

A subsystem of model human process that handle sensory stimulus from the outside world

- A) Perceptual System
- B) Motor System
- C) Cognitive System
- D) Vision System

ANSWER: A

A subsystem of model human process that which controls actions.

- A) Perceptual System
- B) Motor System
- C) Cognitive System
- D) Vision System

ANSWER: B

The three important senses in HCI are \_\_\_\_\_.

- A) earring, touch, taste.
- B) sight, hearing, touch
- C) sight, taste and smell.
- D) sight, touch, taste.

ANSWER: B

Vision begins with \_\_\_\_\_.

- A) picture
- B) color
- C) light
- D) eyes

ANSWER: C

Objects of the same size at different distances have different visual angles

- A) True
- B) False

ANSWER: A

A color component that is determined by the spectral wavelength of the light.  
picture

- A) hue
- B) saturation
- C) intensity
- D) value

ANSWER: A

A color component that is is the amount of whiteness in the color.

- A) hue
- B) saturation
- C) intensity
- D) value

ANSWER: B

The \_\_\_\_\_ stages of reading is the language processing include syntactic and

semantic analysis and operate on phrases or sentences.

- A) first
- B) last
- C) second
- D) middle

ANSWER: B

It is the frequency of the sound. A low frequency produces a low pitch, a high frequency, a high pitch.

- A) pitch
- B) loudness
- C) timbre
- D) quality

ANSWER: A

It is proportional to the amplitude of the sound; the frequency remains constant.

- A) pitch
- B) loudness
- C) timbre
- D) quality

ANSWER: B

It relates to the type of the sound: sounds may have the same pitch and loudness but be made by different instruments pitch

- A) pitch
- B) loudness
- C) timbre
- D) quality

ANSWER: C

The ears are not selective in hearing.

- A) True
- B) False

ANSWER: B

A sensory receptor that respond to heat and cold

- A) Thermoreceptors
- B) Nociceptors
- C) Mechanoreceptors
- D) Skinreceptor

ANSWER: A

A sensory receptor that respond to intense pressure, heat and pain

- A) Thermoreceptors
- B) Nociceptors
- C) Mechanoreceptors
- D) Skinreceptor

ANSWER: B

It is the second part of our model of the human as an information-processing system.

- A) Ear
- B) Eyes
- C) Memory
- D) Skin

ANSWER: B

A type of memories that is constantly overwritten by new information coming into these channels.

- A) Sensory memory
- B) Short-term memory
- C) Short-term memory
- D) Short Span memory

ANSWER: A

A type of memory that acts as a 'scratch-pad' for temporary recall of information.

- A) Sensory memory
- B) Short-term memory
- C) Short-term memory
- D) Short Span memory

ANSWER: A

The sensory memory is used to store information which is only required fleetingly.

- A) True
- B) False

ANSWER: B

The long term memory also has a limited capacity

- A) True
- B) False

ANSWER: B

It represents our memory of events and experiences in a serial form.

- A) Episodic Memory
- B) Semantic memory
- C) Short term Memory
- D) Long term Memory

ANSWER: A

It is a structured record of facts, concepts and skills that we have acquired.

- A) Remembering of information
- B) Processing of information

- C) Forgetting
- D) Information Retrieval.

ANSWER: B

Which of the following is not a main activities related to long-term memory

- A) Episodic Memory
- B) Semantic memory
- C) Short term Memory
- D) Long term Memory

ANSWER: B

It is more difficult to remember a set of words representing concepts than a set of words representing objects

- A) True
- B) False



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COLLEGE of COMPUTER STUDIES

Name: **Xhianzcy Keith Sabido**

Date: **Feb 5, 2022**

Section: **BSIT 1C**

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

**Don't make the color so bright or lessen the intensity**

**Use attractive color, and;**

**Always manage the size of image or design in every interface.**

2. If you are going to put a sound in one application, why would it be and why?

**For me I'm gonna put a sound of how the application works so that even blind person will know what is the purpose of my application.**

3. Differentiate the sensory memory and short term memory.

**Sensory memory are constantly overwritten by new information coming in on these channels, while Short Term memory is used to store information which is only required fleetingly.**

4. Develop a scene or imagery using the following word



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**ball cat bed school beautiful happy blue dress enemy father**

A young **beautiful** girl wearing a **blue dress** inside the car with his **father** have to attend a **ball** at 8:00PM but they reach the school late, so they decided to go home. The girl cry fighting his dad and treat him as **enemy** until going to **bed**, in the next day the father bought a **cat** and give it to his daughter to make her **happy**.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

