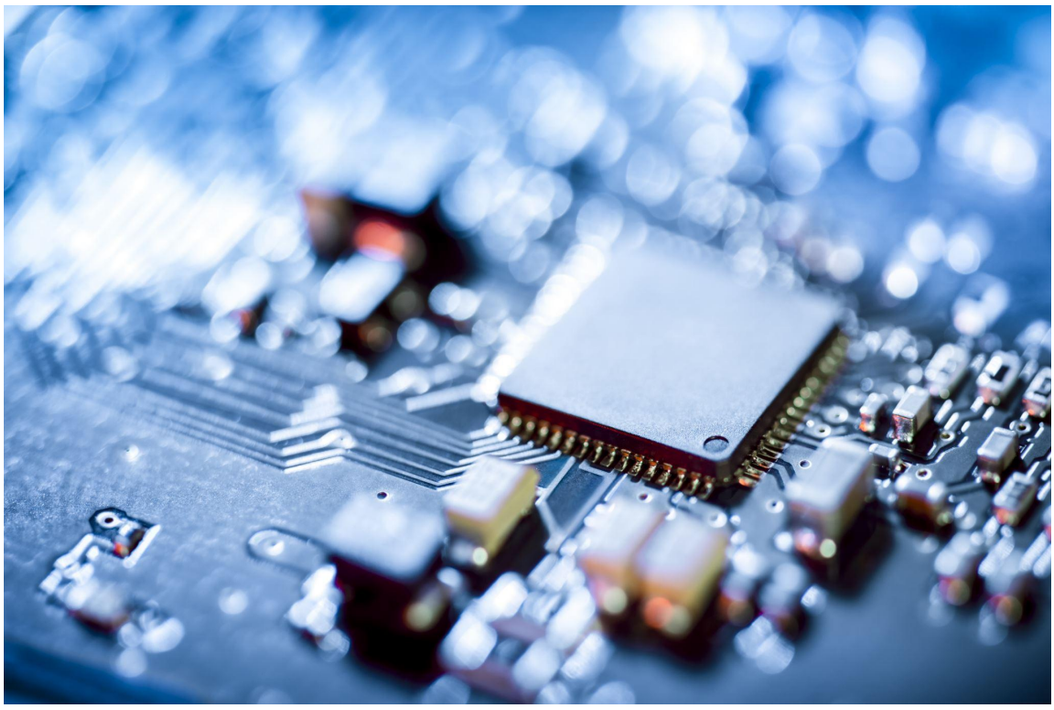
HUMCOM1

Human Computer Interaction 1

Second Semester, First Year

ESTIMADA, RIECI ANGEL L.

This portfolio showcases my activities, experiential learning's, and reflections in HUMCOM1 this semester under the supervision of our instructor Mr. Benny Cris C. Pio.



End semester self-assessment

Self-assessing Example:

This semester in HUMCOM1, I learned a lot about how people interact with computers and how to design user-friendly systems using HTML, CSS, and JavaScript through Visual Studio Code. For doing the UI design, we used Canvas, which helped me explore creative layouts and improve my design ideas. We also experienced a short debate where I learned to express my thoughts clearly and listen to others' opinions. One of the most important experiences was the mini hackathon, where I learned how important it is to divide roles properly in a group so that we can work faster and finish on time. Although some tasks were challenging, especially when deadlines overlapped, I still managed to complete my work. Overall, I gained useful skills and knowledge that will help me in future projects and teamwork activities.

