# **Namu Ephantus**

# **COM/006/15**

# **COM 415 Cat: Human factors in Computer**

# ***Question One***

1. ***The human eye has a number of limitations. Give three examples.***
2. Color blindness.
3. Blind spot
4. Visual acuity(resolution)
5. ***For one of the limitations identified in (a), describe how this should be taken into account in the design of a visual interface.***

Color blindness means that people cannot differentiate colors, so don’t use color only as the factor on button or displays, so they may be viewed as the same

1. **There are three types of human memory. List them.**
2. Working memory
3. Long-term memory
4. Short-term memory
5. **Describe what is thought to happen when people forget things**
6. Problem transferring short-term into long-term memory
7. Hard to recall things
8. **What is meant by chunking?**

Limping things together into units

1. **How does chunking affect GUI design?**
2. Limited number of steps you have to remember when things are chunked together.
3. Chunk related things lead to menu layouts.

# ***Question Two***

1. ***What does it mean by Home and entertainment applications as usability in HCI?***

It means that those applications are a measure of product’s potential to accomplish the goals of the user.

1. ***State and explain usability goals aimed at achieving effectiveness, efficiency, and satisfaction.***
2. **Effectiveness** - usefulness and safety of technology in reaching goals: completeness, accuracy, cognitive match, tasks/functions allocation between human and computer
3. **Efficiency** – The efficiency expenditure resources : time, cost, productivity (error rates, learnability)
4. **Satisfaction** - User satisfaction of interactions with systems: positive perceptions about usability and perceived benefits lead to application acceptance and use.

# ***Question Three***

1. ***What is affordance as used in HCI?***

Affordance is the relationship between what something looks like and how it’s used. Example a button looks as if it needs to be turned on or pushed.

1. ***State and explain any five features that make a good user interface.***
2. **Responsive** – Should provide some form of feedback
3. **Forgiving** – Enable user to undo mistakes, redo, undo.
4. **Concise** – user will not spend too much time to read, keep things clear and concise.
5. **Consistence** – allow users to develop usage patterns, similar buttons should do the same work across the entire system.