COMPUTER HUMAN INTERACTION.

Se206.3

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In ClasS activity – Group activity.

You are assigned to develop an interfaces for Agriculure Information System. How you could apply below theories.

1. Learnability.
2. Flexibility.
3. Robustness.
4. Learnability.

Predictability.

Ability to predict determining the impact of future actions based on past interaction history. Operational visibility.

Eg:- We can observe the behavior of farmers to promote new things, we can show them on their pages. In fact, this is a test of the will of the farmers.

Synthesis.

Ability Assessing the impact of past actions Instant vs. Final honesty.

Eg:- We are looking at the current situation of the user/farmer, what kind of farmer he is, what products he needs and what kind of good he has.

Familiarity.

How prior knowledge applies to the new system. Ability to guess, favor.

Eg:- As we develop the system, we can get acquainted with real-world farmer icons and system icaons such as shopping carts, tractors. We can add a lot of green to pages and any design.

Generalizability.

Ability to generalize Expanding specific interactive knowledge for new opportunities.

Eg:- we can think of this as something related to ancient designs, such as the agro-cultural system of the past. Icon tabs and navigation bars related to past sites or software.

Consistency.

Similarity of input/output behaviors arising from similar situations or task objectives.

Eg:- When using forms as inputs, such forms, logs/signatures, we can design them as a basic method, simple logging helps. This kind of stuff is friendly to anyone when there is someone new to the system.

1. Flexibility.

Dialog initiative.

This will allow the agriculture information system user freedom from artificial constraints on the input dialog imposed by the system.

Multiple threading.

The ability of the system to support user interaction related to more than one task at a time. There are two types of multi-threads, parallel and interconnected. Simultaneously, we input multiple functions simultaneously. In the interconnected type, there are many functions, but input one at a time.

Ability to work transition.

Task migratability.

Assign responsibility for the execution of tasks between the user and the system. The user performs that function or the computer performs those functions. In this agricultural information system, the system will automatically correct the entered vegetable names/missing fruit spellings as a spell checker.

Subsitutivity.

This allows the same values of input and output to be substituted for each other. The user will be able to see the results of the units of their choice.

Customizability.

The user can change the interface to improve efficiency. The user can add commands or change the font size for better visibility.

1. Robustness.

Observability.

We can use a navigation bar that clearly shows the main actions that can be taken across the system.

We can show the path to the relevant document so that the user knows where the document is located.

Recoverability.

If the user is consciously or unconsciously performing an unwanted task, there should be a back button on the interface to return to the previous interface.

If the user knowingly or unknowingly clicks the Delete button to delete something, there may be a message box with relevant buttons asking if he/she really wants to delete the selected item.

Responsiveness.

We can use the load bar to show the user that specific things are still loading.

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