The **president** is in the office sitting in front of his **computer** to attend a meeting and suddenly the **sky internet** slowly lost, he suddenly left his table, come closer to **window** to view the outside **town** and the **car** passes but after a minute his secretary called him and he quickly pick his **ballpen** beside the display **plant** and sign the **ballot** that is needed by his secretary.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



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Section: BSIT 1-C

Date: February 9, 2022

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - The clarity, space, font, font size of the words—typography. The design/layout must be simple as long as possible it should be simple. Lastly is that the color should compliment each other, a wise and creative usage of the colors.
2. If you are going to put a sound in one application, why would it be and why?
  - I'll choose the messenger app to have an audio or sound because it will be easy for some of the people who have a poor eyesight to know the message because they don't need to read it but what is written or the message will be red for them.
3. Differentiate the sensory memory and short term memory
  - Sensory memory can be turned into short term memory by attention. Short term memory can be accessed through the chosen sensory memory and it decays rapidly because it has only a limit.
4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

- I saw the BALL and my CAT under my BED. I wear my BEAUTIFUL BLUE DRESS my FATHER gave me. And as I HAPPily preparing to go to SCHOOL I saw my ENEMY.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

- I buy a COMPUTER downTOWN put it inside the CAR to take it home and I plan to placed it parallel to my WINDOW but before that there's a BALLOT that I need to fill up first but I don't have any BALLPEN. After the transaction the PRESIDENT of



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our PLANTita SKY club call for emergency meeting but unfortunately there's no INTERNET connection in my place so I tell them I can't attend the emergency meeting.



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Date: feb. 7,2022

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - Three Factors
  - a colorful and attractive to the eyes
  - has instruction and has options to choose
  - has a readable and understandable instructions
  
2. If you are going to put a sound in one application, why would it be and why?
  - if i am giving a chance to put a sound on a messenger app. I will just choose the sound of the original sound of it, because people are notified that they has message coming
  - sound also connect to people and define the mood that the app gave to the people.



3. Differentiate the sensory memory and short term memory
  - sensory memory - process information gathered through our five senses. the information is first stored in sensory memory
  - short term memory - refers to the information processed in a short period of time. it also holds information you are actively thinking about.
  
4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**
  - **Emily have a BEAUTIFUL BLUE DRESS she went to SCHOOL wearing it. She was so HAPPY going HOME then she saw her FATHER throwing the BALL while the CAT chase it in its BED.**
  
5. Develop a scene or imagery using the following word  
**computer town window car ballpen ballot president plant internet sky.**
  - **It's saturday morning and the SKY is beautiful. John ride on his CAR and went to TOWN, he open the WINDOW's car and saw many PLANT on his way. He enter in a COMPUTER shop and open the INTERNET and search for a deserving PRESIDENT he borrow a BALLPEN on the cashier and write it in a paper so that he can't forget it to write on hi BALLOT when the elections started.**



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
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**ball cat bed school beautiful happy blue dress enemy father**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



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Name: Mark Vincent M. Cleofe  
Section: BSIT 1C

Date: February 3, 2022

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

- 1. Give at least three factors that you will consider in designing an interface in relation to the vision.**

The three factors that I will consider in designing an interface in relation to the vision are the right color, font sizes, and font style.

- 2. If you are going to put a sound in one application, why would it be and why?**

If I am going to put a sound on an application, I will put a relaxing sound because this makes the user relaxed and helps deliver information.

- 3. Differentiate the sensory memory and short-term memory**

Sensory memory processes information gathered through your five senses. It holds information for an extremely brief period of time (less than a second) after the original stimulus has stopped while Short-term memory holds information you are actively thinking about.



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**4. Develop a scene or imagery using the following word**

**ball cat bed school beautiful happy blue dress enemy father**

My **father** waked me up to **bed**. I fed my **cat** who played with his **ball** a while ago and I noticed that he has some scratches because he argued with a stray cat whom he considered as an **enemy**. I can see through the window a scenery of a **beautiful blue**-colored **school** and makes me **happy** and motivates me to go study with my readily made **dress**.

**5. Develop a scene or imagery using the following word**

**computer town window car ballpen ballot president plant internet sky**

Many people in my **town** are gossiping about who will they vote in the **ballot** for the upcoming **president**. While I am here playing **internet**-games in my **computer** besides the **window** whom I sometimes look and list the names using my **ballpen** for the types of the beautiful **sky**. I water my **plant** near it so it does not wither. I can hear many beeping noises coming from the **cars**.



