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**Discuss the term quality in relation to Human Computer Interaction (HCI).**

Important applications of computers in medicine are possible only if they are both useful and easy to use by doctors, nurses, and aides; similarly, use of computers in education requires that they be both useful and easy to use by students and teachers. Computers can assist disabled individuals; at the same time, special techniques are needed to allow computers to be used by some who are disabled.

Ubiquitous Computing is a new computing paradigm that proposes the adoption of computational devices in various sizes, shapes and functions to support users daily activities. These systems will be everywhere around users, connected to each other, and providing services which have to be as natural as possible. To achieve this, the applications are embedded in everyday objects and capable of monitoring user behaviour and environment . To that end, the interaction between the user and the system is of utmost importance and the quality of this interaction has a direct impact on the use and adoption of the system. In this scenario, it is necessary to assure that these systems support user activities in a transparent way with little or no need for attention or input from a user. Considering then the software quality evaluation, it is usually supported by a quality model that defines a set of characteristics (usually known as abilities of a system, such as usability and maintainability). Such characteristics are often organized in a hierarchical tree that starts with a generic definition and develops into measures that allow for the product assessment. The most commonly used quality model is the ISO 9126 Standard. This standard specifies both the usability characteristic and measures for evaluating the Human-Computer Interaction (HCI). However, the nature of ubiquitous systems suggests that new quality characteristics should be taken into account. For example, an evaluation of ubiquitous systems should value an implicit and transparent user interaction over an interaction that requires direct input from the user.