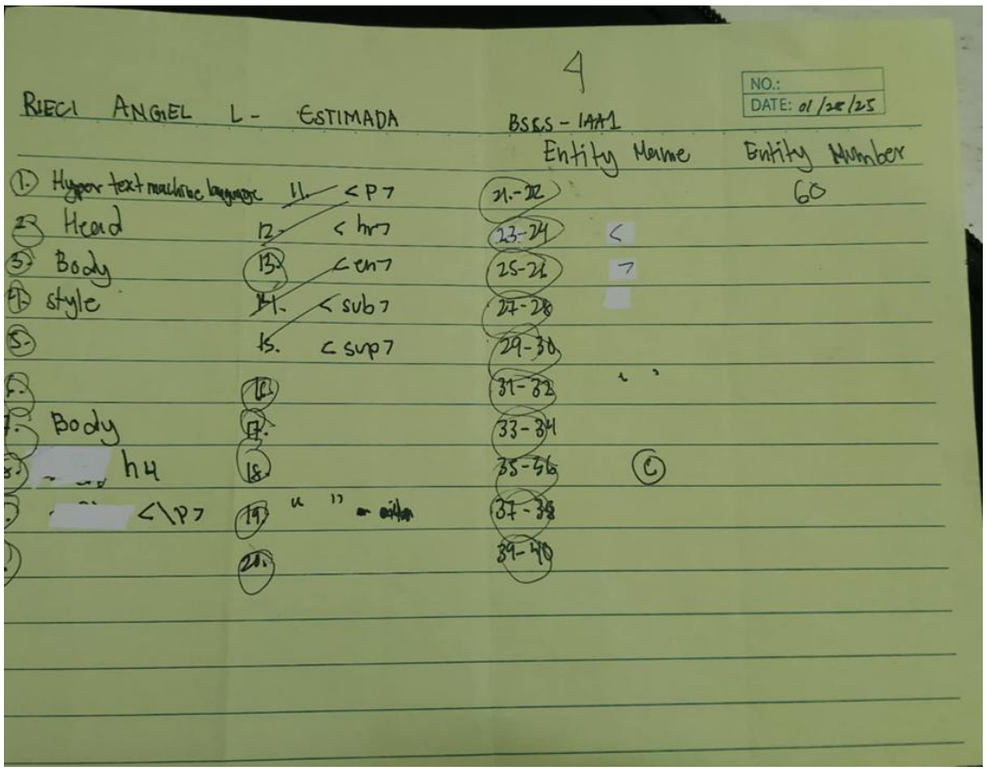
TABLE OF CONTENTS

FORMATIVE ASSESSMENTS:

Quizzes:

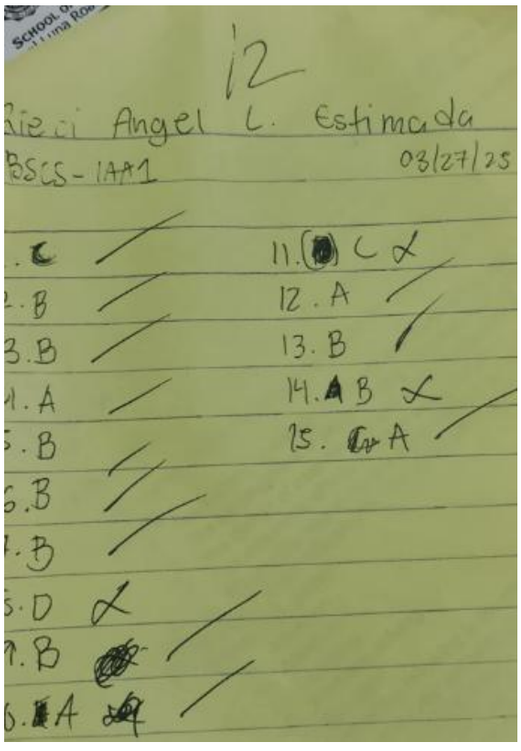
PRELIMS

QUIZ 1

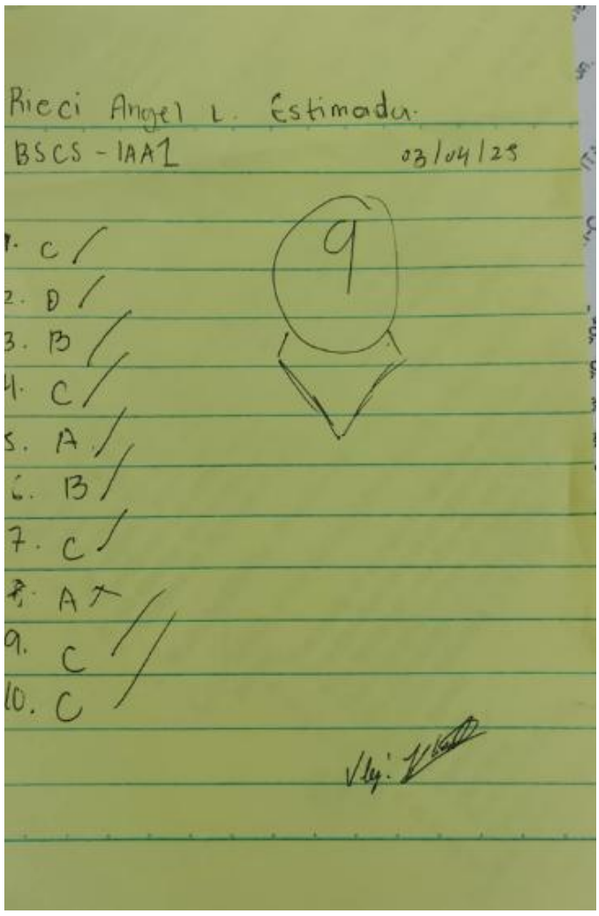


MIDTERMS:

