

Some questions concerning Human-Centered Design and interactive S/W

1. What is the subject of the ISO standard 13407 (1999)?
2. There are several proposals of UCD-User Centered Design (a.k.a.) Human-Centered methodologies; what are their main characteristics?
3. Usability is a functional or a non-functional requirement? of what kind?
4. What types of non-functional requirements do you know?
5. What are the main characteristics of participatory design?
6. What is the Wizard of Oz method? Give an example of a situation in which it can be useful.
7. What techniques may be used in the scope of participatory design to get information from the users?
8. Personas are a method that can be used in the design of interactive systems; explain what are personas and their benefits.
9. How should personas be developed?
10. There are several types of personas; explain the main difference between fictional personas and the other types of personas.
11. Describe a minimal set of characteristics that can be used to define a persona
12. What is a scenario? And why are they useful in the design of interactive systems?
13. How are personas related to scenarios?
14. What is the difference among scenarios, user stories and use cases?
15. What do scenarios, user stories and use cases have in common?
16. The Usability Engineering Lifecycle, proposed in 1999, by D. Mayhew, one of the first User-centered methodologies proposed, is iterative and includes three main phases. What are these phases and what do they include?
17. What has to be performed in the first phase of the Usability Engineering Lifecycle (Requirements analysis)?
18. How can you adapt the above mentioned Lifecycle to different types of projects (e.g. having different durations, budgets, criticality, etc.)?
19. The Model-View-Control is a S/W pattern used in interactive S/W. Explain its three components.
20. What are the benefits of using the Model-View-Control S/W pattern?