

Human computer interaction and its relation to artificial intelligence

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Abstract— Human-computer systems (HCIs) interaction examines how individuals develop, implement and use interactive computer systems and how computers affect individuals, organizations and society. This includes not only ease of use but also new interaction technologies that encourage user practices, enable access to information and make communication more effective. Knowledge is given and requested, how computer operations are handled and monitored and recorded, all forms of assistance, documentation and training, the techniques used to design, build, test and evaluate user interfaces and the process developers take when designing interfaces. On the whole, HCI is an interdisciplinary area. The following disciplines deal with numerous objectives, each of which is: computer science (application design and human interfaces engineering), psychology and industrial design (interactive product) and cognitive process theory and user behavioral scientific analysis.

Keywords— Index-Artificial inelegance, human computers, contact.

I. INTRODUCTION

Accessibility is particularly desired for any kind of computer, hardware or software, as it universalizes the benefits of proper use. Accessibility means integrating properties that allow individuals to use certain forms of learning disability or physical sensory impairment in a computer resource, and their incorporation and extension to all parts of society [1-2]. A computer resource's ability to operate in different environments is developed by modifying its configuration, which can be achieved by end users or their ability to learn and adapt to the experiences of users. Finally, usability refers to how a computer resource can be remembered and used. These principles strengthen the full promotion of accessibility as a consumer option, adaptability and usability, not the imposition of the resource design process [3-4].

Developments in both machine and hardware learning have guided the advancement of artificial intelligence (AI) systems. Large quantities and data modalities are processed by developing machine learning techniques (ML), large data sources are translated into signals, and robust AI systems can both supplement and replace human decision-making predictions with critical performance [5-6].

One of the main Human Computer Interface Area (HCI) issues is to identify what how, where and why computer tools

with accessibility features are. Area for Contact. The user-resource relationship is defined by a two-way route affecting the performance on each side or the outcomes of the other. The ramifications of this relationship must be taken into account by the process of designing programming tools. Unique strategies to boost this user experience need to be established and usability criteria fulfilled [5-8].

Artificial intelligence has been networked by experts to boost human efficiency, but also to challenge human self-reliance, agency and capacity. They investigated wide-ranging alternatives; computers can match or even exceed human intelligence and the capacity to perform tasks such as complex decision-making, reasoning and learning. [7, 9, 10, 11] They even spoke about sophisticated assessments and pattern recognition. "Intelligent systems in cities, cars, buildings and services and farms as well as business processes save time, resources and lives and provide people with opportunities for a more personalized future," they said.

The human-computer interface which was formed due to this transition and is also very much related to digitalization. It is known as HCI in this study. In technical systems and software there are numerous reasons why HCI is relevant. The perception and clear relation of the human brain with particular software should be perfectly and in the best possible manner for further use. It won't be seen otherwise. This is a dynamic topic that focuses not only on business digitization in general, but also on the growth of AI and HCI [4, 5, 6, 9].

AI has started to make great strides in many social issues and has already contributed to problems such as agriculture and poverty education, climate and medical care. At the same time, AI has started to extend its capacity to take important business, law, finance and politics decisions to help disadvantaged communities more effectively access and forecast their health and welfare, to diagnose people at risk of poor performance more quickly and to provide early intervention and often to find targeted solutions [7, 8, 10, 11, 12].

The purpose of this study is to show the relationship between the interaction of human computers and artificial intelligence. The study will be conducted according to questionnaire technique which the sample will be distributed among user of artificial intelligent. It is descriptive and allows tremendous generative power to describe the use of a machine between humans and computers as a semiotic mechanism. A number of projects at the intersection of AI and HCI can result, both on a more theoretical basis and with available

methods, taking into account the semiotic perspective. They can also take the form of user-centered and appraisal-based tests on systems using the techniques of artificial intelligence, model recognition and data science, which can be used to fulfil the vision of Douglas Engelbart of "improving the effective use of intellectual power as a problem resolver." As mentioned above, exploratory data analysis could become a methodology that is ideal for both interaction design and processes.

II. LITERATURE REVIEW

[13] The main objective of this Research is to explore the present challenges/trail for cloud to digital production of computers and also, the required to design for isolation. HCI (Human-computer interaction) like any professional discipline, consist upon three main broad basics: hypothetical principles, specialized practice and a people community. For the user testing or standard usability principles some basic usability errors would be selected For surface aesthetics Apple overridden core usability has been the focused on it. While Apple is a noticeable prominent goal when seeing poor usability. they also originate collected in the zones of humanoid-robotic or automaton interaction and community automaton or robotics physical. Google carriages Robotics or autonomous arsenal social automaton or robotics for self-directed simulated informal agents recommender schemes for robotics or autonomous.