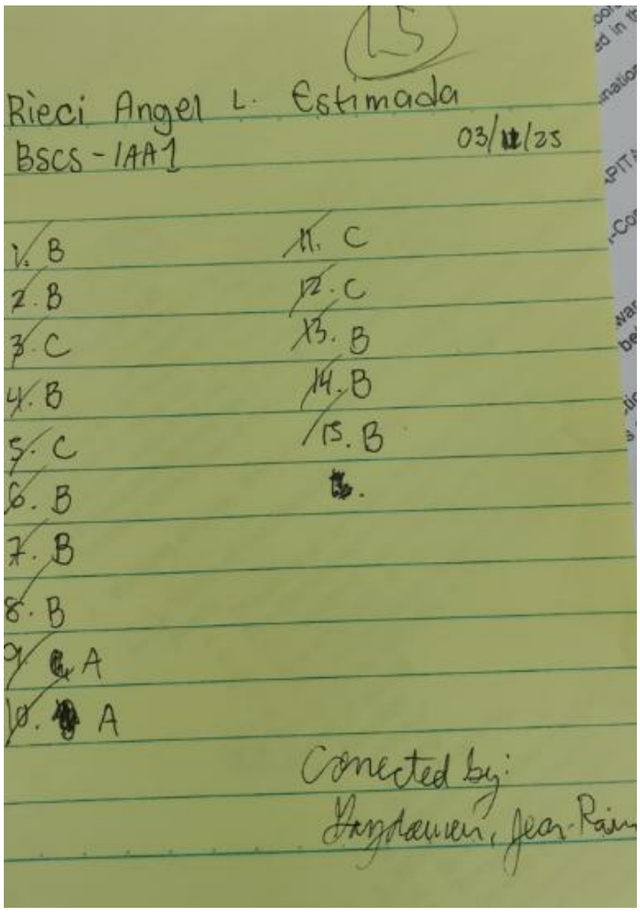
QUIZ 1



QUIZ 2


Ricci Angel L. Estimada
BSCS - 1AA1
03/04/25
9
1. C
2. D
3. B
4. C
5. A
6. B
7. C
8. A
9. C
10. C

