

CS 791m Human-Computer Interaction

Study Required for the Midterm Test

October 16, 2006

This written, closed-book, 70-minute test will take place on Wednesday, November 15, 2006 in WRB-2023 from 2:30 to 3:40 pm (regular class room and time). The test weights 18% in the course grade.

A Chapters Required from the textbook "Interaction Design" by Preece, Rogers & Sharp, John Wiley & Sons, 2002:

Chapter 1	What is interaction design?
Chapter 2	Understanding and conceptualizing interaction
Chapter 3	Understanding users
Chapter 5	Understanding how interfaces affect users
Chapter 6	The process of interaction design
Chapter 7	Identifying needs and establishing requirements
Chapter 8	Design, prototyping and construction

B Sections and Subsections Not Required

From the above chapters, the following sections and subsections are not required for the test:

Subsection 1.3.2	Working together as a multidisciplinary team
Subsection 1.3.3	Interaction design in business
Subsection 1.5.2	User experience goals
Subsection 1.6.1	Heuristics and usability principles
Section 2.2	Understanding the problem space
Section 2.5	Interaction paradigms
Section 2.6	From conceptual models to physical design
Section 3.3	Applying knowledge from the physical world to the digital world
Subsection 3.4.2	Information processing
Section 3.5	Information design: from theory to practice
Subsection 5.6.2	General design concerns
Section 6.4	Lifecycle models: showing how the activities are related
Section 7.5	Data interpretation and analysis
Subsection 7.6.3	Essential use cases
Subsection 8.3.2	Expanding the conceptual model
Section 8.5	Tool support