

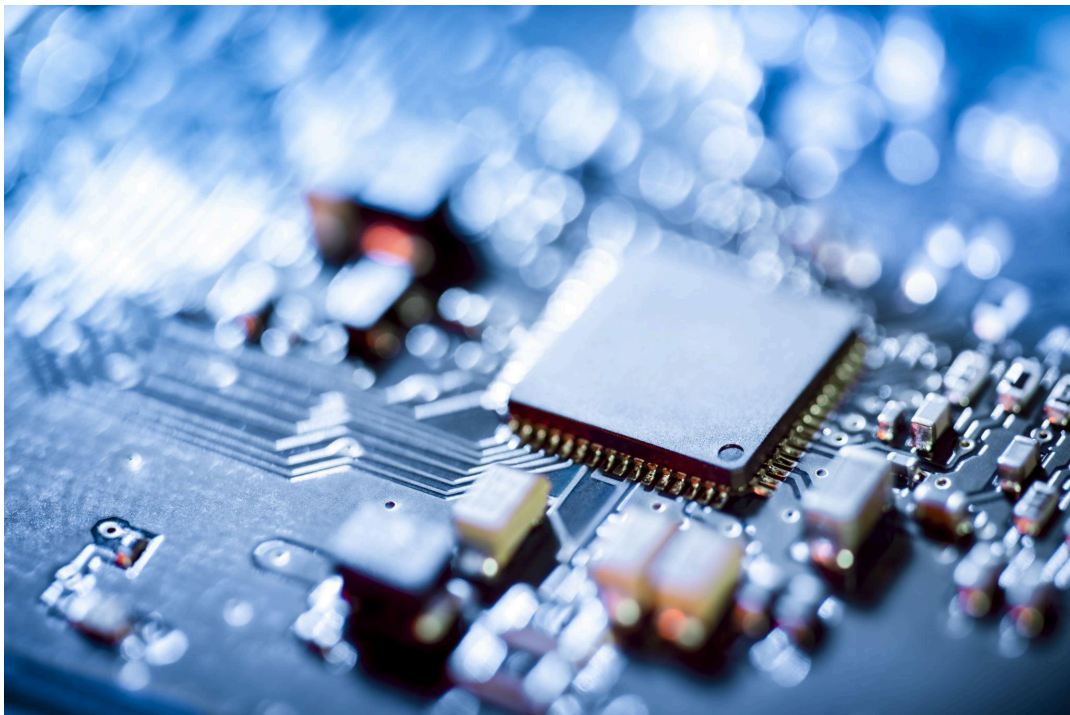
# HUMCOM1

## *Human and Computer Interaction*

Second Semester - First Year

**SALIGANAN, ROWALD RAFAEL B.**

This portfolio showcases my activities, experiential learnings, and reflections in HUMCOM1 this semester under the supervision of our instructor Mr. Benny Cris C. Pio.



### **End semester self-assessment**

Looking back at the different activities, quizzes, and discussions we've had, I can honestly say that this semester has been full of challenges, lessons, and personal growth.

In the **first grading period**, one of the most difficult experiences I had was our surprise **Quiz 1**, which was analysis-based and very situational. I wasn't prepared for it, and scoring 9 out of 40 was a wake-up call. It taught me the importance of consistent study habits and being mentally prepared for anything

Moving into the **midterm period**, the activities became more reflective and concept-based. In Activity 1, I explored the ideas of **learnability and memorability** in user interface design. This gave me a deeper appreciation of how small changes in design can improve usability and user satisfaction. Then, in Activity 2, I dove into the **ethical implications of emotional AI**, such as whether or not computers

should be allowed to apologize. This really challenged my thinking and made me more aware of the balance between innovation and ethics in the digital age. Our **Quiz 1** for the midterm tested key concepts, and while it was challenging, it helped me identify gaps in my understanding and encouraged me to keep reviewing consistently.

For the **final grading**, I felt much more confident and prepared. In HUMCOM1, I really enjoyed **redesigning the Minecraft UI** for our activity. It helped me apply HCI principles in a practical way and made me realize how important accessibility, clarity, and usability are in design. Our final **quiz on interface types** further solidified my understanding of different interaction models like CLI, GUI, touch interfaces, and more.