QUIZ 3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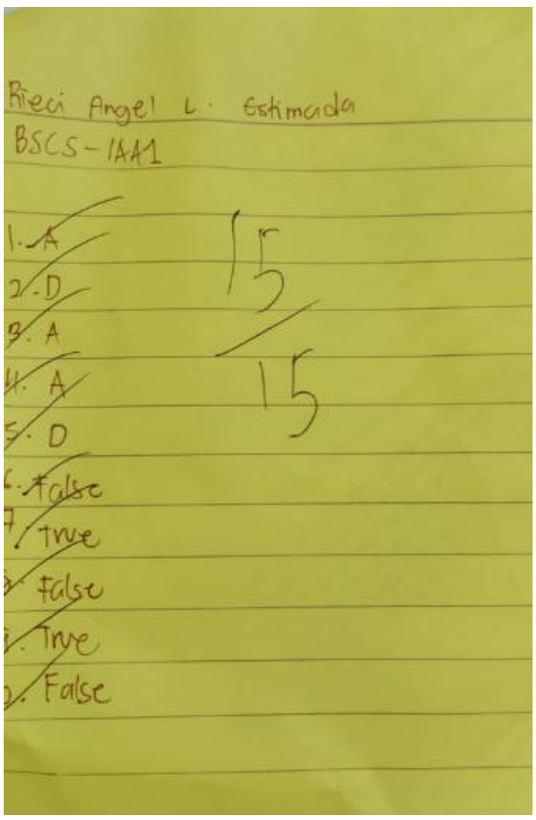
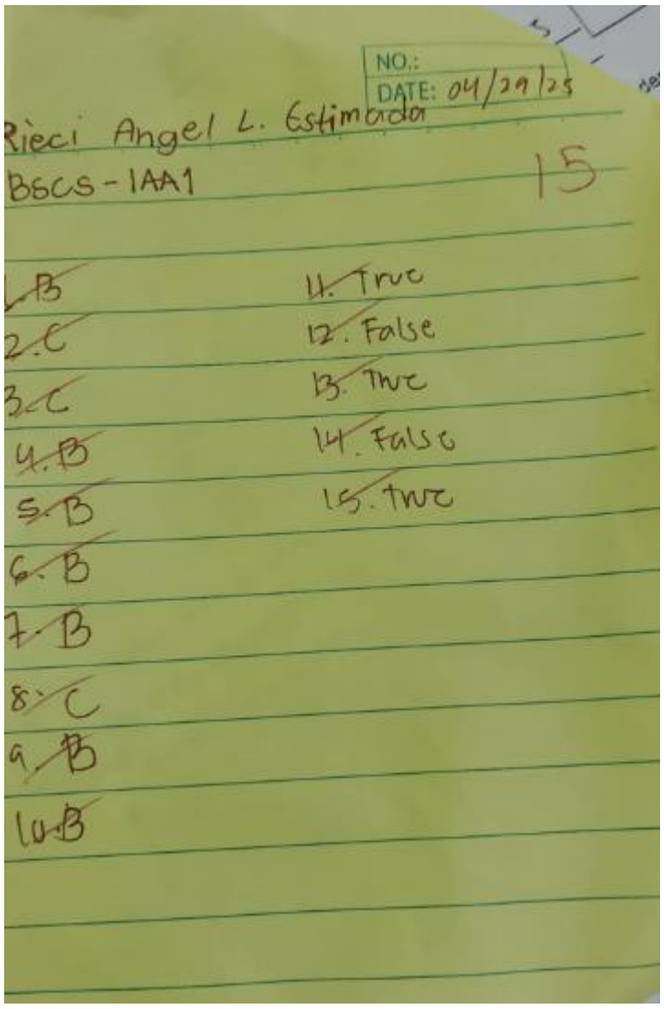
Ricci Angel L. Estimada
BSCS - 1AA1
03/12/25
1. B
2. B
3. C
4. B
5. C
6. B
7. B
8. B
9. A
10. A
11. C
12. C
13. B
14. B
15. B
Corrected by:

