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Assignment: 5

Course: WPL

Explain these models Norman's, Schendler and KLM, why we use it and differences.

Norman's Model:

Explains the steps a user follows from goal to action and result, It shows how users interact and think while using a system.

Why we use it:

To understand user behavior and find where users feel confused.

Shneiderman's Model

Provides rules for designing good user interfaces. ~~It~~ It focuses on making systems easy and consistent.

Why we use it:

To design ~~userfriendly~~ userfriendly interfaces and reduce mistakes.

KLM (Keystroke level Model)

Calculates the time needed to complete a task, it breaks action into small steps like key press and mouse move

Why use it:

To compare methods and choose the fastest and most efficient one.

Point	Norman's	Shneiderman's	KLM
Type	Thinking model	Design guideline model	Performance model
Focus	How user thinks and act	How to design interfaces	How fast a task is done
Used by	UX researchers	UI designers	Usability engineers
Main purpose	Find user confusion	Reduce errors and improve usability	Improve efficiency