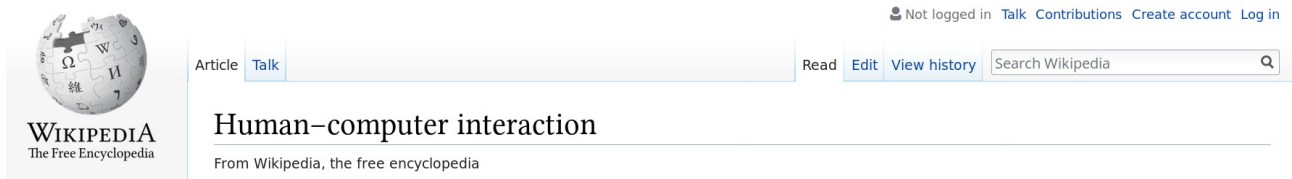


Cloze Test

To test the usability of text you can use the cloze test. Delete every 5th word from your text and then ask the participants to fill in the blank words. Divide the number of correct answers by the total number of removed words. Scores below 0.40 indicate poor usability, readers will likely struggle to read your text. Scores between 0.40 and 0.60 indicate that readers will have some difficulty and the text could be improved. Scores above 0.60 indicate that the text is appropriate for your audience.

Wikipedia



The screenshot shows the Wikipedia article for "Human-computer interaction". At the top right, it says "Not logged in" with links for "Talk", "Contributions", "Create account", and "Log in". Below this is a navigation bar with "Article" and "Talk" tabs, and buttons for "Read", "Edit", and "View history". A search bar is also present. The article title "Human-computer interaction" is displayed, followed by the subtitle "From Wikipedia, the free encyclopedia". On the left side, there is a globe icon with various characters and the Wikipedia logo "WIKIPEDIA The Free Encyclopedia".

Human-computer interaction (commonly _____) to as **HCI**) researches _____) design and use of _____) technology, focused on the _____) between people (users) and _____. Researchers in the field _____ HCI both observe the _____ in which humans interact _____ computers and design technologies _____ let humans interact with _____ in novel ways. As _____ field of research, human-_____ interaction is situated at _____ intersection of [computer science](#), _____ [sciences](#), [design](#), [media studies](#), _____ [several other fields of](#) _____. The term was popularized _____ [Stuart K. Card](#), [Allen Newell](#), _____ [Thomas P. Moran](#) in _____ seminal 1983 book, *The _____ of Human-Computer Interaction*, although _____ authors first used the _____ in 1980^[1] and the _____ known use was _____ 1975.^[2] The term connotes that, _____ other tools with only _____ uses (such as a _____, useful for driving nails _____ not much else), a computer has many _____ and this takes place _____ an open-ended dialog _____ the user and the _____. The notion of dialog _____ human-computer interaction to _____-to-human interaction, an _____ which is crucial to _____ considerations in the field.^{[3][4]}

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Welcome

A brief overview of _____ school and the key _____ we are involved in _____ research, teaching and _____.

Our Vision

Our vision at the _____ of Informatics is to _____ and strengthen our position _____ the top five world-_____ centres of research and _____ in computation, information and _____.

The School

Informatics is one of _____ schools in the College _____ Science and Engineering, at _____ University of Edinburgh.

Information about how _____ School was formed is _____ in our alumni Edit _____, [History Makers: Informatics](#).

The School provides a _____ environment for a wide _____ of studies focussed on _____ computation in both artificial _____ natural systems.

With over 450 academic _____ research staff and over 850 _____, the School of Informatics _____ the University of Edinburgh _____ the largest in the _____ and one of the largest _____ Europe.

Excellence in research

The School of Informatics _____ surpassed expectations in producing _____ best ever assessment result _____ the Research Excellence Framework (REF).

The REF assesses both _____ outputs (such as scientific _____) and the research environment _____ previously considered by the _____ Assessment Exercise (RAE), last _____ in 2008. The REF also evaluates _____ impact of research, which _____ not considered by the _____. In addition to improving _____ assessment scores across the _____ compared to RAE 2008, the School also produced excellent impact from its research.

Original Texts

School of Informatics

Welcome

A brief overview of the school and the key areas we are involved in including research, teaching and commercialisation.

Our Vision

Our vision at the School of Informatics is to retain and strengthen our position among the top five world-leading centres of research and teaching in computation, information and cognition.

The School

Informatics is one of seven schools in the College of Science and Engineering, at the University of Edinburgh.

Information about how the School was formed is available in our alumni Edit article, [History Makers: Informatics](#).

The School provides a fertile environment for a wide range of studies focussed on understanding computation in both artificial and natural systems.

With over 450 academic and research staff and over 850 students, the School of Informatics at the University of Edinburgh is the largest in the UK and one of the largest in Europe.

Excellence in research

The School of Informatics has surpassed expectations in producing its best ever assessment result in the Research Excellence Framework (REF).

The REF assesses both research outputs (such as scientific papers) and the research environment as previously considered by the Research Assessment Exercise (RAE), last conducted in 2008. The REF also evaluates the impact of research, which was not considered by the RAE. In addition to improving its assessment scores across the board compared to RAE 2008, the School also produced excellent impact from its research.

Wikipedia

Human–computer interaction (commonly referred to as **HCI**) researches the design and use of computer technology, focused on the interfaces between people ([users](#)) and computers. Researchers in the field of HCI both observe the ways in which humans interact with computers and design technologies that let humans interact with computers in novel ways. As a field of research, human-computer interaction is situated at the intersection of [computer science](#), [behavioral sciences](#), [design](#), [media studies](#), and [several other fields of study](#). The term was popularized by [Stuart K. Card](#), [Allen Newell](#), and [Thomas P. Moran](#) in their seminal 1983 book, *The Psychology of Human-Computer Interaction*, although the authors first used the term in 1980^[1] and the first known use was in 1975.^[2] The term connotes that, unlike other tools with only limited uses (such as a hammer, useful for driving nails but not much else), a computer has many uses and this takes place as an open-ended dialog between the user and the computer. The notion of dialog likens human-computer interaction to human-to-human interaction, an analogy which is crucial to theoretical considerations in the field.^{[3][4]}