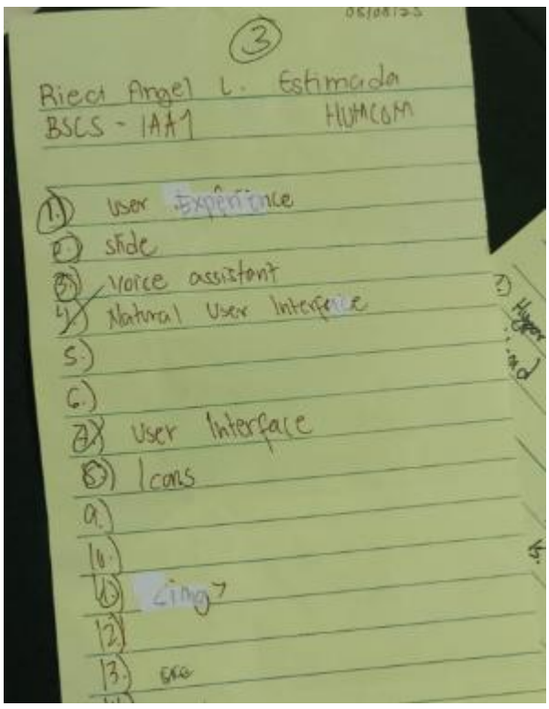
FINALS

QUIZ 1



QUIZ 2



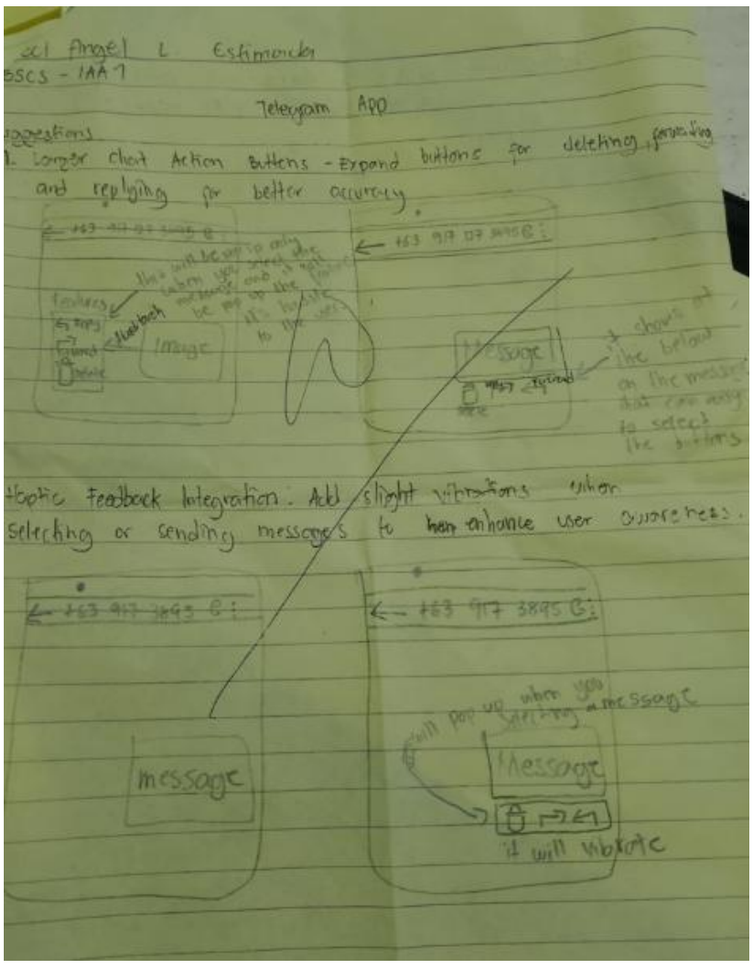


1. Description:
    - The quizzes we were given were a mixture of alternate-response, multiple-choice, and identification questions. The average number of questions was 15, and we finished them in about 20 minutes.

2. Reflection:
    - I learned the importance of reviewing previous lessons because the instructor can give surprise quizzes at any time. It was especially hard when the quiz was identification-type. Overall, the quizzes covered the topics we discussed in class.

