1. Pick topic

Human-computer interaction mainly studies the information exchange between human and computer, which mainly includes two parts: human-computer and computer-human information exchange. It is a comprehensive subject closely related to cognitive psychology, ergonomics, multimedia technology, virtual reality technology and so on.

1. Find at least 3 related academic papers (I only find one academic paper)

For me, what I'm most interested in about human-computer interaction is screen reader, voice interaction technology. Therefore, I found two academic papers on the Internet mainly discussing screen reader. The first article is about what makes screen readers on the Internet feel frustrated, a study of 100 blind users. To sum up, this paper mainly discusses the blind stereotype and various obstacles encountered by other users in the use process, which takes a long time.

Perform tasks, especially computer tasks. In one study, blind users spent less time coping with setbacks than visual users. The key to understanding this is how to deal with setbacks. In this article, blind users respond. Frustrations are very different from the previous visual users research. Another important finding of this article is that many of the most common causes of depression are easily solved from a technical perspective. If you focus more on these issues with Web developers and Web administrators, blind user response times may further reduce this frustration.

1. Deep dive on one paper
2. Who are the authors?

Jonathan Lazar Aaron Allen Jason Kleinman Chris Malarkey

1. **What is the problem or question that the paper is taking on?**

The problem is about what makes screen readers on the Internet feel frustrated, a study of 100 blind users.

1. If the paper introduces a new system or technology, what is the "big idea" of the technology?

Use assistive technology to help blind people increase their reading experience.

1. If the paper includes a study, what kind of study was conducted? What are the major findings of the study?

It is about how blind users' reading improves human-computer interaction

1. Does this paper leave any major questions unanswered? If so, what are they?

The article mentioned how to improve the method, but did not mention how to implement it specifically

1. What implications does this paper have for practitioners (UI designers, programmers, etc).

If peoplepay more attention to that Web developers and Web hosts are asked questions about blind users' response times Setbacks can be reduced or even increased.

Reference:

https://pdfs.semanticscholar.org/1b30/7f2e704c1d626324b82b26a7668b83a56f57.pdf