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# FIRST GRADING

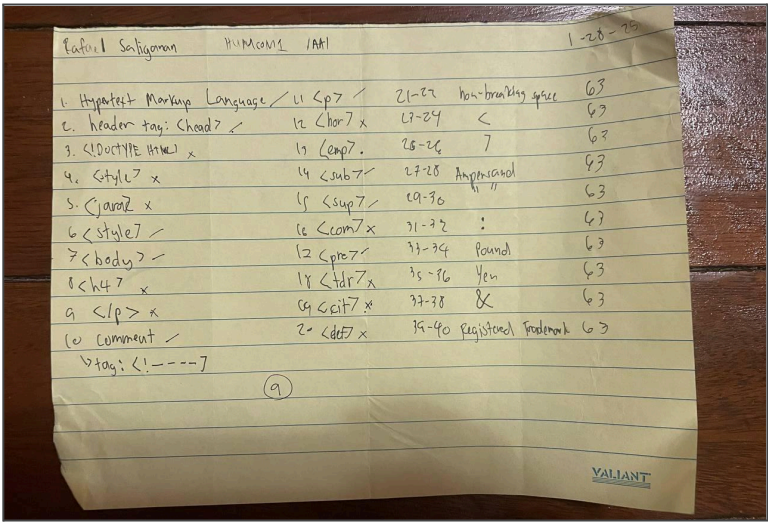
## QUIZ 1

### 1. Description

The quiz given was a surprise assessment and was the most difficult one so far. It consisted purely of analysis-based, situational questions. We were presented with identification displayed through a PowerPoint presentation, and we had to write our chosen answer on paper. The format tested our understanding and application of concepts rather than simple recall.

### 2. Reflection

This quiz was especially challenging because it caught me off guard. I was not able to review beforehand, which made it difficult to recall and apply the concepts we previously discussed. Even though the topics were covered in class, I had not fully mastered them yet and that definitely affected my performance. Scoring 9 out of 40 was disheartening, but it also made me realize how important it is to consistently review and internalize lessons, especially in a subject that demands deeper understanding and analysis. The quiz required not just memory but also the ability to apply ideas to real life or theoretical scenarios, which made it more intense. It taught me that preparation should not only happen when a quiz is announced because every discussion can be a potential quiz in disguise.



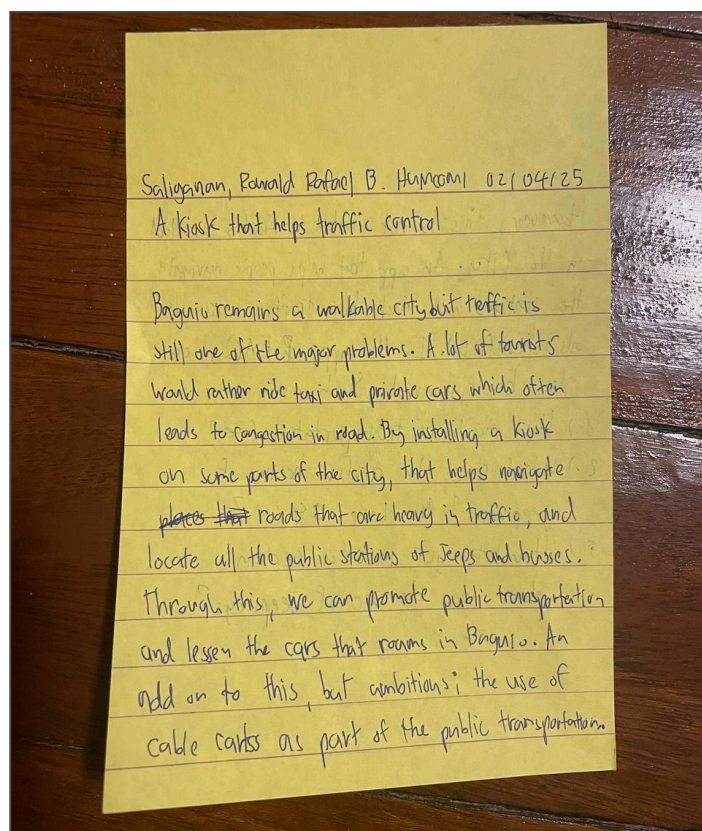
## QUIZ 2

### 1. Description

This activity allowed us to express our idea critically for the improvement of our city– Baguio. In alignment with the city's project– Smart city.