[3] The impression of artificial intelligence (AI) and nanotechnology on Humanoid CPU Collaboration explores the scope by which AI and nanotechnology advances the collaboration links among humans and CPU machine or computers that are related through appropriate co-ordination. Artificial intelligence (AI) and nanotechnology on Humanoid CPU Collaboration evaluations some huge developments method in which people co-operates with their processers ranging from creation the interfaces intellects to direct linking from mind to the computers. This research offers a comprehensive data of humanoid computer collaboration construction and the countless application zones that artificial intelligence links. Humanoid Processer Collaboration is a multidisciplinary field that attractions from the zones of supercomputer science and other associated zones likes psychology, intellectual disciplines among other.

[14] Artificial intelligence learning employed a 2 into 2 among-subjects plans to find the properties of an AI's connection sort and gender on a hominid's response to an Artificial intelligence like friend vs. servant and male vs. female relationship. Results demonstrate that the behavior or relationship kind has an important result on pleasure and warmth but not on capability. While AI showed no gender effects on capability, pleasure or warmth. In this research results propose that anthropomorphism has an significant part in the AI-humanoid affiliation. After networking with the operated CPUs, contributors assessed a male-voiced processer as additional informative about expertise and CPUs subjects while a female voiced CPU was perceived as huge informative on hate or love and relationship issues. By linking between artificial intelligence and human theoretical considerate of the part of Artificial intelligence in an individual's lifecycle could be improved, warmth, the sort of relationship with Artificial intelligence.

[15] In this research, the polyvocal negotiation that is stated thus contains not just the vocal sound of investigators and physicians who joined the workshop, but also contains the

vocal sound of the future scientists of 2068. The voices of the creatures, intelligent agents and groups that are the subjects, victims, recipients and witnesses of advance future computing systems. We determine the applications to an indescribable human nature where in there is a spontaneous considerate of sense (we can identify a sensible person or a sensible action), but where explaining the elements of such sense is extra problematic. This is a sense which while it can be pointed to, specified or carried to recollection of their complete works, that is might inevitably also be a sense as indescribable as the sense. The interface among humans and computers in entire methods and is specifically involved with understanding the association between humans and evolving technology. Human computer interaction characterizes as a problem-solving area that keeps real and solid emphasis on productive problems. Human computer interaction founded on how planned solution address tasks produced by various types of computer schemes, interactions and frameworks.

[16] Human computer interaction keeps an important part in modern intellectual organizations, like brain machine addition, humanoid action appreciation, somatosensory and telemedicine game. A decision provision system is a mixture of the decision execution technology and information system. Graphic humanoid computer interaction decision execution is a key method in the decision provision system. Information mining offers an actual and achievable resolution for the decision provision system project. Information mining founded DSS can successfully expect and examine the enterprise choices. In this research, we calculated a graphic decision execution system. Additionally, a complete test has revealed the effectiveness of our planned technique. The decision provision system put on computer skill to form the analysis and solution procedures, rational, digitize, and program the logic decision program into the processer. The smart decision execution system supports decision execution to produce partial organized and unorganized decisions. Similarly, we examine the basic organized of the decision provision system. Moreover, a humanoid computer interface system is constructed to offer feedback for modification the decision.

[17] this research examine the coordination that human develop with things or material is emotionally indirect, but the coordination that human develop with each other is emotionally direct. Artificial intelligence can be both a device and a companion at the similar while in the referential triangle developed with the devices by the humanoid. This article explains that this problematic statement should be involved in the social psychological study agenda. Efficient artificial intelligence (AI) evolving as a basic device appears to have the possible to be a companion at the mean while. What happens if (AI) artificial intelligence enhances our abstraction from device? Will we be as complex to the public signals from artificial intelligence (AI) as we are to the community signals from persons around. In this agenda, state of art in evolving learning absorbed on social collaboration is brief first. Afterward the historical relation between human development and culture is explained. This research proposed the referential triangle theory as a significance of this argument this research tried to describe the mechanism, which is planned in this theory, from ontogenetic and phylogenetic viewpoints in the framework of cultural learning.

[18] Determinative phase revisiting the complex, developing association between HCI and AI. Although we

have recognized and started to address about developing subjects. there are future trials on the roadmap that the societies should be inspecting. This required the deep, practical relationships across corrections that contain not only investigators who recognize with the AI zone but also field specialists. The final achievement of AI bases on how it truly addresses actual world problems, after factoring in the case difficulties, tones, and suggestions. we can plan well methods to team organization by finding the most effective organizations in investigation, training, and communication at a huge scale, permitting teams to bond the long-standing disciplinary barriers between Human computer interaction and Artificial intelligence. The achievement of future Artificial intelligence methods, we must include new opposite humanoid centered visions. These contain investors' requirements principles, values, prospects, and likings feature that establish a central point of Human Computer Interaction investigation and which requirement to be a part of the progress of these new Artificial intelligence-based machineries. Human actions and activities are extremely related, multifaceted nuanced, and loaded with partiality. These features may source current Artificial intelligence founded methods to fail, as they cannot effectively be addressed by merely addition more information.

