

International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

Volume 2, Issue 1, August 2022

Review on Human Computer Interface

Naveen Bhavani¹, Prakyath Shetty², Vibha M³, Abhishek⁴, Prof. Sudheer Shetty⁵

Students, Department of Information Science and Engineering^{1,2,3,4} Assistance Professor, Department of Information Science and Engineering⁵ Alvas Institute of Engineering and Technology, Mijar, Moodbidri, Karnataka, India

Abstract: Human-Computer Interaction (HCI) is the design and implementation of interactive computing systems that users can interact with. It includes desktop systems as well as embedded systems in different devices. Success of a technology simply results from the easiness with which the user can interact with it. If the interface is poor or hard to use then the user will simply ignore the product or the technology. A simple and easy way to use a system doesn't mean that a simple technology is behind such a system, on the contrary, a well advanced technology needed to build it. The most important concepts in HCI are functionality and usability. Services provided usually by a system are called functions. Usability is when a user utilizes the system's functions easily, properly and clearly. Functionality and usability may vary from one system to another. A system is said to be successful if there is a balance between both functionality and usability. In this paper we will look at existing HCI and the recent advances in the field.

Keywords: Human-Computer Interaction.

REFERENCES

- [1]. Readings in human computer interaction: toward the year 2000 by Baeckar R Grudin
- [2]. Human Computer Interaction in the New Millennium by JM Caroll
- [3]. Diaper, Dan and Sanger, Colston, (2006) Tasks for and tasks in human–computer interaction, Interacting with Computers 18 (2006) 117–138, www.elsevier.com/locate/intcom
- [4]. Hinze-Hoare, V. (2006) CSCR: Computer Supported Collaborative Research, http://arxiv.org/ftp/cs/papers/0611/0611042
- [5]. G. Abowd. Agents: recognition and interaction models. In D. Diaper, D. Gilmore, G. Rockton, and B. Shackle, editors, Human-Computer Interaction Proceedings INTERACT'90, pages 143-146. North-Holland, Amsterdam, 1990.
- [6]. H. Alexander. Formally-based Tools and Techniques for Human-Computer Dialogues. Ellis Harwood, Chichester, 1987.
- [7]. L. Bass and J. Coutaz. Developing Software for the User Interface. Addison- Wesley, New York, 1991.