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Name: **CRISELLE B. IGNAO**  
Section: **BSIT IC**

Date: **FEBRUARY 2, 2022**

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1. 1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

- + Size
- + Color
- + Shapes

2. If you are going to put a sound in one application, why would it be and why?

+ **If I am going to put a sound in one application I must make sure that the sound will suits the application and will be compatible and comfortable to use. We always need to consider the user of the application if it is really important to use sound. If yes, we must select the appropriate sound to the application**

3. Differentiate the sensory memory and short term memory

+ **Sensory memory process information gathered through your five senses. It holds information for an extremely brief period of time (0.5 second) after the original stimulus has stopped. These memories are constantly overwritten by new information coming in on these channel.**

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

+ **Ysha arrived home from the school wearing her beautiful blue dress given to her by her father. When she enter her room she saw her favorite cat under her bed playing with its ball. Suddenly the cat saw its enemy which is the rat that is looking for food under the table.**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

 I am looking at the sky by the window when I notice the car going to the town full of plants at the back of it. Suddenly, I remember that I need to do my activity in biology. So I immediately get my ballpen and paper and open my computer. While browsing in the internet I saw the interview of our President Duterte about the upcoming election. He make sure that the election will be fair and the ballot boxes must be always secure to avoid election fraud.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
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**ball cat bed school beautiful happy blue dress enemy father**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



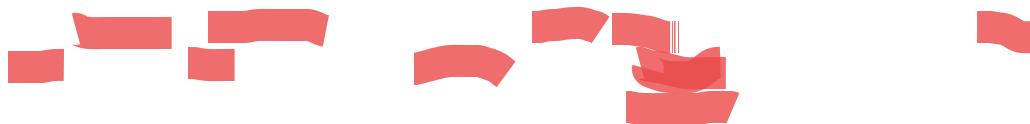
Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
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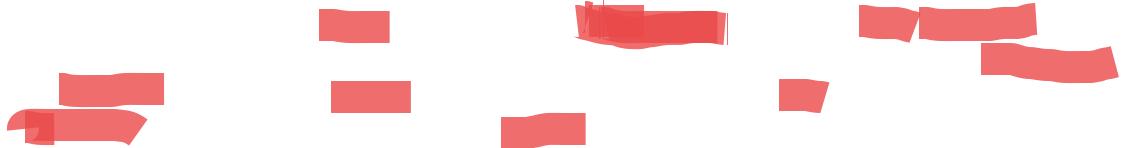
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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**





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Name: Niño Joshua Navida \_\_\_\_\_  
2022 \_\_\_\_\_  
Section: BSIT 1C \_\_\_\_\_

Date: February 1,

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

Answers.

1. Font style
2. Text color
3. Font size

2. If you are going to put a sound in one application, why would it be and why?

Answer.

- If I will do it I will put a classical music because it is relaxing and a peaceful to hear.

3. Differentiate the sensory memory and short term memory

Answer.

- Sensory memory is the memory that can be remembered easily for example personal data, and the short term memory is the memory that a person remember for a short period of time.

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

Answer.

- It's a beautiful day and my father is happy while playing a ball with our cat while sister is in bed she's not going to school because her enemy ripped her blue dress.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

Answer.



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- I am going to vote for town president but I forgot my ballpen in the car window while I'm on my way to get my pen I did see a beautiful plant and I stared in the the beautiful sky after that I remembered that I left my pen beside of the computer number 3 in the internet cafe.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



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Section: BSIT-1C\_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - There are three factors that should be considered for the design of a successful user interface; development factors, visibility factors and acceptance factors. Development factors help by improving visual communication.
2. If you are going to put a sound in one application, why would it be and why?
  - Sound is important because it engages audiences: it helps deliver information, it increases the production value, it evokes emotional responses, it emphasises what's on the screen and is used to indicate mood. Sound adds emotion and connects people to what they're seeing.
3. Differentiate the sensory memory and short term memory
  - Sensory memory is the perception of sight, hearing, smell, taste, and touch information entering through the sensory cortices of the brain and relaying through the thalamus. Short-term memory is the capacity to hold small amounts of information.
4. Develop a scene or imagery using the following word **ball cat bed school beautiful happy blue dress enemy father**
  - I saw a cat and a beautiful blue school ball dress in my bed that my father gave me and I am happy to see my enemy



5. Develop a scene or imagery using the following word   **computer town window car ballpen ballot president plant internet sky**

- The president was riding in his car and peeping to the window to see the internet sky that he planted to use the computer and he provide ballpen in his town to vote properly to the ballot



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Date: February 1, 2022

Section: BSIT-1C

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - **Hue** is determined by the spectral wavelength of the light.
  - **Intensity** is the brightness of the color
  - **Color** vision is best in the fovea, and worst at the periphery where rods predominate.
2. If you are going to put a sound in one application, why would it be and why?
  - If I going to put a sound of an application, it would be depends on how old the user is and the application for what purpose I made because some of people in middle age and higher is they do not understand what the application is for or are confused in using it but to have a guide for them and for the children also uses the application have a sound they mostly like that has a sound for them to use.
3. Differentiate the sensory memory and short term memory
  - **Sensory Memory** Information is passed from sensory memory into short-term memory by attention, thereby filtering the stimuli to only those which are of interest at a given time
  - **Short Term Memory** or working memory acts as a 'scratch-pad' for temporary recall of information



