

## Assignment No:07

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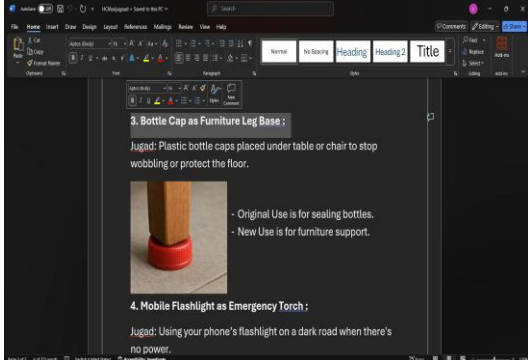
Batch: A2 Roll No : 28

Subject: Human Computer Interaction

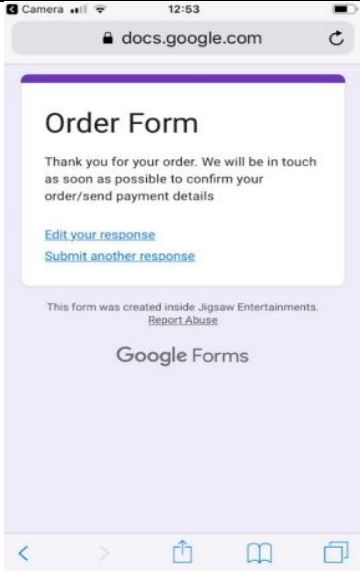
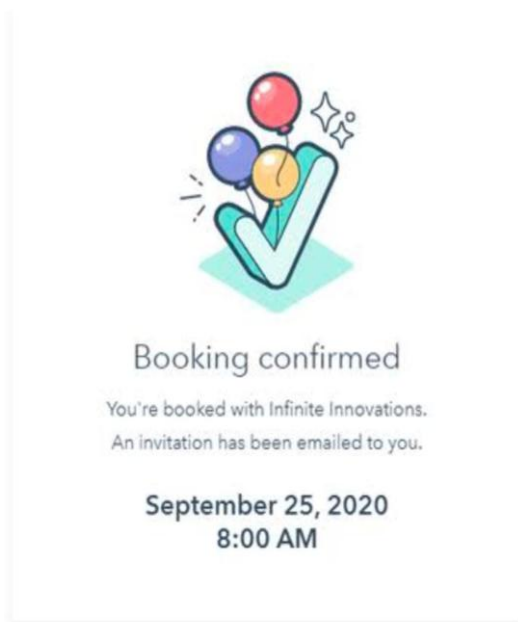
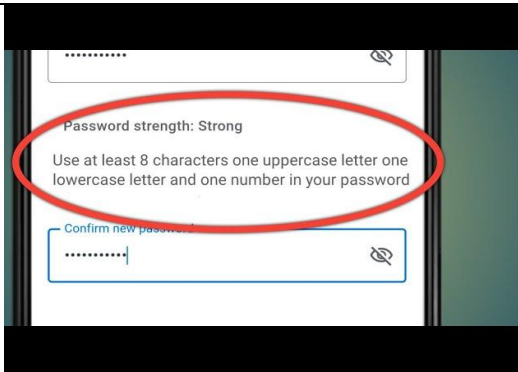
Class: TE Information Technology (A)

Aim: Evaluation of Interface.

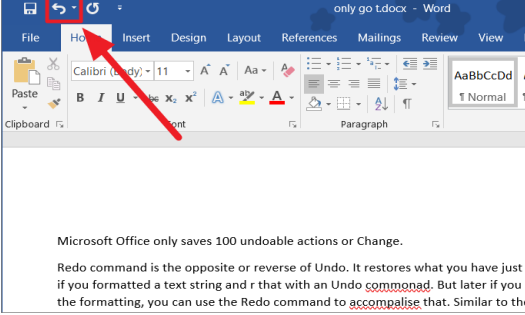


Problem statement: Students are expected to evaluate software interface against known HCI evaluation.

Sr. no.	Rule	User Interface	Explanation
1	Strive for Consistency		It Means Keeping similar elements and actions uniform across an interface to make it easier and more predictable for users. e.g) Google Map : Keeps the layout, colors, and symbols the same across all views, so users quickly understand and trust how to navigate.
2	Enable Frequent Users to Use Shortcuts (Usability)		It means providing quicker ways like shortcuts, gestures, or commands for users to perform tasks faster without going through full steps. e.g) MS Word: Shortcut: Press Ctrl + B to bold text. Instead of clicking the "Bold" button every time, frequent users can work faster using keyboard shortcuts.

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3	Offer Informative Feedback.		<p>Offer Informative Feedback tells users what the system is doing or what has happened after their action.</p> <p>e.g) After clicking "Submit" on a form, a message appears: "Thank you for your order." This message confirms to the user that the form was successfully submitted, reducing confusion or repeated attempts.</p>
4	Design Dialog to Yield Closure.		<p>Design Dialog to Yield Closure means ending each user task with a clear signal that the task is complete.</p> <p>In short: Let users know when their task is finished with a clear message or result.</p> <p>e.g) After booking a ticket, the screen shows: "Booking Confirmed" This message gives the user closure by confirming the task is done and no further action is needed.</p>
5	Offer Simple Error Handling.		<p>It means helping users easily understand and fix errors when they occur. In short it means that it shows clear error messages and guide users to correct them.</p> <p>e.g) "Password must be at least 8 characters." Shown while filling a form. This message tells the user exactly what's wrong and how</p>

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			to fix it, making the error easy to correct.
6	Permit Easy Reversal of Actions.	 <p>Microsoft Office only saves 100 undoable actions or Change.</p> <p>Redo command is the opposite or reverse of Undo. It restores what you have just if you formatted a text string and r that with an Undo <u>commonad</u>. But later if you the formatting, you can use the Redo command to <u>accomplise</u> that. Similar to the</p>	<p>Permit Easy Reversal of Actions means allowing users to undo their actions without trouble.</p> <p>In short: Users should be able to undo mistakes easily.</p> <p>e.g) A "Undo" button in MS Word lets you reverse recent changes. If the user deletes something by mistake, they can quickly undo it, reducing fear of errors.</p>
7	Support Internal Locus of Control.		<p>Support Internal Locus of Control means giving users the feeling that they are in charge of the system, not the system controlling them.</p> <p>In short: Users feel they are controlling the actions. e.g) In a photo editor, users can freely choose filters, crop, and adjust brightness as they like.</p>
8	Reduce Short-Term Memory Load.		<p>Reduce Short-Term Memory Load means designing systems so users don't have to remember too much information at once.</p> <p>In short: Show needed info on the screen so users don't have to memorize it.</p> <p>e.g) While filling an OTP, the app auto-fills it from the SMS. The user doesn't need to remember and type the OTP, reducing memory effort.</p>

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