

## Assignment #2

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

### i) Norman's Model:-

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

Key idea:-

7 stages of action (goal  $\rightarrow$  action  $\rightarrow$  feedback  $\rightarrow$  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 guideline.

Key ideas:-

8 rules like consistency, feedback and error prevention.

why we use it:-

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