shopping to get the benefits of the use of social					

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	networking tools in the online shopping operations.					
8	I predict that social commerce will enrich my online shopping experience.					

Sample of proposed model