[19] By spreading the exposed issues beyond a Polaroid, the subjects were examined considering their evolving points, capacity, and accelerations to offer a panoramic sight that displays the growth and reduction of trends over time. In this framework, the evolution of Human computer interaction trainings from apparatus concerned with schemes to human focused on systems shows its future track toward framework alert adaptive organizations. This learning gives a deep considerate of dynamic organized system by examining Human computer interaction examines shown in the last 60 years. The results of this learning are projected to guide the field by giving a well considerate of the history of Human computer interaction and thus informative its future in exploring possible investigation and application paths in this active field. Practical and hypothetical examines in the zone of Human computer interaction purpose to yield communication and information technologies for person and their requirements. the perception of user friendliness was presented and in 1976, NATO supported a workshop on human computer interaction. The analysis delivers investigators with a improved considerate of the zone, showing present problems, challenges, and possible investigation slits. This study goals to explore the investigation leanings in the developing phases of the Human computer interaction trainings over the past 60 years.

[20] This article affords an initial opinion for articulating the alterations between communicative Artificial intelligence and earlier technologies and presents a hypothetical foundation for crossing these situations in the made of grant within human machine communication. Three key features of CAI communicative artificial intelligence technologies: (1) the functional scopes through which persons form intelligence of communicators applications and devices (2) The relational dynamics over which persons linked with these technologies. (3) The metaphysical suggestions called up by distorting ontological limits adjacent what establishes humanoid, machine and communication. Two concepts have been explained in this research 1) To deliver communication researchers with a initial point for pronouncing the

modifications between communicative Artificial intelligence and earlier machineries that were the main focus of communication research 2) To present a hypothetical source for directing the differences and challenges in the method of scholarship within Human Machine center. The research plan prearranged here is based on Artificial intelligence technologies of communication as they are still developing. Most basic level of National Language Processing and National Language Generation have the tangled aims of dealing out human communication fine enough to allow machines or technology to create sense of messages obtainable in human language relatively to machine language and generating signals in human language. Artificial intelligence technologies progressively accept communicative parts once linked with humans both the nature interactions and their huge suggestions for civilization and community life will need more determined appointment from communication.

[21] Existing idea, development, and challenging applications in manufacture about (CPS) Cyber-Physical Systems raised by a growth in obtainable technologies about circulated executive, devices, and actuators for robotics functions. This establishes an significant research slit, as the advance future contests for effective automated systems or functions will depend upon mostly HCI in linking with an efficient relationship between interested staffs, automated robotics, and carriage systems. This research contains of the detail to start the worth of an interdisciplinary method to HCI and HRI situations in manufacture logistics and can be sketched as follows: The initial outcomes point in the path of combined systems and navigation devices with human and robot performers collaborating also in limited decision execution being most effective, more to one sided reproductions like Robot Original or Humanoid Initial conclusion methods. Possible and maintainable ideas for robotic manufacture, e.g., within manufacture transport will only work out if the humanoid issue is involved as for a long period to originate manufacture surroundings will be combined settings of automation and human staffs. Thus, we create a HCI competence explanation in manufacture logistics for advance future research and professional applications. Advance Human computer intelligence competence explanation in manufacture logistics created on an interdisciplinary investigation containing of three symbiotic parts: (i) a manufacture logistics fiction evaluation and procedure study (ii) A computer science fiction evaluation and reproduction study for a current autonomous traffic switch procedure valid to manufacture logistics.

[22] HCI plays a important part in advance modern intelligent schemes, such as mind machine combination, humanoid act appreciation, telemedicine, and somatosensory inclined. A decision provision system is a mixture of the statistics system and decision execution technology. This research suggests a new graphic decision execution system valid for industrial device. In this research, calculated a graphic decision execution system, where the information mining method is used to support the system. In this research examined the architecture of the decision provision system based on information mining. Additionally, a complete research has exposed the efficiency of proposed method of graphic decision execution system. Information mining has revealed an actual presentation in the decision-execution system. The decision provision system mostly focuses on proper partial-structured or improper partial structured

decisions. There is no specific design or technique to be followed in resolving these two types of decisions, which essential to be decided based on earlier researches and visions. To contribution the presentation of the planned graphic decision execution system, it is planned for information mining method or technique application or devices.

