1. Why is interface design referred to as dialog design?
2. What are the three important principles emphasized by user centered design?
3. What are the three metaphors used to describe human-computer interaction?
4. What term is generally used to describe the study of end users and their interactions with computers?
5. What does affordance mean? Give an example.
6. What does visibility mean? Give an example.
7. List three or four other important considerations in user interface design.
8. What is the purpose of having menus in a user interface?
9. What is storyboarding?