### 2. Reflection

This activity allowed us to critically express our ideas for the improvement of our city, Baguio. It provided a meaningful opportunity to reflect on the challenges our city faces and propose practical, innovative solutions that align with Baguio's ongoing efforts to become a Smart City. Through collaboration and critical thinking, we were able to voice our concerns and hopes, contributing to the vision of a more sustainable, technologically advanced, and people-centered urban environment. Engaging in this process helped us realize the importance of civic participation and how our ideas, no matter how small, can contribute to positive change in our community.





# MIDTERM GRADING:

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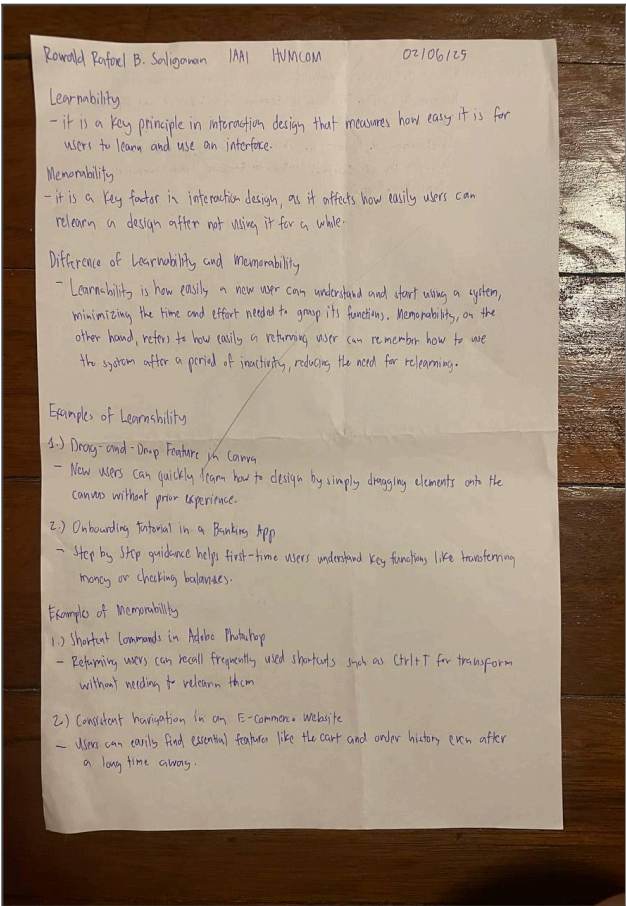
## Activity 1

### 1. Description

The activity is a handwritten analysis on the topic of **Learnability** and **Memorability** in interaction design. It explains how learnability refers to how easy it is for users to learn and use an interface, while memorability concerns how easily users can recall how to use a system after not interacting with it for a while.

### 2. Reflection

This activity helped deepen my understanding of the key usability principles—learnability and memorability—which are crucial in designing effective and user-centered systems. By exploring real-life examples and comparing the two concepts, I was able to critically assess how small design choices can significantly impact user experience.