SEATWORK

FINALS

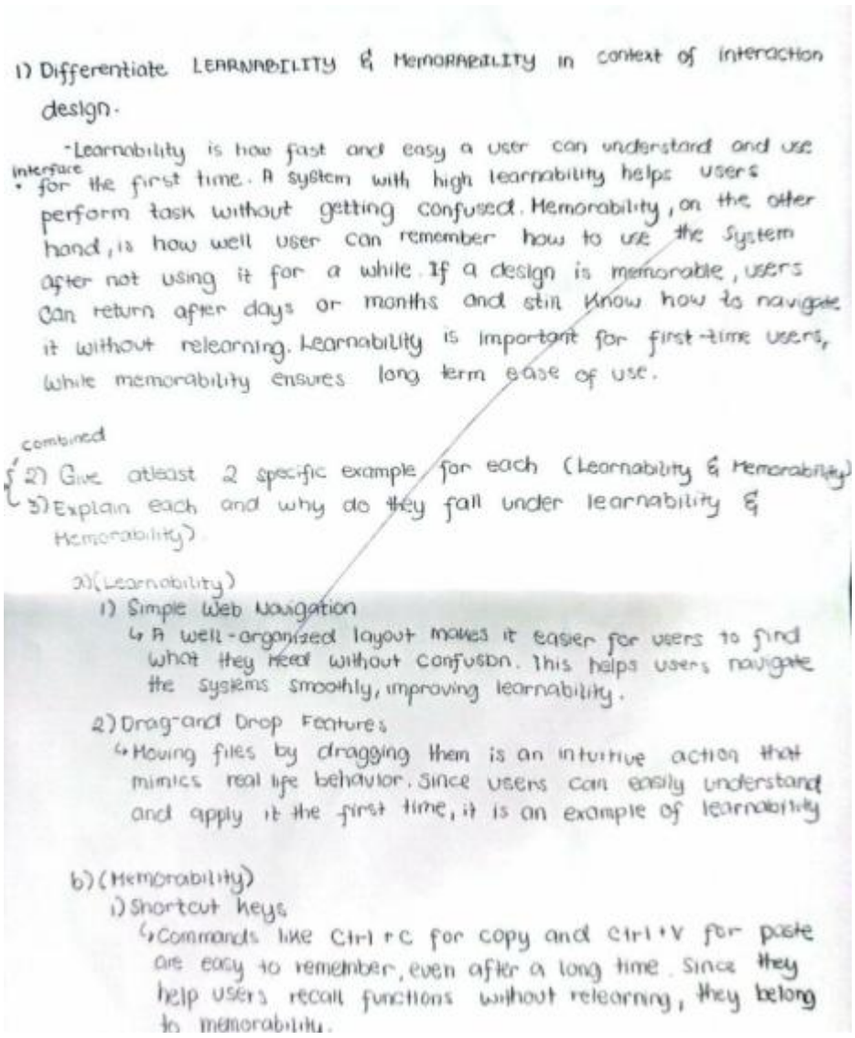


3. Description:
    - In prelims, we were asked to write a short essay about a smart city idea. We had to think creatively about how technology could solve problems in urban areas. In the finals, we were tasked to redesign an existing app by improving its user interface (UI) to make the user experience (UX) better and more efficient.
4. Reflection:
    - The prelim seat work helped me think critically and creatively about real-world problems and how technology can be used to solve them. The finals seat work challenged my design skills and taught me the importance of simplicity and usability in apps. Both tasks allowed me to apply what I learned in class, and I enjoyed working on them because they felt meaningful and practical.

ASSIGNMENT

PRELIMS

ASSIGNMENT 1



1) Differentiate LEARNABILITY & MEMORABILITY in context of interaction design.

- Learnability is how fast and easy a user can understand and use interface for the first time. A system with high learnability helps users perform task without getting confused. Memorability, on the other hand, is how well user can remember how to use the system after not using it for a while. If a design is memorable, users can return after days or months and still know how to navigate it without relearning. Learnability is important for first-time users, while memorability ensures long term ease of use.

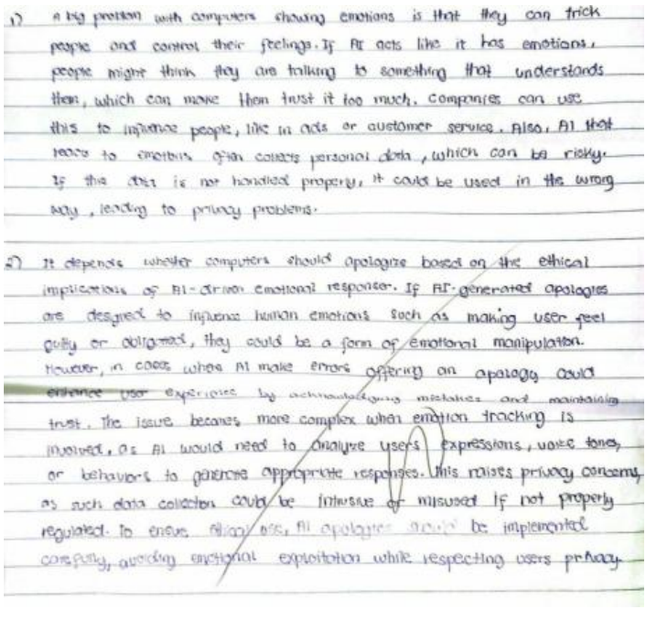
combined
2) Give atleast 2 specific example for each (Learnability & Memorability)
3) Explain each and why do they fall under learnability & Memorability)

a)(Learnability)
1) Simple Web Navigation
↳ A well-organized layout makes it easier for users to find what they need without confusion. This helps users navigate the systems smoothly, improving learnability.
2) Drag and Drop Features
↳ Moving files by dragging them is an intuitive action that mimics real life behavior. Since users can easily understand and apply it the first time, it is an example of learnability

b)(Memorability)
i) Shortcut keys
↳ Commands like Ctrl+C for copy and Ctrl+V for paste are easy to remember, even after a long time. Since they help users recall functions without relearning, they belong to memorability.

