

CS420 / CS620 Human-Computer Interaction

Sample Test Questions 1

October 8, 2008

A Multiple-choice questions

- A1. Which of the following is not an interaction paradigm?
- (a) Personal computing
 - (b) Mobile computing
 - (c) Web navigation
 - (d) Embodied virtuality
- A2. Which of the following is a method used in Discovery – Interpretation?
- (a) Storyboarding
 - (b) Use cases
 - (c) Primary stakeholders profiles
 - (d) All of the above
- A3. Which of the following interaction style is best suited for novice computer users?
- (a) Metaphors
 - (b) Form fill-in
 - (c) Command line
 - (d) Zoomable interface

B Questions with short answers (typically introduced by “Briefly” or “Enumerate”)

- B1. Briefly explain what is meant by augmented reality (2-4 lines).
- B2. Enumerate at least six HCI paradigms.
- B3. Briefly describe four interaction paradigms (3-5 lines each).
- B4. Enumerate the four main types of stakeholders and briefly explain each of them

C Questions with more elaborated answers

- C1. Describe the 5W+H questions and indicate how they can be used in organizing the Discovery process.
- C2. Describe what is meant by focus groups and indicate their advantages and disadvantages.
- C3. Describe the waterfall model and indicate its advantages and disadvantages.

D Design/experience/opinion questions

- D1. Based on your experience, give an example of a software tool (application) that allows significant interaction via direct manipulation. Indicate your views on the positive and negative aspects of working with this tool.
- D2. Consider 6 of Nielsen's 10 heuristics for evaluation and use them to analyze one of your preferred software tools.
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