

Q1 What is HCI?

HCI researches the design and use of computer technology, focused on the interfaces between users and computers. Researchers in the field of HCI both observe the ways in which humans interact with computers and design technologies that let humans interact with computers in novel ways. As a field of research, human–computer interaction is situated at the intersection of computer science, behavioral sciences, design, media studies, and several other fields of study.

Q2 What is Reality-Based Interaction?

Direct Manipulation moved interfaces closer to real world interaction by allowing users to directly manipulate objects rather than instructing the computer to do so by typing commands. They increase the realism of interface objects and allow users to interact even more directly with them—using actions that correspond to daily practices within the non-digital world.

Q3 What is an idiom?

Idioms do not share the same properties as what they're referring to. Therefore, idioms require of people to consciously learn their meaning first.

Q4 What user interface idioms are you familiar with?

In Notepad++, A “Rename” option under the File menu, which saves the file with a new name and removes the file with the old name. This saves the tiresome task of doing “Save As” and then deleting the file in the save window.

Q5 Paraphrase the two best in your opinion reasons why idioms are better than user interface metaphors according to this web page?

1. Interface elements utilizing idioms can be carried forwards or scrapped depending on their success, whilst maintaining the original essence of the idiom, and without detriment to the overall user experience.

2. As idioms are first learnt in the context of their use, they don't introduce the same pre-existing biases and expectations of users.

Q6 Paraphrase the consistency principle as it relates to designing a user interface

Do not attach different idiomatic meanings to the same objects or actions across multiple UI views, modes, applications, and systems. Consistency in the appearance and behavior of idioms will keep familiarity and user expectations.

Q7 Briefly describe UDD.

User-centered design can be characterized as a multi-stage problem-solving process that not only requires designers to analyze and envision the way users are likely to consume a product, but also to validate their assumptions with regard to the user behavior in real world tests. These tests are conducted with/without actual users during each stage of the process from requirements, pre-production models and post production, completing a circle of proof back to and ensuring that development proceeds with the user as the center of focus.

Q8 Who is the primary stakeholder?

Club president and event committee members

Q9 Who are the secondary stakeholders?

Event leaders

Q10 Give each stakeholder a name or title and brief description.

Club president event committee members: They actually run the club and determine which events are held.

Event leaders: They determine what tasks must be completed.

Club members: They need to be volunteer in events.

Q11 What is a primary result (output) that the program could or should produce or provide to the user?

The candidate dates for each event which there are sufficient volunteers to attend to.

Q12 Describe the input that is required for such a program result to be produced?

The available dates of each club members and the proposed dates of each event.