MIDTERMS:

ASSIGNMENT 1



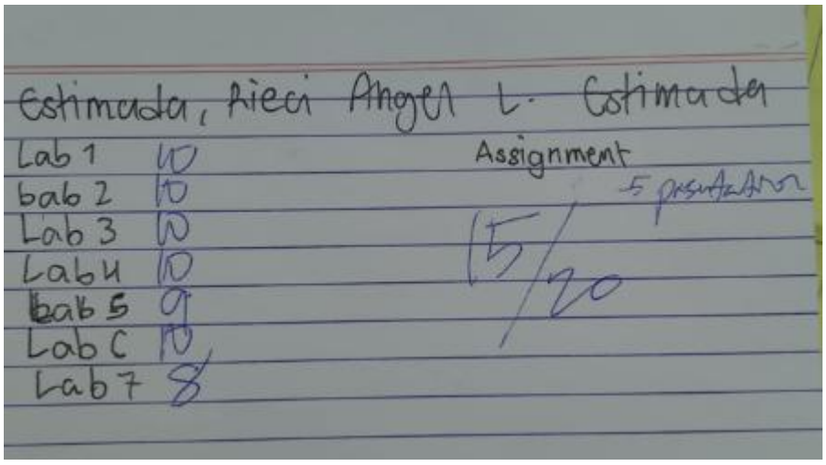
1) A big problem with computers showing emotions is that they can trick people and control their feelings. If AI acts like it has emotions, people might think they are talking to something that understands them, which can make them trust it too much. Companies can use this to influence people, like in ads or customer service. Also, AI that reads to emotions often collects personal data, which can be risky. If the data is not handled properly, it could be used in the wrong way, leading to privacy problems.

2) It depends whether computers should apologize based on the ethical implications of AI-driven emotional responses. If AI-generated apologies are designed to influence human emotions such as making user feel guilty or obligated, they could be a form of emotional manipulation. However, in cases where AI make errors offering an apology could enhance user experience by acknowledging mistakes and maintaining trust. The issue becomes more complex when emotion tracking is involved, as AI would need to analyze users expressions, voice tones, or behaviors to generate appropriate responses. This raises privacy concerns, as such data collection could be intrusive or misused if not properly regulated. To ensure ethical use, AI apologies should be implemented carefully, avoiding emotional exploitation while respecting users privacy.

5. Description:
    - In prelims, our assignment was to research the difference between learnability and memorability in user interface design. We had to explain each concept and give examples. In midterms, the assignment was about computer emotion, where we learned how technology can recognize and respond to human emotions.
6. Reflection:
    - The prelim assignment helped me understand the key principles that make a good user interface. Knowing the difference between learnability and memorability made me more aware of how users interact with systems. The midterm assignment was interesting because it showed how emotions play a role in technology. Both tasks deepened my understanding of human-computer interaction and its impact on design.

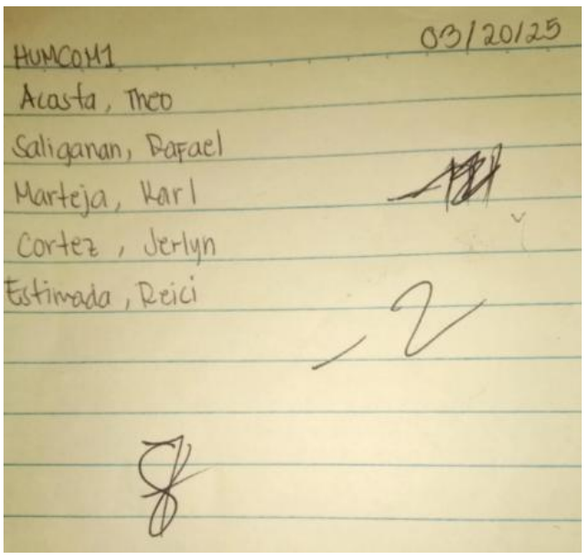
OTHERS:

