Plagiarism Report for Afnan Malik - Assignment 1

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CS408 - Human Computer Interaction
SHORT QUESTION ANSWER FOR MID TERM
Qno.1 Define Attention
Answer:- attention refers to the cognitive process of focusing mental resources on specific aspects of the environment, such as visual stimuli, auditory cues, or specific information presented on a computer interface. It involves selecting and concentrating on particular elements while ignoring others.
Qno.2 Define Recognition
Answer:- Recognition refers to the cognitive process wherein a user identifies or acknowledges elements or patterns presented within a user interface. It involves the ability to perceive and understand information based on familiar cues, previous experiences, or learned patterns.

Qno.3 what is the difference between Tertiary and Analogous colors? [2]
Answer:- These are the colors formed by mixing one primary and one secondary color. TERTIARY COLORS Yellow-orange, red-orange, red-purple, blue-purple, blue-green and yellow-green. Analogous colors are any three colors, which are side by side on a 12 part color wheel, Such as yellow-green, yellow, and yellow-orange. Usually one of the three colors Predominates
Qno.4 Comment to justify the following statement. "Most users are neither beginners nor experts; instead, they are intermediates" What are the pointing devices? Explain trackball as pointing device? [2+3]
Answer:- The statement that most users fall into the category of intermediates rather than beginners or experts holds weight in the realm of user experience and interface design. This is often referred to as the "intermediate user problem."

Intermediate users have acquired a certain level of familiarity and experience with technology or interfaces but might not possess the depth of knowledge or skills of an expert. They can navigate interfaces proficiently but might still require guidance or assistance with more complex features or functionalities.

Pointing devices are tools or mechanisms used to interact with and control the graphical user interfaces of computers or devices. They facilitate the movement of a cursor or pointer on the screen and enable users to perform actions such as clicking, dragging, or scrolling.

One example of a pointing device is the trackball. It's a stationary device with a ball on its upper surface that users manipulate with their fingers or palm. As the ball moves, sensors detect its motion and translate it into cursor movement on the screen. Trackballs often have buttons for clicking and sometimes additional features like scroll wheels.

Trackballs offer some advantages over other pointing devices. They can be more ergonomic as they allow users to manipulate the cursor without moving their entire arm, which can

reduce strain. Additionally, they require less physical space than a traditional mouse, making them suitable for compact workstations or environments where space is limited.

However, trackballs might have a steeper learning curve for users accustomed to traditional mice. The movement of the ball can take some getting used to, particularly for beginners. Intermediate users might adapt more quickly due to their familiarity with various interfaces and input devices, but they might still require some practice to become proficient with a trackball.