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4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

- my dad picked me up from school and he saw my enemy and told him not to bully me and we would be friends, then after that we went to the market and I pointed to the beautiful blue dress and we bought it, I was happy on the way home, while I was measuring the dress I saw my cat playing with my ball on top of my bed.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

- While the president was using the computer to check the candidates in the coming election, the internet suddenly slowed down, the reason was the plant fell out of the window to cables, so it weakened and then after to fixed it , he went to the town to distribute the ballot and ball pen for the voters, and he got out of his car to campaign and looked up at the sky to pray that he would win.



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Name: John Llenard P Nagal  
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Date: February 1, 2022

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - **The Vision** - Human vision is a highly complex activity with a range of physical and perceptual limitations
  - **The Human Eye** - The eye is a mechanism for receiving light and transforming it into electrical energy.
  - **Visual perception** - Reflected light from the object forms an upside-down image on the retina. The size of that image is specified as a visual angle.
2. If you are going to put a sound in one application, why would it be and why?
  - Adding sound to the application is important because it helps some users, such as a notification sound that helps users communicate when users are away from their devices when incoming messages or calls. Sound in the application provides some features and good impressions from the user when using the application.
3. Differentiate the sensory memory and short term memory
  - Short-term memory is the capacity for holding a small amount of information in an active, readily available state for a brief period of time.
  - Sensory memory is **a very brief (about three seconds) recall of a sensory experience**, such as what we just saw or heard.
  - short-term memories can be described, while sensory memories cannot.
4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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- A beautiful girl in blue dress always visits the vet center to play yarn ball with her cat in bed after the attacking of cat's enemy dog. The cat was so happy with the girl's visit before her father took her to school.
  
- 5. Develop a scene or imagery using the following word  
**computer town window car ballpen ballot president plant internet sky**
- Receiving vote points from ballot box in every town that connected to computer using internet connection. The president looked at plants and sky from the window of his car holding the ballpen wishing to win.



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**Section: BSIT -1C**

**Date: JANUARY 04, 2022**

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

**1. Give at least three factors that you will consider in designing an interface in relation to the vision.**

- Keep it simple.
- Use strategically color and texture.
- And make sure to think about the defaults and, the system.

**2. If you are going to put a sound in one application, why would it be and why?**

If I am going to put a sound in one application it would be the Timbre, because it is a type of sound that may have the same pitch and loudness. Knowing what the timbre in music is all about helps you when you want to produce a different tone or quality in a piece of music or one application.

**3. Differentiate the sensory memory and short term memory**

Sensory memory is constantly overwritten by new information that remains, only exists for each sensory channel. While Short-term memory acts like a scratch-pad for temporary recalling of information or a fleeting moment of storing information.



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**4. Develop a scene or imagery using the following word**

**ball cat bed school beautiful happy blue dress enemy father**

On a Thursday morning, **Father** woke up on his **bed** and saw his **cat** playing with a **ball**. And her **beautiful** daughter approaches him with a **happy** smile and wearing her cute **blue dress**, but the daughter remembers her **enemy** schoolmates at her **school**.

**5. Develop a scene or imagery using the following word**

**computer town window car ballpen ballot president plant internet sky**

A **President** sitting on his chair in front of his **computer**, and a bunch of **ballpen** on his desk, But the **internet** connection is very slow. He looked at his glass **window** then, he decided to go out to water the **plant** in his mini garden. Suddenly, he looked upon the blue **sky** and appears in his mind to buy a **ballot** for a snack, so he immediately goes to his **car** to drive through the **town**.



Name: \_\_\_\_\_  
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Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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**COLLEGE of COMPUTER STUDIES**

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
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**COLLEGE of COMPUTER STUDIES**

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: RALPH DEXTER RHEY A. PIDOC  
Section: BSIT 1C

Date: FEBRUARY 12, 2022

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

- VISUAL PERCEPTION
- THE HUMAN EYE
- PERCEIVING COLOR

2. If you are going to put a sound in one application, why would it be and why?

- If there is already an app who supports those blind or slightly blind users, I will apply a sound for that application to effectively assist and support those blind users on how to cross the road, to know the prices of a certain product, to scan a random thing while revealing its name. This will empower the people with disabilities, letting them experience the equality and prioritization of their condition.

