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Assignment No.: 01 (HCI)

Title: Identify specialized users and related facilities for a selected product / system and make necessary suggestions for its improved accessibility design.

Problem Statement: Identify specialized users and related facilities for a selected product / system and make necessary suggestions for its improved accessibility design.

Objective:

- To identify the users of proposed HCI application.
- To specify goals and objectives.
- To list down need of the user for selected product/system.

Theory:

Human–computer interaction (HCI) is the study of how people interact with computers and to what extent computers are or are not developed for successful interaction with human beings. . HCI both observe the ways in which humans interact with computers and design technologies that let humans interact with computers in novel ways.

HCI consists of three parts: the user, the computer itself, and the ways they work together. User By "user", we may mean an individual user, a group of users working together. An appreciation of the way people's sensory systems (sight, hearing, touch) relay information is vital. Also, different users form different conceptions or mental models about their interactions and have different ways of learning and keeping knowledge and. In addition, cultural and national differences play a part. Computer When we talk about the computer, we're referring to any technology ranging from desktop computers, to large scale computer systems. For example, if we were discussing the

design of a Website, then the Website itself would be referred to as "the computer". Devices such as mobile phones or VCRs can also be considered to be "computers".

Interaction, The communication between user and system is called as the interaction. There are obvious differences between humans and machines. In spite of these, HCI attempts to ensure that they both get on with each other and interact successfully. In real systems, the schedule and the budget are important, and it is vital to find a balance between what would be ideal for the users and what is feasible in reality. Know your users The start of any interaction design exercise must be the intended user or users. Before you can answer the question "How do you make our user-interfaces better?", we must first answer the question "for whome?". Over time many people are affected directly or indirectly by a system and these people are called stakeholders. Following techniques are used to know user. Who are they?

The first thing to find out is who your users are. Are they young or old, experienced computer users or novices? You may need to ask this question again as you find out more about the system and its context. This question becomes harder to answer if you are designing generic software, many different users with different purposes and characteristics. However, it is probably better, designer should think of several specific users. Talk to them There many ways to talk with user: structured interviews about their job or life, open-ended discussions, or bringing the potential users fully into the design process. Watch them Watch what people do as well as hear what they say. This may involve sitting and taking notes of how they spend a day, watching particular activities, using a video camera or tape recorder. It can be done in an informal manner or using developed methods such as ethnography or contextual inquiry. The observations tell you what they do, they will tell you why. Use your imagination If you cannot involve actual users you can at least try to imagine their experiences. One method that has been quite successful in helping design teams produce user- focused designs is the persona. A persona is a rich picture of an imaginary person who represents your core user group.

Conclusion:

Thus we have studied important parts of HCI and different ways to know users for selected product/system.