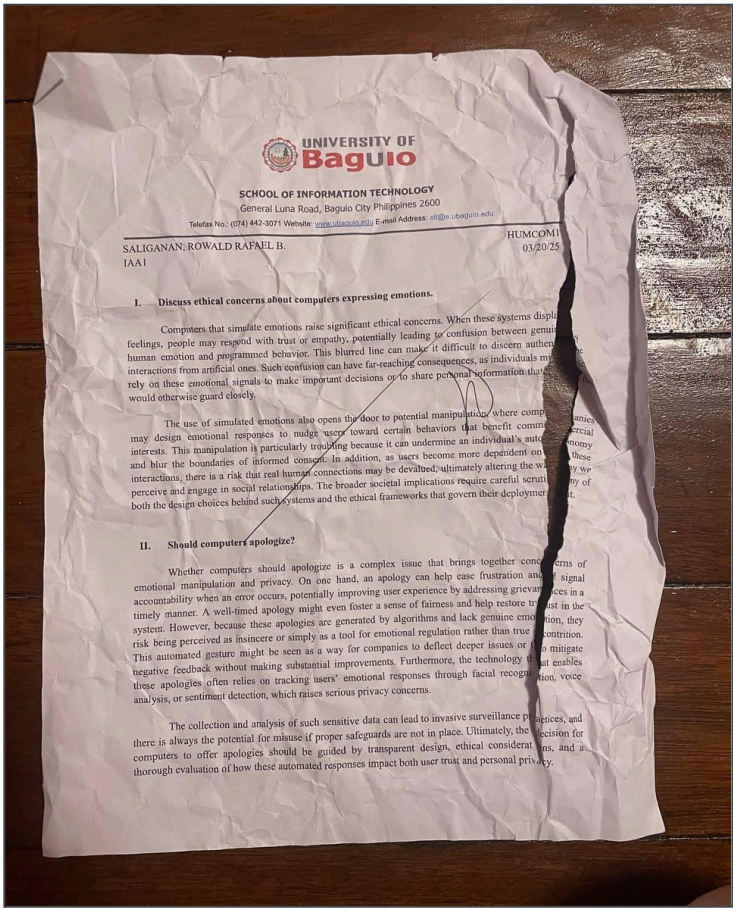
Activity 2

1. Description

The task required us to explore and discuss ethical concerns surrounding the use of computers to express emotions, and whether or not computers should be allowed to apologize. We were asked to critically examine these issues and provide our own perspective, supported by examples and reasoning. The activity was done individually, aiming to develop our understanding of human-computer interaction, especially in the context of ethical computing and emotional AI.

2. Reflection

This activity encouraged me to think more critically about the evolving role of AI and emotional intelligence in digital systems. As technology becomes more integrated into our daily lives, it's essential to examine not just what machines *can* do, but also what they *should* do. Writing about computers expressing emotions and offering apologies made me reflect on the importance of ethical design and the boundaries between human and machine interaction.



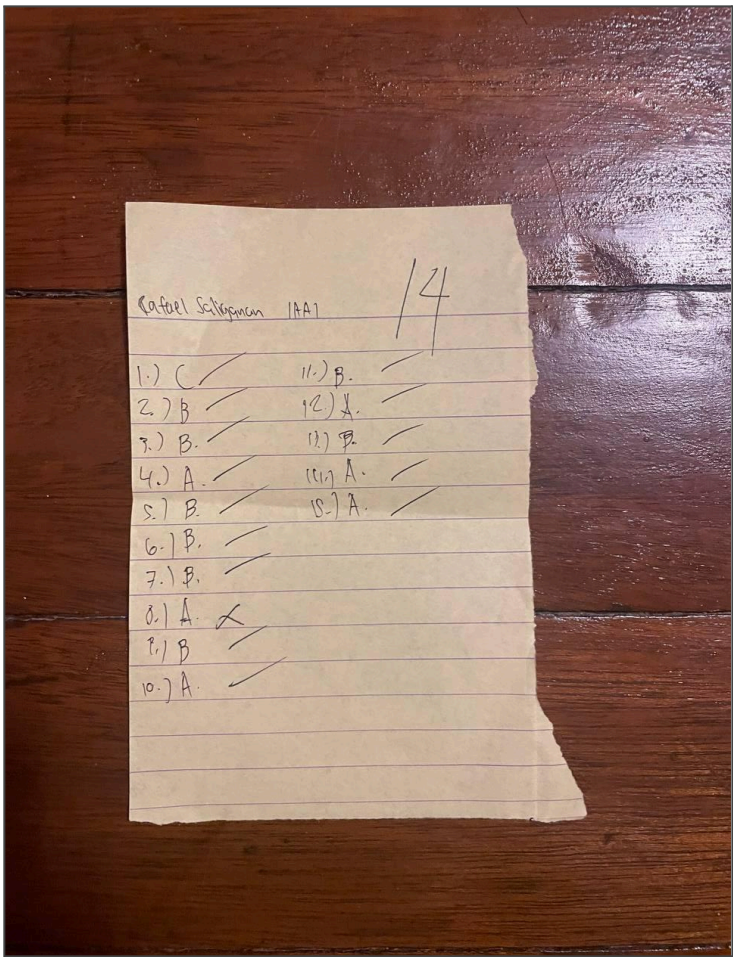
QUIZ 1

1. Description

The quiz consisted of 15 multiple-choice and identification items covering the key topics from the recent lessons. It aimed to assess our understanding of the main concepts, definitions, and applications discussed in class. Each question tested our ability to recall important information, apply critical thinking, and demonstrate mastery of the subject matter in a limited time.

