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What is Input Output Channel?

- A person's interaction with the outside world occurs through information being received and sent: input and output.
- In an interaction with a computer the user receives information that is output by the computer, and responds by providing input to the computer.
- So, the user's output becomes the computer's input and vice versa.
- Input in the human occurs mainly through the senses and output through the motor control of the effectors.



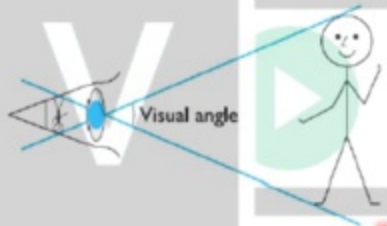
Example of Input Output Channel

Imagine using a personal computer (PC) with a mouse and a keyboard.

- The application you are using has a graphical interface, with menus, icons and windows.
- In your interaction with this system you receive information primarily by sight, from what appears on the screen.
- However, you may also receive information by ear: for example, the computer may 'beep' at you if you make a mistake.
- You yourself send information to the computer using your hands, either by hitting keys or moving the mouse.
- **Sight and hearing** do not play a direct role in sending information in this example.
- Although they may be used to receive information from a third source (for example, a book, or the words of another person) which is then transmitted to the computer.

Example: Vision Perception

➤ Preserving Size & Depth:



Objects of the same size at different distances have different visual angles

Objects of different sizes and different distances may have the same visual angle



Figure 1: Visual Angel

Input Output Channel: Hearing

- Sound can convey a remarkable amount of information.
- It is rarely used to its potential in interface design, usually being confined to warning sounds and notifications.
- The exception is multimedia, which may include music, voice commentary and sound effects.
- However, the ear can differentiate quite subtle sound changes and can recognize familiar sounds without concentrating attention on the sound source.
- This suggests that sound could be used more extensively in interface design, to convey information about the system state.



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