

Assignment 01

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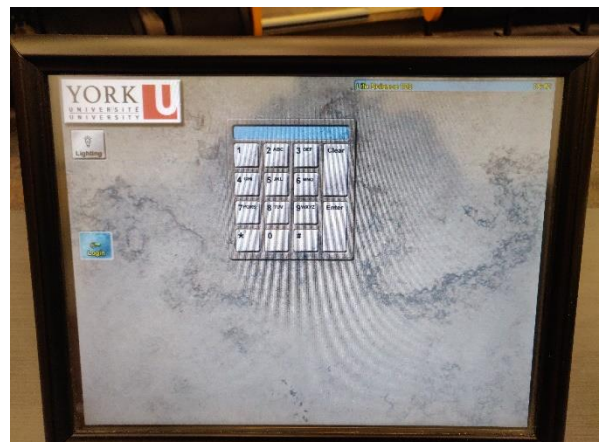
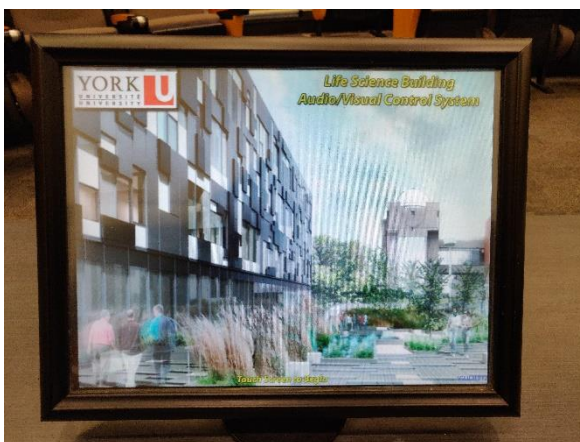
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Learning Documentation

Completion of task 1 took me more time than I anticipated, I also failed three attempts before succeeding the task. At my first two trials, I first selected the projector option and then clicked on type of the device to be projected. But this resulted in failure producing no result. As I continued to instruct the console as my third attempt, the system unexpectedly froze thus leaving me in empty space. Learning from my previous mistakes, I then reversed my instruction sequence to first selecting the type of the device and then the projector to project the selected device. This resulted in a success where the instructions were executed and produced the needed output by projecting the PC device to right and document camera to the left.

Step by Step Instructions:

1. Start the screen by touching at any spot within the screen, key in the password on the soft keyboard displayed and press Enter.



2. Skip to step six in order to see instruction for lightings.

3. Set up the device that you want to project. For Example:

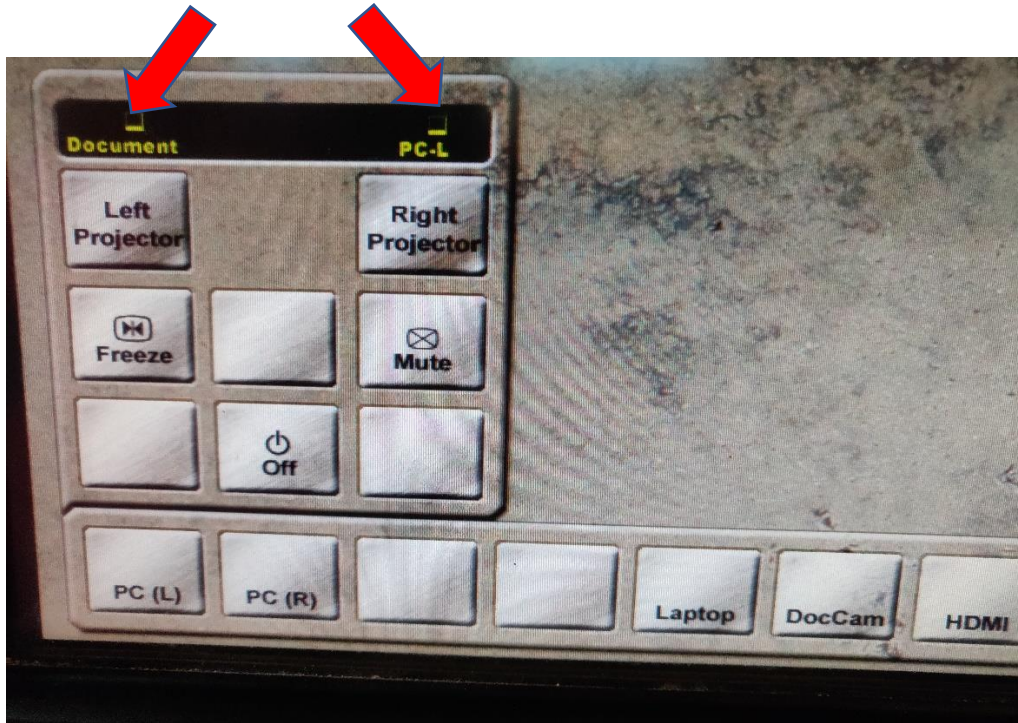
- Log into the PC using passport york username and password.
- Plug in your Laptop to the VGA and audio using the cables provided.
- Place the document or notes such that it is facing the Document Camera.
- Plug in USB drive into the CPU.