3. Differentiate the sensory memory and short term memory

- Sensory memories are stored for a few seconds at most. They come from the five senses: hearing, vision, touch, smell, and taste. They are stored only for as long as the sense is being stimulated. They are then reprocessed and associated with a memory that may store in your short-term memory while Short-term memory is the information we are currently aware of or thinking about. The information found in short-term memory comes from paying attention to sensory memories. Short term memory is very brief and limited. Short-term memory is the capacity for holding a small amount of information in an active, readily available state for a brief period of time. It is separate from our long-term memory, where lots of information is stored for us to recall at a later time. Unlike sensory memory, it is capable of temporary storage.



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4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

- With the **ball** on the corner, and as the **cat** sleeping on my **bed**, I imagine how **school** moments are **beautiful** and **happy** to reminisce while wearing this **blue dress** given by my favorite **enemy**, my **father** who passed away recently.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

- After staring blankly at my **computer**, I looked at our **town** from my **window**; some of the **car** were abandoned as I left my **ballpen** on the floor, thinking that filling the **ballot** for the next **president** will **plant** a faster **internet** connection while putting my hopes up in the **sky**—soon, this pandemic will end in no time.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

- Create consistency and use common UI elements.
- Strategically use color and texture.
- Use typography to create hierarchy and clarity.

2. If you are going to put a sound in one application, why would it be and why?

Ultrasound waves are used to detect objects. A ringing telephone, a honking horn, and the sound of a friend's voice are all reminders of how important sound is. But sound has uses that go beyond communication. For example, some animals and people use reflected ultrasound waves to detect objects.

3. Differentiate the sensory memory and short term memory

Sensory memory – Processes information gathered through your five senses. It holds information for an extremely brief period of time (less than a second) after the original stimulus has stopped. Short-term memory – holds information you are actively thinking about.

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

Because of excitement on the first day of school, I get up late on bed and my father told me that I need to move faster. It's a happy morning so after doing my routines I wear the schools uniform and I love the color just what my father give to me last christmas a blue beautiful dress. As I walk outside our village I saw my enemy, a stranger cat so I decided to throw a ball to it and run away, smirking.



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

Father is always on his bed in a room with a plant and wide window and always bring his computer with him because of the fast internet but in a late afternoon he get up to go to the town to vote while on his way using the car, he forgot his ballpen that he'll use on voting and shading on ballot that will let him choose his president and get a big sigh and think more ways while letting himself watch the sky.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
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5. Develop a scene or imagery using the following word

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**COLLEGE of COMPUTER STUDIES**

Name: Carl Edwin V. Conde  
Section: BSIT 1C

Date: February 12, 2022

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

**1. Give at least three factors that you will consider in designing an interface in relation to the vision.**

- If we were to draw a line from the top of the object to a central point on the front of the eye and a second line from the bottom of the object to the same point, the visual angle of the object is the angle between these two lines.
- Reflected light from the object forms an upside-down image on the retina. The size of that image is specified as a visual angle.
- Visual processing compensates for the movement of the image on the retina which occurs as we move which we see moves.

**2. If you are going to put a sound in one application, why would it be and why?**

- If I am going to put a sound in one application, I'll pick Timbre. Timbre refers to the quality of a sound made by a particular voice or musical instrument.
- Timbre is useful in being distinct from pitch, intensity, and loudness as a descriptor of sound.

**3. Differentiate the sensory memory and short term memory**

- Sensory memory processes information gathered through your five senses. It holds information for an extremely brief period of time after the original stimulus has stopped. While Short-term memory holds information you are actively thinking about.



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**4. Develop a scene or imagery using the following word**

**ball cat bed school beautiful happy blue dress enemy father**

- My **Father** is so **happy** to tell me that he buy a **beautiful dress** and it's color is **blue**. Later on, my friend told me that my **enemy** in **school** has the same style of my **dress**. I got annoyed so I just lay down on my **bed** and throw the **ball** away but I was shocked when my **cat** returned it to me.

**5. Develop a scene or imagery using the following word**

**computer town window car ballpen ballot president plant internet sky**

- The **sky** was so nice and the **plants** are blooming. Then I pick my **ballpen** to answer my assignment that is about **ballot** and I use my **computer** at the same time but not luckily, the **internet** was so slow. So I decided to peek out to the **window** and suddenly I saw the **president** visiting out **town** and he's riding in a **car**.



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: \_\_\_\_\_Lyme G. Lavarias \_\_\_\_\_

Date:

Section: BSIT-1C

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - Age, gender and Language.
2. If you are going to put a sound in one application, why would it be and why?
  - I will put a sound of timbre because this sound have the same pitch and loudness but made by different instruments.
3. Differentiate the sensory memory and short term memory
  - Sensory Memory processes information gathered through your five senses it also holds a limited capacity. While short term memory act as a scratch pad for temporary recall of information.
4. Develop a scene or imagery using the following word **ball cat bed school beautiful happy blue dress enemy father**
  - An angry **cat** jump into **bed** when he saw a **rat** house his **enemy** taking a cheese. A **happy** girl wearing a **beautiful blue dress** called his **father** playing a **ball** to her to **school**.