PRELIMS: LAB ACTIVITY SCORES

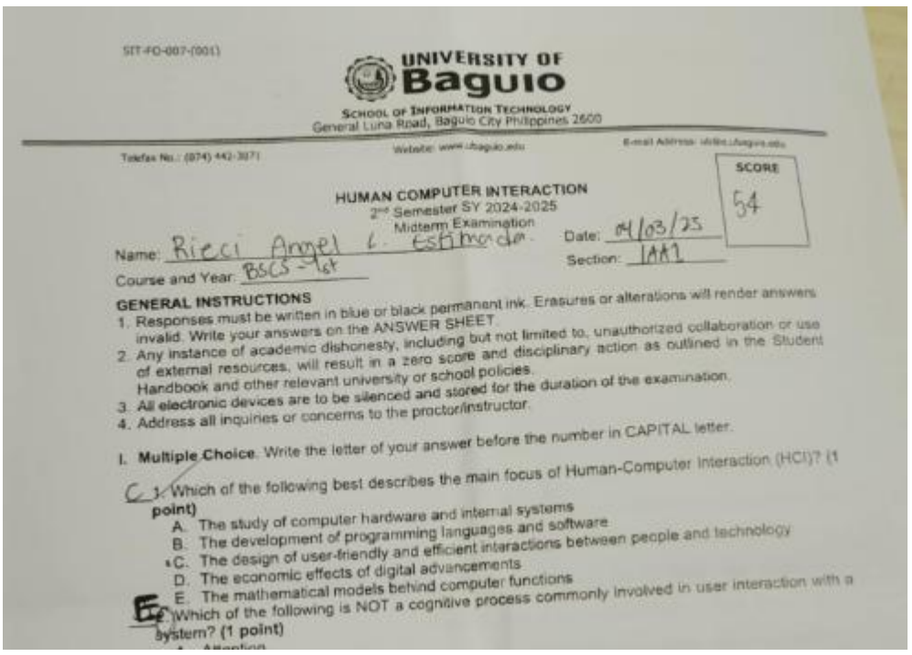


MIDTERMS:

MIDTERMS REPORTING SCORE



MIDTERN EXAM SCORES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HUMAN COMPUTER INTERACTION
2nd Semester SY 2024-2025
Midterm Examination

SCORE 54

Name: Rieci Angel L. Estimada Date: 04/03/25
Course and Year: BSCS - 1st Section: 1AA2

GENERAL INSTRUCTIONS
1. Responses must be written in blue or black permanent ink. Erasures or alterations will render answers invalid. Write your answers on the ANSWER SHEET.
2. Any instance of academic dishonesty, including but not limited to, unauthorized collaboration or use of external resources, will result in a zero score and disciplinary action as outlined in the Student Handbook and other relevant university or school policies.
3. All electronic devices are to be silenced and stored for the duration of the examination.
4. Address all inquiries or concerns to the proctor/instructor.

I. **Multiple Choice**. Write the letter of your answer before the number in CAPITAL letter.

C 1. Which of the following best describes the main focus of Human-Computer Interaction (HCI)? (1 point)
A. The study of computer hardware and internal systems
B. The development of programming languages and software
C. The design of user-friendly and efficient interactions between people and technology
D. The economic effects of digital advancements
E. The mathematical models behind computer functions

E 2. Which of the following is NOT a cognitive process commonly involved in user interaction with a system? (1 point)

FINALS:

MINI HACKATHON SCORE (1/4 WASN'T RETURNED)

1. Description:
    - Its collection of scores from the laboratory and lecture activities.
2. Reflection:
    - I learned the importance of teamwork.

EXPERIENCE

What I like about the course:

1. We did a lot of hands-on activities.
2. Our teacher explained things clearly.
3. The lessons were fun and useful.
4. I got better at coding and designing.
5. We worked together with classmates.

My Favorite Topics

1. Designing user interfaces (UI) and user experiences (UX).
2. Learning how to organize HTML.
3. Styling pages with CSS.
4. Learning basic JavaScript and how functions work.
5. Learning what makes a good UI design

My Favorite Activities

1. Doing lab work using HTML, CSS, and JavaScript.

2. Making our own website portfolio.

3. Joining the mini hackathon.

4. Designing user interfaces for class tasks.

5. Taking part in a debate to practice thinking skills.

What can be improved in this subject

1. Give more time to complete lab tasks.
2. Make instructions easier to understand.
3. Have fewer quizzes that just ask for definitions.
4. Give more chances to code on our own.
5. Have the teacher explain more instead of depending on classmates.

Most Challenging Topics

1. Honestly, I didn't find the topics too hard. The lessons were clear, and the hands-on work helped me understand better. When I had questions, I found help from classmates, online videos, or by practicing more. As long as I stayed focused, I could handle everything.

Tribute to people who helped me in this subject:

1. Our teacher, Mr. Benny Cris C. Pio, for his guidance.
2. My classmates who helped during lab activities.
3. My friends who supported and gave advice.
4. YouTube creators who made helpful coding tutorials.
5. Myself—for not giving up and doing my best.