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# How to be an Information Sciences and Technology student

IST is a blend of technology and customer satisfaction, technology is created for humans in order to make their tasks easy and faster. Designers need to consider how users will interact with the product or service. Use and misuse is an important consideration. The study of human beings is essential as it gives a better understanding of how humans respond to different situations, what choices they prefer to make, how they use an interface to achieve their goals.

One should also be aware of how past experiences affect their current choice, as they might have encountered a similar system and they expect it to work in a similar manner, if that doesn't happen the user will be disappointed with the system and will lead to minimum satisfaction, their overall tolerance for error and their expectation from the system must be analyzed.

Anthropometric is the measurement of physical aspects of humans. To build an interface for humans we must measure the physical aspects that will be in contact with the interface. This is done by keeping in mind the disabilities and differences in humans as they are dynamic in size, strength and physical capacity.

An IST student must think from the perspective of all users. As our final user will not have the same proportions and a single product won't have only one type of user, detailed analysis of how the user will come in contact with the final product should be considered, whether the product gives the complete satisfaction of the user's needs with a minimum amount of errors. We must study how users interact with computers socially and how they prefer to communicate. A system pretty much replaces a person.

HCI plays a huge role in making this communication smooth and real as possible. To make the process easy IST students must take into consideration the cultural differences as particular standards are different globally and alterations need to be done in that respect.

Also, language barriers and population expectations will differ as well. Studying how humans prefer to interact with the system, either with speech, touch or buttons etc. the environment in which the system will be most appropriate and also where users will be comfortable with e.g. educational, recreational, professional settings etc. Keeping these points in mind the designer will be able to reach a wider audience and maintain their patience and motivation towards using the system effectively.

To perfect the system only technical aspects must not be the sole importance of the project, a detailed study of why and how human beings go about and perceive things is equally important. Just having an amazing interface will not do the job if it doesn't fit the needs and expectations with ease.