2. Reflection

Taking this 15-item quiz was both a challenging and insightful experience. It helped me gauge how well I understood the lessons and pinpoint the areas I need to review more thoroughly. Some questions were straightforward, while others required deeper analysis and attention to detail. I realized the importance of reviewing notes regularly and not just relying on memory during the quiz itself.





# FINAL GRADING :

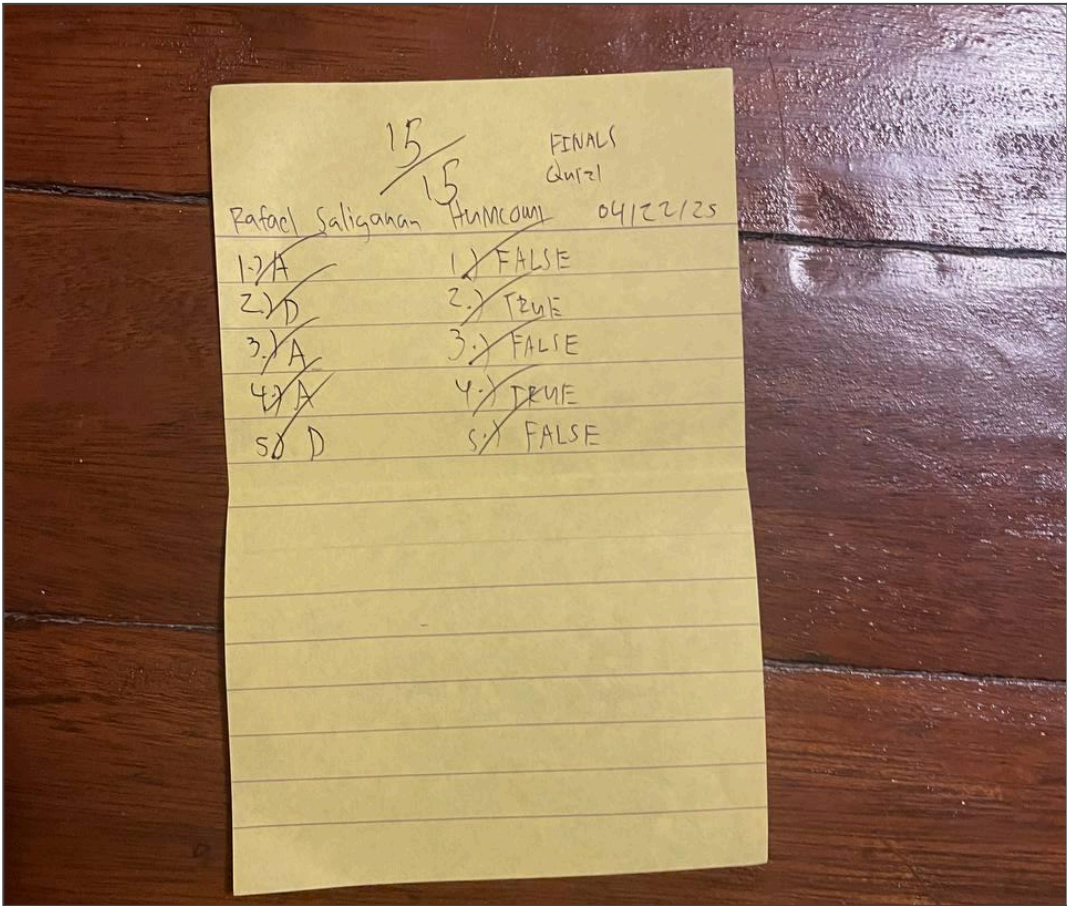
## QUIZ 1

### 1. Description

This 15-item quiz was part of our final assessment for our Citizenship class. The quiz covered key topics related to national identity, civic duties, laws, and rights. It was composed of multiple-choice and true/false questions that required not only memorization but also a deeper understanding of societal concepts and responsibilities as a citizen.

