

HCI

Factors when designing a HCI

- Consistency of signposting and pop up information
 - Clear navigational structure
- Layout appropriate to the task
 - Customisable to suit the needs of the user
 - Location of where machine is to be used
 - House Style/Ethos (Not Consistent Layout)
- On Screen / online helpfiles (built in with software)
 - Disabled Access
- Expertise of the user/ ability of user / difference between novice and expert user

HCI for child learning to read

- Have a minimum amount of text on screen
- Use child friendly font/size of font
- Use bright colours to attract the child's attention
- Have an uncluttered appearance
- Instant feedback on their responses
- Interactivity e.g. quizzes, educational games

HCI for disabled user

- Visually impaired people can have their screens configured using large fonts.
- Magnify areas of the screen for people with poor eyesight.
- If a person is visually impaired, then ICT can help them by getting the computer to speak the words when they are being typed in.
- Visually impaired people can also use special Braille keyboards to enter the data and can use Braille printers to produce output which other blind people can read.
- Use of correct colour schemes for colour blind people.
- Use large mouse or trackerball for people with poor co-ordination.
- Use of speech recognition rather than keyboard/mouse who cannot use their arms, etc.

Requirements of expert and novice user

- The novice user's priority will be ease of learning/intuitive
 - Novice user will need clear navigation structure / Colour scheme making it easier to use i.e. showing routes through a program (hyperlinks)
 - Novice user will use wizards which are not as flexible as setting it out yourself
- The expert user will want to get the job done in the shortest possible time.
 - Increased number of ways of performing the same operation
 - Shortcuts which the experienced user can use rather than going through a series of menus