

## Assignment 5:

# Human Computer Interaction, Human Problem Domain Interaction, and High-Functionality Applications

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### 1. What is interesting/not interesting about the article?

This essay is very interesting to me: first, it discusses topics that I care about – the design of computers. And second, I like the author's style in writing a paper.

For some time, every project I have been working on has three components: GUI, data structure and graphics display. Because I also found all applications we are using share similar appearance, I try to change the look and the feel of GUI and to reduce menus and buttons as much as possible. I have worked on tangible interfaces and studied how we could gain advantages from both physical and virtual spaces. This article contains some information that I was searching for everywhere, which is about weak general vs. strong specific system. The question aroused by a tangible interface (Easigami) I am working on. I was very puzzled because I know it has the power that universal input devices (keyboard and mouse) don't have, but it can never win over a mouse. No one has answered my question as clearly as this essay does.

The only thing I feel a little disappointed is I did not read much about what the author exactly means "less is more". It is probably because the article is just an excerpt from a book. "less is more" is one of the most famous phrases in the architectural history (modernism), said by Mies Van Der Rohe. Similar to the phrase itself, the story behind and the story afterwards are both very long and rich. I am looking forward to reading how the author interprets "less is more" in the context of computers. This article makes me feel my design background could be more useful than I thought.

### 2. What do you consider the main message of the article?

The article points out that for a long time we have ignored humanities and design arts in the design of computers and how the emphasis on humanities and design is going to bring us a different future.

### 3. Please comment on the following claim: "Despite the increasing reliance on technology in our society, in my view, the key to designing a different future is to focus less on technology and engineering, and far more on the humanities and the design arts."

I agree because I accept that people have long been ignoring humanities and

design aspects. The author opens a door for us and I could imagine the scene behind it. It has been several years after the publication of this book so actually more things become true along this path.

For now, the two courses I am taking are involved addressing this claim, which are "Things That Think" and the "Design, Learning, and Collaboration". Other courses still focus more on technology, while we cannot simply separate technology from design.

4. Please comment on the following claim: "Given the much discussed constraints on human ability, how can we expect an individual to maintain the requisite specialist knowledge in their technological discipline, while at the same time have the needed competence in industrial design, sociology, anthropology, psychology, etc., which this essay implies are required to do one's job?"

1) Agree

2) We need collaboration

3) Most educational programs I am involved don't address this claim or cannot address it properly. That is why I finally decided to study computer science.

5. Do you feel that the "Design, Learning, and Collaboration" course addresses these two claims?

I feel DLC course addresses these two claims because our interests. But it seems that we don't have many participants from other disciplines.