### 2. Reflection

I scored 15 out of 15 on this quiz,. Some questions caught me off guard, especially those involving detailed or specific information. It made me realize that while I had a general grasp of the topics, I need to focus more on the details and review the lessons more consistently.



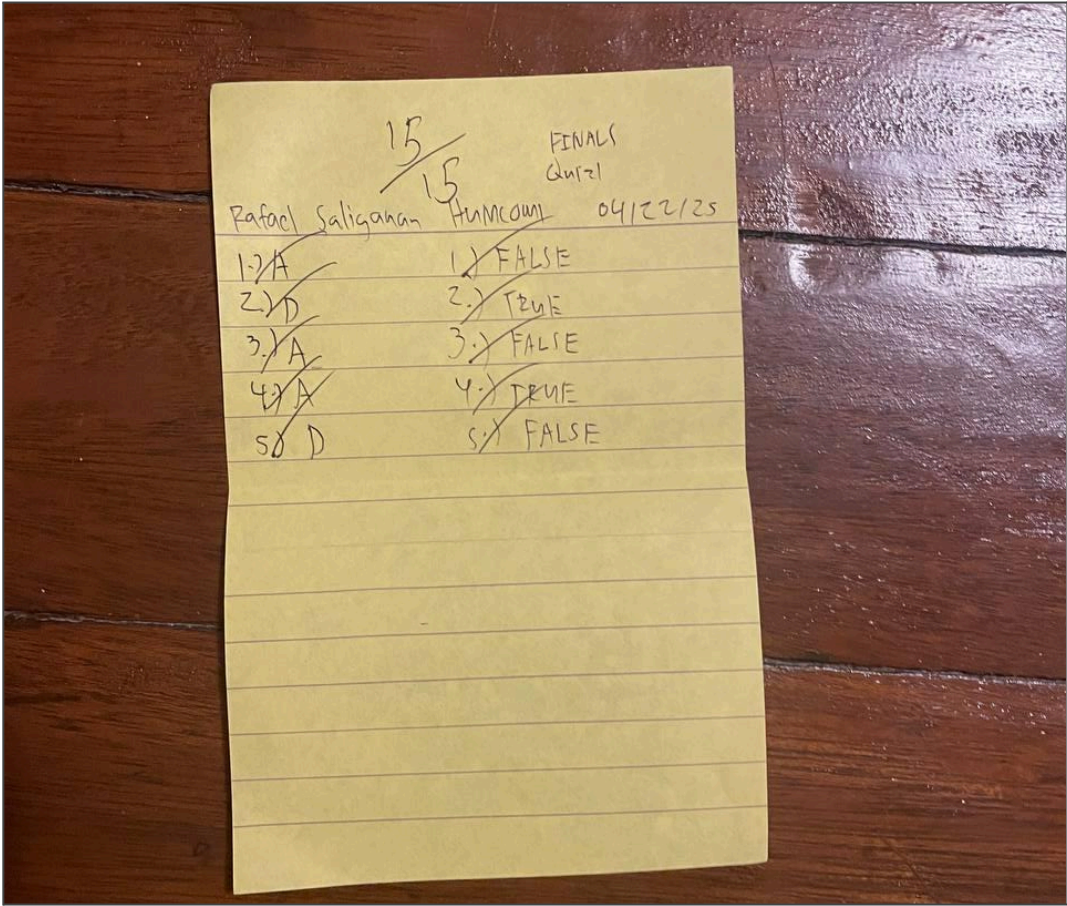
QUIZ 2

1. Description

The 15-item quiz was designed to assess students' understanding of key concepts covered in the recent lessons. It included a variety of question types such as multiple choice, true or false, and short answer, targeting both basic knowledge and higher-order thinking skills. The quiz focused on evaluating the students' comprehension, application, and analysis of the subject matter, ensuring a balanced and fair assessment.

2. Reflection

Taking the quiz was a valuable learning experience. It allowed me to gauge how well I understood the lessons and identify areas that still need improvement.