5. Develop a scene or imagery using the following word **computer town window car ballpen ballot president plant internet sky**

- It has a clear Blue **sky** while the Butohan are being held at the plant Town when the running **president** open the **window** of his **car** to ask his secretary for a **ballpen** to sign the **Ballot** however the **internet** connection become poor that leads the **computer** to have malfunction.



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**COLLEGE of COMPUTER STUDIES**

Name: Jan Fredriz S. Paje  
Section: BSIT 1C

Date: Feb 4, 2022

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  1. Size
  2. Color
  3. Just Simple Design to easy justify
2. If you are going to put a sound in one application, why would it be and why?

For example, background music is a simple addition that instantly makes your work more immersive and entertaining. Whether it's a short YouTube video or a full-length cinematic feature, the perfect background music can subtly set the mood, maintain attention, and evoke emotion.

3. Differentiate the sensory memory and short term memory.

Sensory memory – Processes information gathered through your five senses. It holds information for an extremely brief period of time (less than a second) after the original stimulus has stopped. Short-term memory – holds information you are actively thinking about. Short-term memory is the capacity for holding a small amount of information in an active, readily available state for a brief period of time. It is separate from our long-term memory, where lots of information is stored for us to recall at a later time. Unlike sensory memory, it is capable of temporary storage.



4. Develop a scene or imagery using the following word **ball cat bed school beautiful happy blue dress enemy father**

- I saw a **beautiful cat** playing a **ball** in the yard while I am in my room staring at the window while lying in my **bed** and thinking about **school** how **beautiful** it was during face to face everything seems light and happy despite of the fact that my **father** had a fight with a marites he considered as his **enemy** in supermarket wearing **blue dress**

Page 1 of 2

5. Develop a scene or imagery using the following word **computer town window car ballpen ballot president plant internet sky**

- I run into a street here in my home **town** while riding my **car** slide my **window** I saw those posters of aspirant candidates running for **president** I checked my **internet** and was dismayed because of the hatred I've read in social media campaigning their bias candidates I realize that politics is like a flash in the pan a temporary one but the damage of it will be permanent and will **plant** a lifetime I looked at the **sky** and prayed Lord help me decide which candidate the people will choose this coming election hold our **ballpen** and let my **ballot** contribute change



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



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**COLLEGE of COMPUTER STUDIES**

Name: Lomeda, John Francis B.  
Section: BSIT 1C

Date: February 11, 2022

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

To begin with, when designing an interface, we should consider the color combination used and graphics. Good color combination makes the user comfortable while using the system. In addition, able to read and understand the context of the system is also needed to consider in designing an interface. Finally, the ergonomics. A user interface with good ergonomics helps the user understand on how to use the system without the help of the other user or developer.

2. If you are going to put a sound in one application, why would it be and why?

If the application is a game application, then I would put a sound on it. Placing a sound on a game application will give a necessary vibe and thrill on it. If the application is a normal or daily use kind of application like camera and Facebook, then I would put a simple sound like the sound of a shutter sound and like button.

3. Differentiate the sensory memory and short-term memory.

The sensory memory is a memory that can be overwritten by new information coming from the three sensory channels such as iconic memory, echoic memory, and haptic memory. The example situation of this is when we hold a cup with a freshly made coffee. As we hold it, at first, we feel that the cup is hot. But after several minutes and we hold it again, we noticed that it's getting cold.



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While the short-term memory is a memory that can be accessed easily but can be held temporarily. The example situation of this is when we took a two-hour lesson, and we forgot some details when the instructor conducted a quiz after.

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

Every Sunday, my family always go out to have some family time. We always wake up early in the morning. After fixing up our bed, my father will start preparing a breakfast for us. Meanwhile, I play with my cat with a ball as its enemy. While my mother and sister are preparing their beautiful blue dress. We always do this to keep our bond and to keep ourselves happy. After that, me and my sister will prepare our things for school after that day.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

Today is a vote day. The weather today is fair, cloudy sky and a decent wind. Perfect for the plant, and people of town to vote. The voting facility being used this time is the school facilities of San Vicente Elementary School. The facilitators are waiting and peeking at the window for the voters. The computer, ballpen, ballot, internet, and emergency car are prepared and standby. The flyers of the candidate president is also displayed at the front gate of the school.



