Perspectives on Design Terminology

Design Dictionary

(eds)
Tim Marshall
Michael Ehrhoff
is similar to the way humans think—i.e., by association and pattern recognition. The meaning of information is not pre-defined, but is inferred from context and experience. This approach is called the memex (memory-exchange) or knowledge-based method, which in 1947, Vannevar Bush introduced the concept of "memex".

**HUMAN FACTORS**

**INTERACTION (HCI)**

**HUMAN-COMPUTER INTERACTION**

Design, motivation, human-computer interaction, and human-computer interaction are closely related fields. They involve the study of how humans and computers interact, and how to design systems that are user-friendly and effective. This includes the design of interfaces, the development of human-computer interaction models, and the evaluation of user experience. The field of human-computer interaction is rapidly growing, with increasing interest in understanding how people interact with technology and how to design systems that are effective and efficient.