Human Computer Interaction Revision Questions

1. What are the 3 elements of HCI and give a brief description of each? 2
2. H\_\_\_-\_\_\_\_\_ \_\_\_\_\_ refers to \_\_\_\_\_ out \_\_\_\_ \_\_\_\_ \_\_\_ do \_\_\_\_. It aims to \_\_\_\_\_ the \_\_\_\_\_ of \_\_\_\_ through \_\_\_\_\_\_. \_\_\_\_ are \_\_\_ at the \_\_\_\_\_ of \_\_\_ \_\_\_\_\_ \_\_\_. \_\_\_\_ \_\_\_\_ , \_\_\_ points and \_\_\_\_\_\_\_ are made a \_\_\_\_\_ during the \_\_\_\_ \_\_\_\_\_\_, to \_\_\_ a more \_\_\_\_\_\_ \_\_\_\_\_\_\_ \_\_\_\_\_\_\_. 2
3. What are the 3 types of thoughtless act? 2
4. What are the 5 steps of the H\_\_ process? 2
5. Name and explain a method of analysing an interface 1
6. Fill in the Nielsen’s \_\_\_\_\_ \_\_\_\_\_ 1
   1. H1 –
   2. H2 –
   3. H3 –
   4. H4 –
   5. H5 -
   6. H6 -
   7. H7 -
   8. H8 –
   9. H9 -
   10. H10 -
7. What is the structure of a heuristic evaluation report? What scale is used for the 3rd component? 1
8. What part of Human computer interaction does visual communication refer to? 1
9. What is the foundation of visual communication? 2
10. Fill in the blanks for the 4 principles of visual communication (PSG)
    1. P\_\_\_\_ - \_\_\_\_ \_\_\_\_ items \_\_\_\_. \_\_\_\_\_ of i\_\_ that a\_\_\_\_ \_\_\_\_\_ shouldn’t be \_\_\_ \_\_\_\_. Uses the \_\_\_\_ \_\_ \_\_\_\_\_. It \_\_\_\_\_ cl\_\_ how to \_\_\_\_\_ the \_\_\_\_\_\_.
    2. \_\_\_\_\_ - \_\_\_\_\_\_ on the \_\_\_ should \_\_\_ a \_\_\_\_\_ \_\_\_\_\_ with \_\_\_\_\_\_ \_\_\_ on the \_\_\_\_. \_\_\_\_\_ \_\_\_\_ to create \_\_\_\_. U\_\_\_ the \_\_\_\_\_ \_\_\_\_ and \_\_\_\_\_. A\_\_\_ \_\_\_\_ to \_\_\_\_\_ and \_\_\_\_ a \_\_\_\_. Left/right \_\_\_\_ t\_\_\_ has an \_\_\_\_ line that \_\_\_\_\_ the text.
    3. \_\_\_\_\_\_ - U\_\_\_ to \_\_\_ and add \_\_\_ \_\_\_\_\_. \_\_\_\_ some \_\_\_\_ of t\_\_ \_\_\_\_ \_\_\_\_\_\_\_. \_\_\_ existing \_\_\_\_\_ and \_\_\_\_\_ \_\_\_, \_\_\_\_ creating \_\_ \_\_\_\_\_\_. It’s thought of as \_\_\_\_ \_\_\_\_\_\_. Don’t \_\_\_\_ the \_\_\_\_ so much it \_\_ \_\_\_\_\_\_.
    4. \_\_\_\_\_ - If \_\_\_ \_\_\_ \_\_\_\_\_ the \_\_\_\_, make them \_\_\_\_ \_\_\_\_. \_\_\_\_\_ various \_\_\_\_\_ of the \_\_\_\_\_ to \_\_\_\_ in the \_\_\_ eye. \_\_\_ many \_\_\_\_\_\_. \_\_\_ d\_\_\_\_\_ \_\_\_\_\_. \_\_\_\_\_ in\_\_\_\_ and \_\_\_\_\_ \_\_\_.
11. How are hierarchy, grouping and sequence used? 1
12. How is colour used as a factor when designing interfaces? 2
13. What is the function of prototyping? 2
14. What is prototype fidelity? 2
15. What are the 2 common types of prototype fidelity? 1
16. What are the pros and cons of each? 2
17. How do you prepare for testing your interface? 2
18. What team roles are there for a test? 2
19. Menus are used to \_\_\_ \_\_\_\_\_ \_\_\_\_\_\_
20. What are the pros and cons of menus?
21. Forms are used to \_\_\_\_ \_\_\_ \_\_\_\_
22. What are the pros and cons of forms?
23. Command lines are \_\_\_\_ \_\_\_\_ \_\_\_\_\_\_\_
24. What are the pros and cons of command lines
25. Direct manipulation (central concept of \_\_\_) is a \_\_\_ \_\_\_\_ of the \_\_\_\_. It has \_\_\_\_ \_\_\_\_ that can be \_\_\_\_\_\_\_.