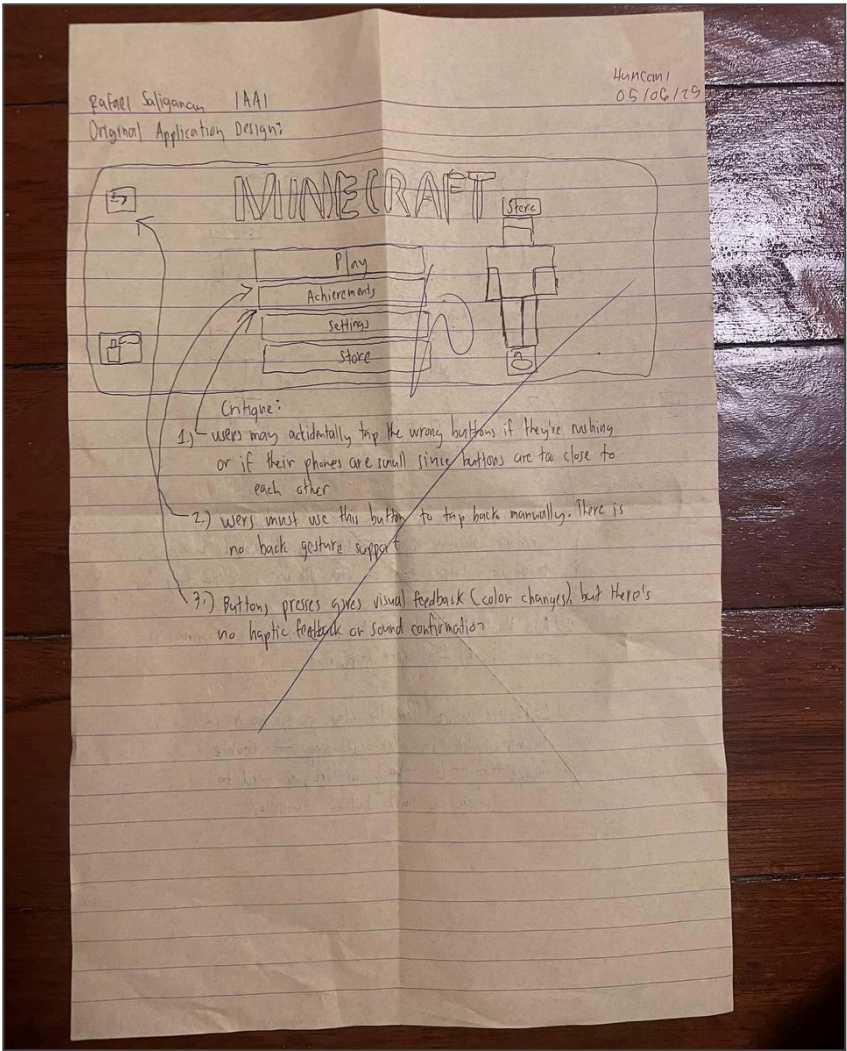
# Activity 1

## 1. Description

For this activity in our HUMCOM class, I was tasked with redesigning the user interface (UI) of an existing digital application or game. I chose Minecraft because it's a game I'm very familiar with, and I thought it would be interesting to explore how its main menu could be improved from a user experience (UX) perspective.

## 2. Reflection

This activity helped me better understand how much thought needs to go into **interface design**, especially when considering different types of users. It's easy to take menu screens for granted, but every detail—from button placement to feedback and readability—can impact the overall experience.



