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

CS 320 Human Computer Interaction

Midterm Test #1

March 21, 2011

Test type: Closed-book examination

Number of questions: 6

Total points: 50

Test weight: 15% of the course grade

Time: 70 minutes

Questions:

- 1** Describe the *direct manipulation* interaction style and indicate its advantages and disadvantages. Also, briefly describe (2-4 lines) an existing software application in which this interaction style is used significantly. [10 points]
- 2** Briefly explain what is meant by *embodied virtuality* (4 - 6 lines). [5 points]
- 3** Explain what are *focus groups* and indicate their advantages and disadvantages. [10 points]
- 4** Describe the *Discount Usability Engineering (DUE)* interaction design process. [10 points]
- 5** Briefly describe the four types of *stakeholders* (1 - 2 lines each). [5 points]
- 6** Explain what is meant by *augmented reality* and suggest three applications in which augmented reality could be meaningfully used (the applications need not exist at this time). [10 points]