

Digital sociology: Human-computer interaction through social lens

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Name of the author

Hrishitva Patel

Name of the University

SUNY (State University of NY)

Binghamton

ORC ID:

0000-0001-7887-6641

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Executive summary

This article revolves around human-computer interaction and how sociology plays an important role in these situations. The article discusses formal sociology and Human-computer interaction. This paper further dwells on difficulties in Interactions through human-computer interaction and sheds light on explanations regarding sociology through human-computer interaction. In the concluding section, this article recommends what sociology and human-computer interaction can form together and solve the problems which are coming up in the process.

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Introduction

Digital sociology is an overall application of sociological theory with the methods of interaction as a source of communication and information. The overlapping field of this digital sociology hasn't focused on the understanding of the uses of digital media through the parts of everyday life and how these technologies can have an overall contribution to the patterns of the sociological relationships between human behaviour and other concepts related to the interaction (Wang et al., 2021). Sociologists are generally concerned about the implications related to the technology of virtual community's social networks and how these interactions create an issue that is related to cybercrime. The human-computer interaction is considered through a framework of sociology through the precondition where it is treated as and social interaction in easy words the treatment of this category of interaction has sense through two relative periods of sociology. The major purpose of human-computer interaction is to make a proper connection through the computer system. The sociological perspective has an overall shift of attention and also an alternative view related to the problems and the conceptualization of the human-computer interaction (Himmelsbach et al., 2019). The human-computer interaction is overall treated as an object of sociology after the material turn through the particular technological studies and science studies. The approach does not have proper explanations and is also changing fundamentally which results in the human-computer interaction becoming a new possible object of sociology. The human-computer interaction is not only a disciplinary field but is also an area of practice where most researchers and practitioners tend to have a nonacademic record but an unavoidable theoretical problem through their researches. The field of human-computer interaction is being successfully carried out as it was formed through and separate discipline as it

was considered through the number of changes in this field which caused expansions and interactions through the theories and diverse scientific research of sociology.

Main body

Formal sociology and Human-computer interaction

It should be clear that the overall formal sociology is a complex enterprise as for the users of the sociological theory the human-computer interaction has to accept these statements and also have to take upon the revised results which will come upon through these sociological aspects. Taking that society is an overall and psychological introduction for the humans as the computers a person through psychological beginnings. The assumptions which are made by the researchers will comprehend that where the humans and the machines are combined the results are not at all similar in singular cases (Oulasvirta et al., 2020). Society is constantly generating proper interactions with the machines where interactions with a particular computer play a very specific role. The users as well as the other professionals combined this technology and work for proper functioning. The more computers become a part of the daily life of a human the more the society the individual and the community are getting interacted with each other properly. The researchers in this situation claim to treat the human-computer interaction as a proper social interaction but in a very pure form that will maintain the existence of the present society (Dix 2017). Not the ones you interact with but also the very process of interaction is one of the greatest important parts. The steps towards the process similar understanding of the human-computer interaction is overall been made which assumes that the support by the requirement of paying no attention to such forms. The sociology overall examines the various forms of interactions as such and also

gives a proper description of the overall process and provides a starting point of a possible human-computer interaction theory.

Difficulties in Interactions through human-computer interaction

The notion of the interaction through the human-computer interaction field has difficulties as the human-computer development has specific features related to it. The constant switching of interaction diagrams has an unstable model of interaction through the human-computer interaction module (Dix 2017). On one hand, they work out a general understanding of human-computer interaction where the contacts through the computer are done while on the other hand, any shifting of these interactions shows the inability of representation of specific forms of the human and also the mechanical communication through the computers. The decision which is proposed from the sociological point of view is not only one of the most probable ones but also has an attempt to find the ultimate truth through the human-computer interaction or any other concept idea which has failed in the beginning process. The overall scientific truth is not an evidence thing but there is also a final possibility which explains the phenomena when the result is found in the expected loss are also relevant at times (Park and McKilligan 2018). In situations of human-computer interaction being an object and the human-computer interaction field of sociology also prove that the dynamic character of the interaction is not able to solve the overall problems but also describes the reality in its terms.

Explanations regarding sociology through human-computer interaction

Sociology provides with the explanation that shows proper phenomena related to the human-computer interactions which are defined properly. Sociology has proper visitation which owns tools and also various methods which explain the human-computer interaction properly. In these classical theories and also various other conceptions which are unable to consider the human-computer interaction is being properly pure the sociological object has to be defined in these situations (Shilton 2018). Moreover one of the most important roles for a computer is the STS which is made by the sociology turn and has a focus on proper perspective through material objects and also is a proper part of the interactions. The descriptive turn which is the normative dimension of the scientific studies also has a process that is limited to the field of potential and is a reason for the revisiting of these theories and the frames of these references well human-computer interaction are too dynamical for the framing of a stable theoretical border.

Conclusion

It is turned out that sociology has not only has been very elaborated in a vocabulary manner but also being rich in the fundamental background related to the theory constructible way of description has no appropriate tool which means that the explanation of the human-computer interaction is also and social factor. Moreover, it also features a serious difficulty with the matter is not clear where in easy words the human-computer interaction in sociology as two different things which cannot be confronted or being replaced with one another. The more precise problem is that the sociology good also revisit the categories of the human-computer interaction but does not provide a basic definition however there is also the way out of the situation with the

matter of the sociology itself is under the disciplinary influence and the search of the human-computer interaction define interruptions and forms proper new language. The search of the human-computer interaction forms an end-to-end collaboration with results in achievements and also owns tools and languages. Digital sociology is an overall application and has precise knowledge related to human-computer interaction properly.

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