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Department of Computer Science & Engineering
College of Engineering
University of Nevada, Reno

CS 491m / CS 791m Human-Computer Interaction

Midterm Test

November 5, 2004

Test type: Closed-book examination
Number of questions: 10
Total points: 26
Test weight in course grade: 16%
Time: 55 minutes
Notes:

- For questions **1 to 6** indicate the correct answer (only one) on the answer sheets provided by the instructor. Each of the questions **1 to 6** has a one point value for a group total of 6 points.
- Questions **7 to 10** require that you elaborate your answers. You must also write these answers on the sheets provided by the instructor. The total value of questions **7 to 10** is 20 points.

Questions:

- 1** Which of the following contains an item which is not a usability goal?
a. Effectiveness, learnability
b. Utility, memorability
c. Safety, efficiency
d. None of the above [1 point]
- 2** Which of the following is not a type of requirements?
a. User requirements
b. Data requirements
c. Test requirements
d. Usability requirements [1 point]
- 3** Which of the following is a type of external cognition?
a. Conversational offloading
b. Annotating and tracing
c. Interface mapping
d. All of the above [1 point]
- 4** Which of the following contains an item which is not a cognition process?
a. Memory, learning, decision making
b. Problem solving, recognition, attention
c. Speaking, reading, reasoning
d. None of the above [1 point]

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- 5** Synthetic characters are best described by which of the following statements:
- a. Emulate human conversation
 - b. Appear as a first-person avatar or third person-agent
 - c. Have predefined personality and set of emotions that can be changed by users
 - b. Play a collaborating role at the interface
- [1 point]
- 6** Which of the following is not a guideline for physical design?
- a. Reduce short-term memory load
 - b. Disable shortcuts for novice users
 - c. Design dialogs to yield closure
 - a. Permit easy reversal of actions
- [1 point]
- 7** Indicate why *interface metaphors* can be useful and give two concrete examples of interface metaphors (briefly describe each of them). Also, list three objections to the use of interface metaphors in interaction design.
- [6 points]
- 8** Briefly explain what is meant by *anthropomorphism* in interaction design and give two arguments pro and two arguments against using it.
- [4 points]
- 9** Explain what is meant by *low fidelity prototyping* and what is meant by *high-fidelity prototyping*. Describe *three types of low-fidelity prototyping* (one of the four types presented in the book is *storyboarding*).
- [6 points]
- 10** Consider either (i) a web browser *or* (ii) a word processor that you use frequently and analyze it using three design and usability principles stated by Don Norman (there are 6 such principles in the book; you have to choose 3 of them to answer this question).
- [4 points]