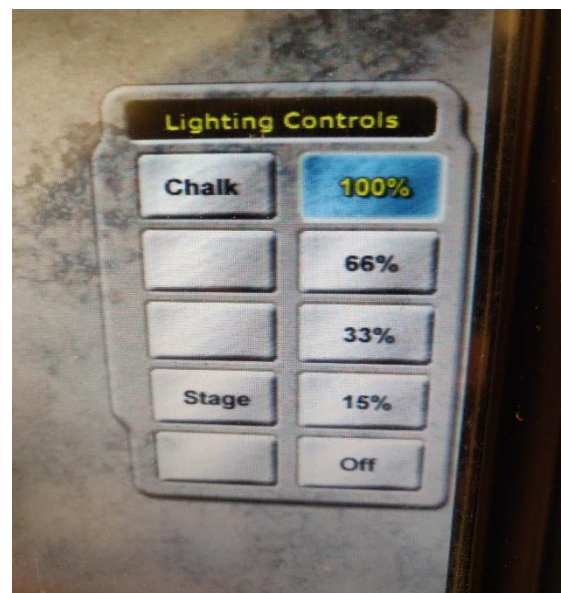
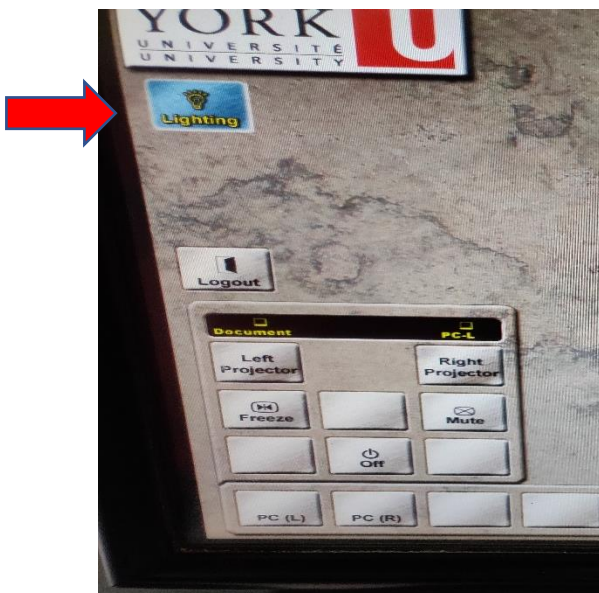
4. Select the Device that is intended to be projected. E.g. PC R, PC L, DocCam, Laptop, etc.



5. Now select the projector to project the above selected device. Note: Depending on the selection made the system will provide with visual feedback of what device is projected and the respective projector.



6. To adjust the lightings in the room, select the Lighting option from the Menu. Now select the respective lighting option from list of available choices ranging between 100% to Off.



7. At the end of your session, logout from all the devices that you have signed in and also logout from the console.

Analysis of Modes of Interaction

The classroom technology console uses **instructing** as its mode of interaction. User accomplishes the desired task by instructing the system on what operation is to be completed. Instructions are issued to the console by selecting respective option via touch gesture from the menu displayed on the screen. Instructions recorded may vary in number from single to a sequence of instructions depending on the task to be functioned. The instruction-based interaction used in this design is effective and provides user with quick visual feedback by highlighting the selection made and executing the task as instructed by the user.

Cognitive Framework Discussion

I learned to interact with the system by injecting various inputs and analysing the visual feedback received based on the inputs. My First three instructions resulted in system not executing any instruction and resulted in no feedback. But eventually at the end of my fourth trial I succeeded in executing task1 by projecting the pc and document camera respectively. This gained me knowledge on how to interact with the system and I eventually developed a mental model from the trial and error process. The gulf of execution, the gap between the user and the system from the first three attempts could have been reduced with a better interactive design and providing users with more knowledge on how the system works. One suggestion would be to use several levels of menu rather than flat set of options.

For example, the start screen may display options like Projector and lighting. Based on what the user selects move to next screen displaying sub level options to be chosen.

Selection 1 → Projector Left → PC L, PC R, Document Camera, etc.

Selection 2 → Projector Right → PC L, PC R, Document Camera, etc.



Selection 3 → Lighting → Chalk, Steps, Stage → 100%, 64%, 33%, 15%, OFF.



This hierarchy of menu will reduce steps that user requires to remember by guiding the user through next step. This type of interactive design will be easy to use and provides a pleasing user experience.