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**COLLEGE of COMPUTER STUDIES**

Name: CAVITE, LEA JEAN S.  
Section: BSIT 1C

Date: February 10, 2022

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - ✚ Font (Type and Size)
  - ✚ Color
  - ✚ Shape/Graph
  
2. If you are going to put a sound in one application, why would it be and why?
  - ✚ If I am going to put a sound in one application. I would put something appropriate to the application. For example, the particular application is a game application. The game application is a thrilling and exciting one. Therefore, I would put a sound that is also thrilling and a little bit upbeat sound or jazz but I will make sure that the sound would be pleasant and good to listen to. We should put sound in an application because the sound effects make the gameplay or use of applications much more exciting, interesting, and entertaining. It also creates tension, adds emotion, and builds immersion in the particular application.
  
3. Differentiate the sensory memory and short-term memory.
  - ✚ Sensory memory processes information gathered through our five senses; it holds information for an extremely brief period of time (less than a second) after the original stimulus has stopped. While short-term memory acts as a "scratch-pad" for temporary recall information. It can be accessed rapidly, in order of 70 ms. However, it also decays rapidly, meaning that information can only be held there temporarily. Moreover, it also has a limited capacity.



4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

- + I was lying on my **bed** to relax while playing with my **cat** when I remembered the **beautiful blue dress** given to me by my **father** that I am going to wear tomorrow for the Christmas **ball** at **school**. By just thinking that my father bought it for me makes me **happy**. But, I was startled when my **cat** suddenly jump-off the bed and run after its **enemy** which is the **rat**.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

- + Faye was just sitting near the **window** and looking at the bright **sky** and the **plant** that had been given to her by her friend named Cris. From there she could also see the entire **town**. Then suddenly her **computer** rang. It was the **President** of supreme student government, she sent Faye a message telling her that she left her **ballpen** in their **car** yesterday and reminded her that tomorrow will be the distribution of the sample **ballot** for the upcoming election in their school. When she was planning to send her reply. Unfortunately, the **internet** connection gets lost.



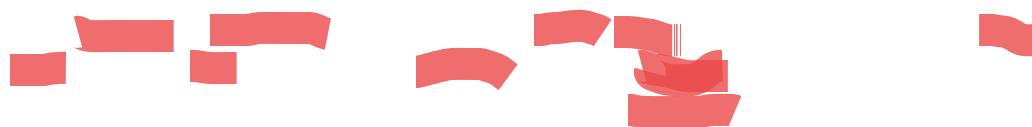
Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

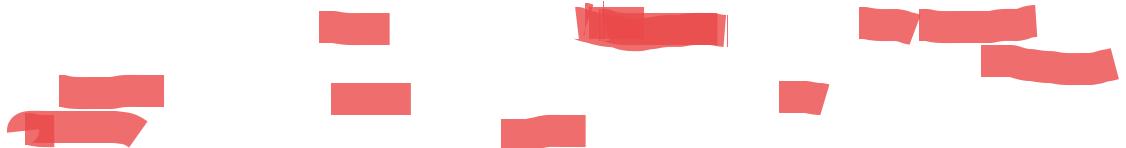
1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**





5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**





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Name: Christine Joy S Casia\_\_\_\_\_ Date: 02-12-22\_\_\_\_\_  
Section: BSIT 1C\_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  - Making sure the arrangements of the angles are all clear
  - Clearer Version of the angle from side to side.
  - Reflection of the light to angle that can ensure the best position.
2. If you are going to put a sound in one application, why would it be and why?

If I would be able to put some sound in one application. It would be a good song or specially related into the app, To certainly encourage the user to used the app and feel free to understand the message of the song and also the application.

3. Differentiate the sensory memory and short term memory

**SENSORY MEMORY** - A sensory memory exists, for each channel: Iconic Memory for virtual stimuli, Echoic Memory for arural stimuli, And Haptic Memory for touch. This memories are constantly overwritten by new information coming on these channels. Information is passed from sensory memory into - short term memory by attention, thereby filtering the stimuli to only those which are of interest at a given time.

**SHORT TERM MEMORY** - Short term memory or working memory acts as a 'scratch - pad' for temporary recall of information. It is used to store information which is only required fleetingly. Short term memory can be accessed rapidly.



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4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

A father goes to school and see a cat playing with a ball and seems happy because of its beautiful and colorful blue majestic dress and saw by an enemy while in the apartments bed.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

A president saw a ballot vendor in the town while his in car and look up in the sky thinking if his gonna buy and open his window to feel the essence of the plants and trees while turning on the computer and waiting for the slow internet connection then find some ballpen to write about something on a paper.



Name : Fharson B. Bano  
Section: BSIT-1C

Date: \_\_\_\_\_

## **INTRODUCTION TO HUMAN COMPUTER INTERACTION**

### **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

The Three Factors that I will consider in designing an interface in relation to the vision is number 1 is the color or the text/ interface, number 2 is the keep the design simple for the user can appreciate the design, and lastly the text size for them to be readable. and these are the three factors that I will consider in designing an interface.

