Human–Computer Interaction

Katty Pidriz

Scholar, Monash University, VIC, Australia

katty.pidriz@gmail.com

ABSTRACT:

Interaction helps us to understand what is going on in the interaction between user and system. They address the translations between what the user wants and what the system does. The interaction takes place within a social and organizational context that affects both user and system. We are working on topic in which we can explain the though process of a person what exactly a person is thinking at a particular time, this research topic is very new in its area, if results come favorable than it will be a new revolution. Attention to human-machine interaction is important because poorly designed human-machine interfaces can lead to many unexpected problems. Accidents in aviation have resulted from manufacturers' decisions to use non-standard flight instrument and/or throttle quadrant layouts: even though the new designs were proposed to be superior in regards to basic human–machine interaction, pilots had already ingrained the "standard" layout and thus the conceptually good idea actually had undesirable result, about half of work has been completed and within next two year, this will be a great revolution in field of Computer Science.

References:

1. Ergoweb. "What is Cognitive Ergonomics?". Ergoweb.com. Retrieved August 29, 2011.
2. NRC: Backgrounder on the Three Mile Island Accident". Nrc.gov. Retrieved August 29, 2011.
3. www.threemileisland.org/downloads
4. Green, Paul (2008). Iterative Design. Lecture presented in Industrial and Operations Engineering 436 (Human Factors in Computer Systems, University of Michigan, Ann Arbor, MI, February 4, 2008.
5. Kaptelinin, Victor (2012): *Activity Theory*. In: Soegaard, Mads and Dam, Rikke Friis (eds.). "Encyclopedia of Human-Computer Interaction". The Interaction-Design.org Foundation. Available online at http://www.interaction-design.org/encyclopedia/activity_theory.html