**ACTIVITY No. 2 : THE COMPUTER**

**ACTIVITY 2.1: EXPLORING COMPUTER SYSTEM**

**Objective**

Examine a range of input and output devices in order to understand how they influence user interaction with the system.

**Materials**

Computer unit with input and output devices

Internet connection

Multimedia software

**Background**

After having an understanding of the aspects of human capabilities and behavior of which we need to be aware in the context of human-computer interaction, we now explore computer and its system which comprise various elements like input and output devices, virtual reality systems, etc. each of which affects the user of the system and look into how technology influences the nature of the interaction and style of the interface. 

**Procedure**

A typical computer system is comprised of a QWERTY keyboard, a mouse, and a color screen. There is usually some form of the loudspeaker as well. Answer the following questions:

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| 1. Know how the keyboard, mouse, and screen work by opening one or two programs installed in the computer unit. If you have no idea, research using the internet? |
| ANSWER: The keyboard is used for text inputs. The mouse is for navigation and selection. The screen is for the visual representation of the output from the keyboard and mouse. |
| Reference: |
| 1. What sort of input does the keyboard support? |
| ANSWER: A keyboard supports alphanumeric input, special function keys (f1, f2, etc.), and keyboard shortcuts after pressing a combination of keys. Some keyboards also have a numeric keypad. |
| Reference: <https://study.com/learn/lesson/input-devices-computer-types.html> |
| 1. What sort of input does the mouse support? |
| ANSWER: Moving the mouse gives navigational input. Mouse buttons for selection and interaction. Scroll wheel for scrolling. |
| Reference: <https://en.wikipedia.org/wiki/Computer_mouse#Buttons> |
| 1. Are these adequate for all possible applications? |
| ANSWER: No because some applications require additional controls that are sometimes not available to a traditional keyboard or mouse. Other applications remove this problem by allowing the user to manually configure their keyboard/mouse controls. |
| Reference: <https://www.numerade.com/ask/question/1-are-mouse-and-keyboard-adequate-for-all-possible-applications-if-not-to-which-areas-are-they-most-suited-do-these-areas-map-well-onto-the-typical-requirements-for-users-of-computer-systems-26837/> |
| 1. If not, to which areas are the most suited? |
| ANSWER: These inputs are most suited for text inputs, computer navigation, and internet surfing. |
| Reference: |
| 1. Do these areas map well onto the typical requirements for users of computer systems? |
| ANSWER: Yes because users of computer systems need to be knowledgeable about the inputs their equipment can give to be able to properly |
| Reference: |
| 1. If you were designing a keyboard for a modern computer and wanted to produce a faster, easier to use layout, what information would you need to know, and how would that influence the design? |
| ANSWER: The first thing I would want to know is the average table size. I wouldn't want a big keyboard for a small table. Aside from that, I would remove any keys that are not so useful for me like the numpad. I also would like to add a tri-mode connectivity feature that includes wired mode, bluetooth mode, and 2.4Ghz wireless. |
| Reference: |
| 1. Create your own version of a keyboard using any multimedia software and upload. |