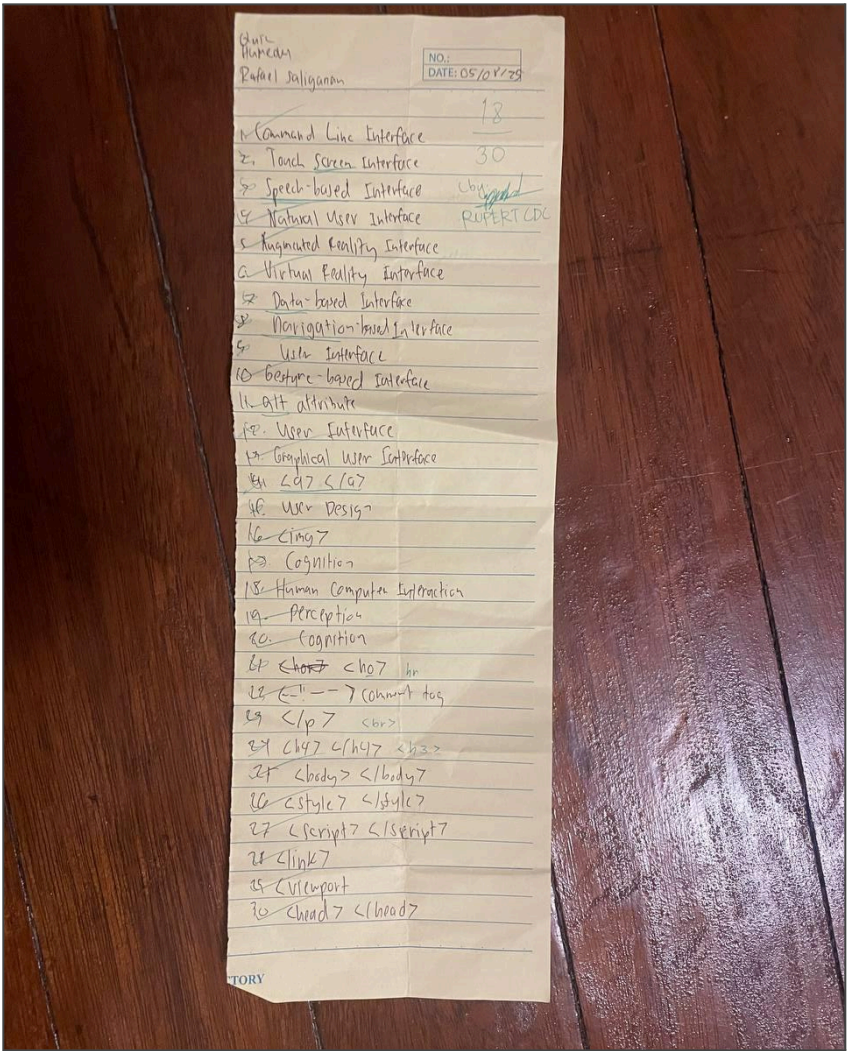
Quiz 3

1. Description

This was a quiz we took in HUMCOM1 on 05/06/23, and it focused on the different types of computer interfaces and some key concepts in **Human-Computer Interaction (HCI)**. I answered everything by hand, listing various interface types and matching them with relevant topics from our lessons and chapters.

2. Reflection

This quiz was a good test of my understanding of the different types of interfaces and HCI principles. It reminded me how important it is to not just memorize definitions, but to understand how and when each interface is used in the real world. For example, I now better understand that a **voice interface** might be useful for accessibility, while a **GUI** is better for visual control and multitasking.





# EXPERIENCES

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## **What I like about the course:**

1. It connects real-life scenarios with classroom learning.
2. Encourages critical thinking rather than just memorization.
3. Includes meaningful discussions on ethics in technology.
4. Combines technical knowledge with creativity.
5. Helps me understand how technology affects everyday life

## **My Favorite Topics**

1. Human-Computer Interaction (HCI)
2. Smart City and urban innovation (The Essay, although it wasn't discussed)
3. Emotional AI and ethical computing
4. Interface types (GUI, CLI, voice, etc.)
5. Usability principles like learnability and memorability

## **My Favorite Activities**

1. Minecraft user interface redesign
2. Smart City improvement brainstorming
3. Ethical computing discussion (Should computers apologize?)
4. Situational and concept-based quizzes
5. Writing reflections to analyze what I learned

## **What can be improved in this subject**

1. Provide more review sessions before quizzes.
2. Allow more time for in-depth discussions on complex topics.
3. Offer digital versions of some activities for flexibility.
4. Include more real-world case studies.
5. Give early reminders for upcoming assessments.

**Most Challenging Topics**

1. Situational analysis quizzes (especially the surprise one)
2. Emotional AI and ethical boundaries
3. Memorizing and applying interface principles under time pressure
4. Connecting usability concepts with real design examples
5. Balancing creativity and functionality in UI redesign

**Tribute to people who helped me in this subject:**

1. Mr. Benny Cris Pio
2. Mr. Karl Angelo B. Marteja
3. Ms. Angel Rieci L. Estimada
4. Mr. Bryan Moreno
5. Mr. Mark Cyrus Macaraeg