User Interaction: The Human

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Human Computer Interaction is a misnomer. Rarely do people want to interact with a computer. They want to interact with people, data, media. Even gaming isn’t about the computer as much as it is about having fun through a computer.
The Model Human Processor

- Long-Term Memory
- Working Memory
  - Visual Image Store
  - Auditory Image Store
- Perceptual Processor (Ears)
- Motor Processor (Eyes)
- Cognitive Processor (Muscles)

Card, Moran, Newell (1983)
• Information Input/Output
  • visual, auditory, haptic, movement
• Information stored in memory
  • sensory, short-term, long-term
• Information processed and applied
  • reasoning, problem solving, skill, error
• Emotion influences human capabilities
• Each person is different