HCI Report

Introduction

The Windows Operating System is the most widely used operating system in the world, holding a market share of over 70% of all desktop OSes and has held its dominant market position ever since its inception. As such it is important to analyze how Windows has gained this market share, and how it continues to change and adapt to the needs of the modern users, and whether these changes are well received by the users.

For this report, we will be analyzing the following modern versions of the Windows OS. Version that are still in use (although some being used in very niche situations):

- Windows XP
- Windows 7
- Windows 8
- Windows 10
- Windows 11

This will allow us to get a comprehensive view of the changed features within the OS over the years across the various versions of it.

Motivation

Microsoft has made its fortune starting out with the help of Windows, and to this date, it is still the most widely used operating system in the world. As such it is important to analyze features of this OS, the features that drive it and how it differs from its competitors.

On a more human level, users are expected to interact with the OS at every step of the way to communicate with the underlying hardware, where the OS is expected to help out at every step. However, in recent years, users have started to complain regarding the features, whether important features being removed or unwanted features being added. Users have also started to complain about the fall in quality of the services and the lack of privacy from these systems. Thus it is an important topic of consideration in the field of HCI (Human-Computer Interaction).

As such, we will be analyzing the various features of the OS, and receiving direct feedback from existing users in regards to their opinions of it.

Methodology / Procedure

We first divide the features into three broad categories:
1. The User Interface (UI)
2. The User Experience (UX)
3. The Overall Look & Feel

The UI section will focus more on User Interface changes the OS has experienced over the years, and whether they adhere to the design principle guidelines. Examples include the looks of the icons, controls, the taskbar, start menu, etc.

The UX section will focus on the changes in the features in the many aspects of the OS and how they are useful to users. Examples include navigation in the windows explorer, accessibility, online integrations, etc.

The Look & Feel section will focus on the user impressions of these UI and UX features, and their general reception of the features. We will also look at the common complaints regarding these features and also how they are praiseworthy.

Our methods will involve, first analyzing the features and extracting the useful and relevant ones among them. Then we will be conducting a survey to get a general idea of the user impressions and present an analysis of it.