

## Assignment #2

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Explain models Norman's, KLM,  
& Schneider model & why we use  
it, & Difference of it.

### 1) Norman's Model:-

it explains how users think &  
act while interacting with a system.

Key idea:-

7 stages of action (goal → action →  
feedback → evaluation).

why we use it:-

- To understand user behavior.
- To identify where user get confuse.
- To design user-friendly interfaces.

### KLM (Keystroke-Level-Model)

A model to calculate time  
requirement to perform a task on a  
computer.

Key idea:-

Breaks tasks into keystrokes  
mouse action, thinking time etc.

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why we use it:-

- To measure efficiency.
- To compare different interface designs.
- To reduce task completion time.

### 3- Shneiderman's Model:-

A set of UI design guidelines.

Key ideas:-

8 rules like consistency, feedback and undo & error prevention.

why we use it:-

- To design good user interfaces.
- To reduce user errors.
- To improve usability & satisfaction.