[23] In this research recommend a new technique for optimizing the location of the exhibited matters for stare controlled 3 based menu choice schemes by seeing a grouping of letter occurrence and expertise choice period. The structure can be controlled in 2 various approaches: alone eye tracking and soft-switch eye-tracking. Five various keyboard designs have been showed and estimated with 10 healthy contributors. This research show a novel technique for optimizing the location of the exhibited matters for stare controlled 3 based menu choice schemes by seeing a grouping of letter occurrence and expertise choice period. The structure can be controlled in 2 various approaches: alone eye tracking and soft-switch eye-tracking. Five various keyboard designs have been showed and estimated with 10 healthy contributors. Graphic keyboard applications and different technical devices deliver new means of signal to support disabled person. Toward date, graphic keyboard optimization structures depend on script definite data along with multimodal input contact capability is limited. The dual greatest execution keyboard designs have been assessed with eye tracking unaided on 10 knock patients. This work denotes the initial improved Gaze controlled Hindi graphic keyboard, which can be stretched to additional languages.

[24] The main concept in this research is to review the Huma Computer Interaction mechanism with a focus on the distinct field of 3D interaction. This contains a summary of existing obtainable interaction devices or tools their practical applications and fundamental procedures for gesticulation motion design and recognition. Emphasis is on interfaces founded on LMC the Leap Motion Controller and equivalent methods of gesticulation project and recognition. This is elaborating the huge number of planned interfaces for 3Dinput devices and their assessment. Initial with idea-based collaboration using only CCD cameras or numerous cameras for 3D communication, signal recognition mechanism suffered from the similar problems. Complexity based devices, such as the Kinect, provided new instincts in generating gesticulation recognition systems. Skeletal following with these devices is used in numerous actual world techniques and SDKs Software Development Kits for the combination in new planned HCI are obtainable. Devices demanding to assistance yield the involvement are denoted to as natural collaboration devices and develop the foundation of NUIs Natural User Interfaces that support interactivity by examining and identifying operators and their behavior. New devices and linking, new metaphors and linking methods have to be planned and estimated. Advance modern software and hardware growth has controlled to organizations that are frequently not appropriate for control panel input and standard demonstration-based output machineries. Particularly With advanced precision and variety of upcoming devices, operators could consider to transfer easily and thus vanish seven though using graphical interfaces.

[25] In this research about the significant of reactions and aesthetics in design has been explained. so, to overcome a

condition, which inventers would meet when they were to track Norman's prescriptions previously emotional design project. He classified planned design into three various stages: instinctual, behavioral, and philosophical designs, which are similarly significant in design This research described Emotional Disciplines in Humanoid features and Human Computer Interaction containing classification, schemes, historical methods and collection, and numerous approaches, followed by deliberations on hypothetical and practical problems. It clearly displays that sentiments and impact are not peripheral, but one of the essential thoughts in HF/HCI planned design and try to join in all the organizations for positive results. Emotional sciences have given the numbers of affect philosophies and techniques to note for affective possessions. However, practical investigators have tended to emphasis extra on "how" (e.g., recognition systems) to deal with sentiments and affect, and they have selected a phenomenological method to affect. The stable concept and a extra systematic method may offer a legitimate context of HF/HCI investigation. Therefore, additional theory determined affect study with a stable concept of what emotion is significant in a precise domain and why [procedure is essential in the HF/HCI field.

[26] By investigative the rationalistic and composed design directions underlying figures of work in equally disciplines, we highpoint related variances and opportunities for actual collaboration with computers. Artificial intelligence and Human computer interaction are rationalistic and proposal approaches that what is the original lowest mark in our interdisciplinary composed design function? we conversation about the requirement to produce "T-shaped methods of considerate and working. The main expectations of the rationalistic method are that the vital features of assumed can be seized in a formal figurative illustration. Whether or not it resembles directly to a recognized sense, it functions like a sense in that defined algorithmic directions can be applied to composed design models in the structure of figure structures. Prepared with this sense, we can generate smart programs and we can develop structures that improve humanoid interaction. It has empathy to individuals who demand their method phenomenological constructivist, and ecological and I will state to it like a design method. In the composed design line, the focus is not on modeling smart interior workings, but on the relations between a human and the persistent atmosphere. Laterally with this move of emphasis goes a move in the sort of considerate that is tracked.

III. CONCLUSION

Many influential HCI researchers have relocated to information schools from computer science departments, adding new identification problems and distancing them from AI colleagues. AI study, including but not limited to HCI, is also expanding into other fields. Effective AI applications reinforce the link with HCI by offering research focuses and generating a market for current and Updated software. Enhanced interfaces. AI re - searchers learn basic HCI skills and AI strategies are used by more HCI researchers. For the next generation of researchers and system builders in both fields, the recognition of common purposes and greater mutual understanding, the two objectives of this special issue, are indispensable.

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