

tma1 10/10

â€¢ _____ interaction techniques that share the same metaphor or design principles can be seen as belonging to the same interaction style
Style

â€¢ The era of personal computing came on board in ___ with the introduction of the Papert's LOGO language for simple graphics programming by children
1970s

â€¢ The multidisciplinary nature of _____ enables people with different backgrounds contribute to its success
HCL

â€¢ Human-computer interaction is the study of that interaction between _____ and computers.
People

â€¢ A basic goal of HCI study is to improve the _____ between users and computers by making computers more usable and receptive
Interactions

â€¢ _____ an interaction technique is a way to perform a simple computing task and can be described by the way of instructions or usage scenarios
User view

â€¢ Interaction techniques as conceptual ideas can be refined, extended, modified and _____
Combined

â€¢ An interaction technique or user interface technique is a combination of input and output consisting of _____ and software elements that provides a way for computer users to accomplish a simple task
Hardware

â€¢ _____ interaction is a discipline concerned with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them
Human-computer

â€¢ The Window systems and the WIMP interface enabled _____ to pursue more than one task at a time such as in the windows used for dialogue partitioning, to "change a topic"
Humans

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