Department of Computer Science
College of Engineering, University of Nevada, Reno
CS 620 Human Computer Interaction
Midterm Exam #1
October 18, 2012

Test type: Closed-book examination
Number of questions: 7
Total points: 65
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 the 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]

7. Briefly describe an application (existing or potential) involving either virtual reality or augmented reality. Explain what benefits the application would bring to its users. [5 points]