26. What are the pros and cons of direct manipulation / GUI
27. GUIs allow \_\_\_\_ to \_\_\_\_\_ (\_\_\_\_ & \_\_\_\_) with the \_\_\_\_ via \_\_-\_\_\_\_\_ r\_\_\_\_\_ (\_\_\_\_), using \_\_\_, \_\_\_ or \_\_\_ \_\_\_\_\_ \_\_\_\_\_.
28. What are the 3 types of sign?
29. What are affordances?
30. What are signifiers?
31. What’s the difference between affordance and signifiers?
32. What are the 4 types of digital UI controls?
33. M\_\_\_ i\_\_\_\_ are the small \_\_\_\_ that exist \_\_\_\_\_ and around \_\_\_\_\_\_ in a design
34. What are the 2 types of micro-interaction?
35. What makes up a micro interaction?
36. Menus are used to \_\_\_\_ ch\_\_ to the \_\_\_
37. Binary menus only have \_\_ \_\_\_\_
38. What are the general guidelines for nested menus?
39. What type of language should be used on dialogue box labels?
40. What 3 things should be in a good dialogue box?
41. Progressive disclosure \_\_\_\_ r\_\_\_ used \_\_\_\_\_ to a \_\_\_\_\_\_ screen, making apps \_\_\_\_\_ to \_\_\_\_ and less error \_\_\_\_.
42. Don’t give choices the \_\_\_\_ may not \_\_\_\_\_\_
43. How do modes in user interfaces work?
44. What problem (heuristic broken) can modes cause?
45. Mode slips occur when the \_\_\_\_ is not \_\_\_\_ of the \_\_\_\_\_\_ \_\_\_\_\_\_ mode. aka mode \_\_\_\_
46. How do you reduce mode slips?
47. What’s an alternative to modes?
48. Affordance is a \_\_\_\_\_ where an object’s \_\_\_\_\_ \_\_\_\_\_ imply its \_\_\_\_\_\_ and use
49. What are the types of data that can be collected to help improve an interface?
50. Hierarchical task analysis is the process of \_\_\_\_\_ out who’s \_\_\_\_ to use the \_\_\_\_ to do \_\_\_ and \_\_\_\_ up with a necessary \_\_\_\_\_ of \_\_\_\_.
51. What are the pros and cons of HTA?
52. A persona is a \_\_\_\_\_ user that represents the \_\_\_\_ of a \_\_\_\_\_ \_\_\_\_ of users
53. What are the pros of persona?
54. What are the 3 methods of feedback?
55. What is the function of feedback?
56. What are the 2 types of error?
57. What is a ubiquitous system?
58. Name 3 ways to deal with human experience data
59. Cognitive dimensions is an \_\_\_\_\_ to \_\_\_\_\_\_ the u\_\_\_\_ of interfaces. It often uses a more \_\_\_\_-\_\_\_\_\_ approach, allowing you to find things more \_\_\_\_\_\_\_ methods wouldn’t.
60. Give 2 examples of it
61. Empirical data is c\_\_\_\_\_ from \_\_\_\_
62. 2 types of evaluation are what?
63. Fitts law is a \_\_\_\_ used to account for the \_\_\_\_ it takes to \_\_\_\_\_ at \_\_\_\_\_\_, based on the \_\_\_\_ and \_\_\_\_\_ of the \_\_\_\_\_\_ object.
64. What is the formula for fitts law
65. Bigger \_\_\_ are \_\_\_\_\_ to h\_\_ than \_\_\_\_\_ things, and \_\_\_\_\_ things are easier to \_\_\_ than f\_\_\_ a\_\_\_ things
66. What’s the significance of logarithms for fits law?
67. GOMS is a \_\_\_\_\_ of \_\_\_\_\_\_ \_\_\_\_\_\_ used to predict \_\_\_\_\_ p\_\_\_\_\_ of an \_\_\_\_\_\_ design without \_\_\_\_ testing.
68. What does GOMS stand for?
69. What GOMS model is used for keyboards?
70. Rule 4: Delete Ms that are terminators of commands Explain this rule?
71. What assumptions does the keyboard GOMS model make?
72. You should try to apply rules \_\_ and \_\_ simultaneously
73. What are the advantages of keyboard GOMS?
74. Short term memory is also known as \_\_\_\_ \_\_\_\_. What are its characteristics.
75. What is a chunk? How does it affect interface design?
76. What are the characteristics of LTM?
77. A cue is any \_\_\_\_\_ that creates an \_\_\_\_\_. Give an example
78. What is schema theory?
79. Why is inclusive design and empathy important?
80. Accessibility addresses \_\_\_\_\_\_ aspects related to \_\_\_\_\_ user \_\_\_\_\_ for \_\_\_\_\_ people
81. Usability is concerned with whether designs are \_\_\_\_\_, \_\_\_\_ and \_\_\_\_\_ to use. Measured against 5 criteria: m\_\_\_\_\_\_, e\_\_\_\_\_\_\_, e\_\_\_\_\_\_, l\_\_\_\_\_\_\_ and s\_\_\_\_\_\_
82. Give an example of how accessible designs benefit everyone
83. Give examples of some accessible design considerations