HUMAN COMPUTER INTERACTION - HCI 302

Motas, Jannah Isabel T. 06/06/2024
3-CS3 Mrs. Jesse Ann Salvador-Matanguihan

Activity 3

WEBSITE: W3Schools Online Web Tutorials

W3Schools offers a wide range of services and products for beginners and professionals, helping millions of people everyday to learn and master new skills. They provide a tutorials with lots of examples in different programming languages covering popular languages like HTML, CSS, Python, Java, PhP, and SQL.

The seven (7) principles of Donald Norman are:

1. USE BOTH KNOWLEDGE IN THE WORLD & KNOWLEDGE IN THE HEAD - The interface's design should incorporate new information while utilizing the user's past knowledge. This lets users rely on their prior knowledge, which lessens the cognitive load.
2. SIMPLIFY TASK STRUCTURES - Divide difficult jobs into easier-to-complete steps. This lowers the possibility of user error and facilitates system use.
3. MAKE THINGS VISIBLE - Make sure that all of the options and data required to complete the task are clear and easy to find. This aids users in understanding the status of the system and possible courses of action.
4. GET THE MAPPING RIGHT - Make sure the effects of the controls are related to the controls. An organic and intuitive mapping of user actions to outcomes should be part of the design.

5. CONVERT CONSTRAINS INTO ADVANTAGES - Constraints can be used to direct user behavior and avoid mistakes. Physical, logical, semantic, and cultural limitations are all possible.
6. DESIGN FOR ERROR - Consider and prepare for user errors. Create systems that reduce the possibility of mistakes and facilitate easy error recovery.
7. WHEN ALL ELSE FAILS, STANDARDIZE - Use accepted standards and procedures whenever you can to establish familiarity and predictability. This facilitates users' understanding of the system's functionality and expectations.

In application of these rules to the W3School website:

1. USE BOTH KNOWLEDGE IN THE WORLD & KNOWLEDGE IN THE HEAD - The website uses familiar icons and provides an organized structure for navigation that makes it users feel comfortable.
2. SIMPLIFY TASK STRUCTURES - The websites provide a clear step-by-step tutorials into simple and manageable steps.
3. MAKE THINGS VISIBLE - Buttons and labels are visible and have consistent design and styles.
4. GET THE MAPPING RIGHT - Create predictable behavior in interactive elements (such as run buttons and code editors). Make sure the code runs and the result is displayed when you click "Run."
5. CONVERT CONSTRAINS INTO ADVANTAGES - The website walks users through difficult tasks, like submitting forms or entering code, by using prompts and default values.
6. DESIGN FOR ERROR - When code fails to execute or generates errors, display concise, helpful error messages along with recommendations for fixing the problem.
7. WHEN ALL ELSE FAILS, STANDARDIZE - It follows web design and coding conventions that users are familiar with. The website uses common icons for actions like saving or downloading code.