

GROUP ONE

Mercyline Orwa- BITC01/2129/2020

Caroline Mburu- BITC01/2131/2020

Edwin Kipkorir- BITC01/2185/2020

➤ **QUESTION; Explain why in most cases HCI is so important in getting a device adopted from a business perspective. Give a contrary example where a technology experienced high adoption after being introduced, despite poor HCI design, and explain why this was the case.**

- HCI stands for human computer interaction, which is the study of how computer technology affects human labor and activities. It can also be referred as the study of creating computers and technologies to best serve their users.
- HCI is linked to a design field known as interaction design or user centered design which focuses on how to make computer technology as simple and enjoyable as possible.

❖ **Why is HCI important in getting a device adopted from a business perspective?**

HCI is an important consideration for any business that uses technology or computer in their everyday operator.

- 1) Well designed usable systems ensure that staff are not frustrated during their work and as a result they are more content and productive.
- 2) HCI makes software and gadgets more intelligible (comprehensible) and useful for everyone by leveraging everyday knowledge of the environment.
- 3) HCI is especially important in the design of safety critical systems such as those found in power plants or air traffic controls.
- 4) HCI equips designers with the ideas, strategies, and resources they need to create easy to use interfaces that don't require training.
- 5) HCI enables simple and less costly documentation.
- 6) HCI helps reduce the need for computer support.
- 7) It enables longer market life.
- 8) HCI enables for credible marketing claims.
- 9) It helps in advancing our careers and studies.
- 10) HCI brings together expertise from computer science, cognitive psychology, behavioral science, and design to understand and facilitate better interactions between users and machines.

❖ **Give a contrary example where a technology experienced high adoption after being introduced, despite poor HCI design, and explain why this is the case.**

- **Mobile learning.**

Mobile devices are often used in the context of AR applications, but also in a wider learning context, promoting situated, authentic and ubiquitous learning. Users are already familiar with mobile devices, henceforth challenges mostly refer to how mobile technologies can be effectively and efficiently employed in learning. Incorporating mobile technologies in education raises concerns as to how learning activities should be designed by instructors and how educators' and learners' thinking is conceptualized when mobile devices are used seamlessly across. A major concern is that although several qualitative studies report positive results regarding mobile learning and its relevance with new learning approaches, there is a notable lack of quantitative reports on long-term impact.