Human Computer Interaction 5th Homework

1. Carry out an HTA on an existing system
I wrote the HTA briefly in HCI 4th Homework Because I didn’t study the HTA fully. But now I studied the HTA from chapter 5. Therefore I make an HTA more detailed.
Also, I make another HTA about to use a washing machine in the dormitory. Because now I live in the school dormitory, I know this system. And eating meal is not connected Computer. Therefore I’ve found another system in the dormitory.

0. Eat meal in a dormitory cafeteria

1. Enter the dormitory cafeteria
   1.1 Look at the menu
   1.2 Identify the student who live in dormitory
       1.2.1 Use dormitory ID card
       1.2.2 Write the name and room number in a sheet

2. Take the food
   2.1 Carry the big plate, spoon and chopstick
   2.2 Get side dishes from women
   2.3 Get dessert
   2.4 Give a meal ticket
       2.4.1 Give a meal ticket
       2.4.2 Write the name and room number in a sheet
   2.5 Get soup from woman
   2.6 Get rice
   2.7 Get kimchi and other side dishes

3. Eat the food

4. Go out the dormitory cafeteria
   4.1 Dump trash
   4.2 Throw spoon and chopstick into box
   4.3 Wash the big plate
   4.4 Put the big plate on a conveyor belt
   4.5 Wipe the lips with wastepaper
   4.6 Drink the water

Plans
Plan 0: do 1, if pass into room do 2; do 3; do 5.
Plan 1: do 1.1 if want to check menu; do 1.2.
Plan 1.2: do 1.2.1 if have a ID card; do 1.2.2 if don’t have a ID card.
Plan 2: do 2.1, 2.2 sequentially; do 2.3 if there is a dessert such as milk, juice or fruit;
    do 2.4; do 2.5, 2.6, 2.7 sequentially, if don’t want to get it, pass it.
Plan 2.4: do 2.4.1 if have a meal ticket; do 1.2.2 if don’t have a meal ticket.
Plan 4: do 4.1, 4.2, 4.3, 4.4, 4.5, 4.6 sequentially.
0. Wash laundry using a washing machine

1. Check machine will work
   1.1 Look the machine's door
   1.2 Look into drum
   1.3 Move the others laundry from drum to box

2. Put the laundry into drum

3. Operate the washing machine
   3.1 Push the 전원 Button
   3.2 Push the 동작/일시정지 Button
   3.3 Push the 코스 Button
   3.4 Push the 수동 Button
   3.5 Push the 물높이 Button
   3.6 Push the 급수 Button
4. Pour the cleaning material
   4.1 Pour the detergent into detergent box
   4.2 Pour the fabric conditioner into detergent box

5. Start to wash
   5.1 Close the door
   5.2 Push the 동작/일시정지 Button

6. Wait

7. Take the laundry
   7.1 Open the door
   7.2 Take the laundry

Plans
   Plan 0: do 1; if possible do 2; do 3; do 4; do 5; do 6 until washing is finished; do 7.
   Plan 1: do 1.1, 1.2 in any order; if drum isn't empty and there are others laundry which is
           finished washing do 1.3
   Plan 3: do 3.1; if set the program automatically do 3.2 and jump to 4; if set the program
           manually do 3.3, 3.4, 3.5, 3.6.
   Plan 4: do 4.1, 4.2 in any order.
   Plan 5: do 5.1, 5.2 sequentially.
   Plan 7: do 7.1, 7.2 sequentially.

Reference
Serengul Smith-Atakan, <Human-Computer Interaction>, THOMSON, 2006, pp.61-74
Professor Chang Wook Ahn, Chapter5(Oct_8).pdf