2. If you are going to put a sound in one application, why would it be and why?

If I were going to put a sound in one application it would be a lively music for the users be energetic while they are opening my application because if the sound of my application is weird for them they will never go back to my application, like for example in Netflix their music in the intro is very strong for the people attracted to it.

3. Differentiate the sensory memory and short term memory

The main difference between sensory memory and short-term memory is that sensory memories are stored for a few seconds at most. Sensory memories come from the five senses: hearing, vision, touch, smell, and taste. Sensory memory is stored only for as long as the sense is being stimulated. It is then reprocessed and associated with short-term memory. While short-term memory can also be called working memory serves as a "scratch-pad" for recalling information on a short-term basis. Short-term memory stores recent events as well as sensory information such as noises. Short-term memory can be



accessed rapidly, but it also decays rapidly. That means information can only be held there temporarily.

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

I went home angry from an **enemy** at **school** but then I saw my **beautiful** pet **cat** playing with a **ball** of yarn at my **bed**, my mood turned completely upside down. **Father** knocked on my door and showed me a **blue dress** she bought for mom, in that moment I'm **happy** guess life is perfect after all.

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

Within this small **town**, besides my **window** as **cars** pass by, in front of my **computer** with my **internet** turned on I still can't focus, I tried spinning my **ballpen** on my fingers but it didn't help a bit. I Look up at the **sky** while uttering the words which **president** should I vote for? After putting my vote on the **ballot** box I can't do anything, I just need to have faith that change would come. The sun then sets, that's when I knew it was time to water my **plant**.



Name: \_\_\_\_\_Bigata, Ryan Jake C.\_\_\_\_\_  
Section: \_\_\_\_\_BSIT 1C\_\_\_\_\_

Date: \_\_\_\_\_

## INTRODUCTION TO HUMAN COMPUTER INTERACTION

### ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.

\* The three important interfaces would be layout, content awareness and consistency. The three fundamental parts of most user interfaces are navigation, input and output.

2. If you are going to put a sound in one application, why would it be and why?

\*It is depending of the sound that need in application, because not all applications, depending on the application, need a sound, if I add a sound in an application, it will match the application I developed.

3. Differentiate the sensory memory and short term memory?

\* Short term memory is the capacity for holding a small amount of information in an active, readily available state for a brief period of time. It is separate from our long term memory, where lots of information is stored for us to recall at a later time. Unlike sensory memory, it is capable of temporary storage.

4. Develop a scene or imagery using the following word

**ball cat bed school beautiful happy blue dress enemy father**

My **father** bought me a **beautiful blue dress**. My brother was very **happy** playing with his **cat** in a **bed** when he suddenly throw the **ball** to me and I get angry,, we become **enemy** in home and even in **school** because he doesn't even say sorry to me.



5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**

In our **town** we will start the 2022 election of **president** and I prefer to vote in true **ballot** using **ballpen** than **internet** using **computer**. The presidential aspirants was company inside their **car** while the **window** is open saying hi their supporters even the **sky** is bad just to catch more vote. The other candidates is doing so well their efforts even three **plant** is their using to see of people.

Lyka Mae Viñas

BSIT 1C

1. Be purposeful in page layout. ...

Strategically use color and texture. ...

Think about the Defaults

2. likely to find the sounds produced by a piano player soft, audible, and musical. More exciting

3. Sensory memory – Processes information gathered through your five senses. It holds information for an extremely brief period of time (less than a second) after the original stimulus has stopped. Short-term memory – holds information you are actively thinking about.

4. My cat was dressed in a beautiful blue school ball, and my father was a happy enemy.

5. The town's computer president looking out the window watching the sky and his plant and he took picture and posted it in the Internet after he ride at his car to took the ballot.



Edit with WPS Office



Name: \_\_\_\_\_  
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# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## ACTIVITY 1.1

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
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  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**



Name: \_\_\_\_\_  
Section: \_\_\_\_\_

Date: \_\_\_\_\_

# INTRODUCTION TO HUMAN COMPUTER INTERACTION

## **ACTIVITY 1.1**

1. Give at least three factors that you will consider in designing an interface in relation to the vision.
  2. If you are going to put a sound in one application, why would it be and why?
  3. Differentiate the sensory memory and short term memory
  4. Develop a scene or imagery using the following word  
**ball cat bed school beautiful happy blue dress enemy father**



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**COLLEGE of COMPUTER STUDIES**

5. Develop a scene or imagery using the following word

**computer town window car ballpen ballot president plant internet sky**