Department of Computer Science
College of Engineering, University of Nevada, Reno
CS 420 Human Computer Interaction
Midterm Exam #1

October 18, 2012

Test type: Closed-book examination
Number of questions: 6
Total points: 60
Test weight: 14% of the course grade
Time: 70 minutes

Questions:

1 Comment on the significance of achieving cultural and international diversity from the perspective of universal usability. Indicate at least 6 concerns or items for internationalization (e.g., date and time formats). [10 points]

2 Consider the following four primary interaction styles: direct manipulation, menu selection, form fill-in, and command language. For each of them indicate two advantages and one disadvantage. [10 points]

3 Indicate what Shneiderman and Plaisant (the textbook’s authors) consider to be the four pillars of successful user-interface development. Briefly explain why each of these pillars is considered important for the user interface design process (2-4 lines each). [10 points]

4 Describe one of following expert review methods: heuristic evaluation or cognitive walkthroughs. [10 points]

5 Choose one of the following types of usability testing: paper mockups and prototyping, discount usability testing, or remote usability testing. Describe the chosen method and indicate its advantages and disadvantages. [10 points]

6 Explain what is meant by virtual reality and by augmented reality. Also, briefly comment on three technologies (e.g., visual display) important for the creation of successful virtual environments. [10 points]