* Chapter 5: Direct Manipulation and Virtual Environments
  + Understand the difference between new interface designing techniques (3D, tangible user interface, teleoperation, virtual environment and augmented reality) and traditional direct manipulation methods
    - You need to understand the special features of each of these new techniques
      * Teleoperation has 2 parents
        + Direct manipulation and process control

Because of this it has time delays (transmission delay & operation delay)

* + - * Virtual reality vs augmented reality.
        + Needs:

Head position sensing

Hand position sensing

Etc.

* + Understand the pros and cons of direct manipulation
    - Pg 17 of (ch5) pg. 27
  + Understand the technologies that successful virtual environments depend on
* Chapter 4: Evaluating interface Designs
  + Understand the difference between different types of usability testing (p10)
    - Paper Mockups
    - Discount usability testing
    - Competitive usability testing
    - Universal usability testing
    - Field test and portable labs
    - Remote usability testing
    - Can-you-break-this tests
  + Understand different expert review methods (p4)
    - Slide #4.
  + Understand the difference between controlled experiments and usability testing
    - Sureys. (direct feedback from the user)
    - Acceptance tests:
      * Time to learn specific functions
      * Speed of task performance
      * Rate of errors by users
      * Human retention over time
      * Subjective user satisfaction
* Chapter 3: Managing Design Processes
  + Understand the four steps of ethnographic observation
  + Understand the definition and benefits of participatory design
* Chapter 2: Guidelines, Principles, and Theories
  + Understand the difference between explanatory and predictive theories
  + Understand Norman's seven stages of action and its contributions
  + Understand the disappearance of syntax
* Chapter 1: Usability of Interactive Systems
  + Understand the goals for user requirement analysis
  + Understand 5 usability evaluation measures
  + Understand the usability motivations for different application systems
  + Understand the definition of universal