

“나는 혼자 힘으로 문제를 풀고 제출합니다. 만약, 타인의 도움 또는 기타 부정행위가 발견되면 그에 대한 책임은 본인에게
있음을 인지하며, 아래의 이름과 학번으로 서명을 대신합니다”

Department : _____

Student ID : _____

Name : _____

1. [10 pt] One of Ben Shneiderman's eight golden rules in HCI is "**Informative feedback**." Give one good example and one bad example of the "informative feedback" except the examples in the class slides. You can attach photos or pictures for a better explanation of your examples.
2. [10 pt] Using Google image search, find a good design of a vending machine (for snacks, drinks, tickets, or whatever). Explain why the vending machine you chose is a good design in UI (User Interface) and UX (User eXperience). Explain with the photo or picture of the vending machine. If necessary, you can add additional vending machines for comparison.
3. [10 pt] The picture below is a screenshot of an application for the prescription refill service. Based on HCI principles, (1) point out all the wrong UIs and describe why those are wrong; (2) Redesign and draw the UIs by modifying the wrong UIs.

The screenshot shows a web application titled "Prescription Refill Service". It contains several input fields and a submit button, illustrating various HCI principles that are violated:

- Title Bar:** The window title is "Prescription Refill Service".
- Form Header:** The main heading is "PRESCRIPTION REFILL SERVICE".
- User Input:** There is a text input field for "Your name:" and a date input field for "Date: **".
- Form Group:** A container labeled "Prescription Refill Service" contains a "Doctors Name:" field with a dropdown menu showing "Dr." and a "Medicine Name:" field with a dropdown menu showing "Prozac".
- Footer:** A note at the bottom left says "** Use MM/DD/YYYY".
- Submit Button:** A button with a colorful circular icon and the text "Submit!" is located at the bottom right.

4. [50 pt] For the following HCI terms, explain them briefly "using your own words." Also, give an example for each explanation (besides the examples in the class slides).

(1) slips and mistakes

(2) affordances and anti-affordances

(3) "recognition than recall"

(4) the gulf of execution and the gulf of evaluation

(5) Fitts's law and Hick's law

5. [20 pt] Suppose you are designing **a smartphone FM radio app for older people**, also **including visually impaired people**. Your app will have at least the following functionalities (but not limited to):

- volume control
- pause/stop/resume
- radio station search (or tuning)
- select/unselect the selected radio station
- favorites (저장한 라디오 방송국 중 선호하는 방송국 모음)

Draw your design for the radio app. Explain what you have carefully considered for the silver users (mostly over 60) and the users who are visually impaired.

- 수고 많았습니다. 정답은 한글로 적어서 제출하고, 인터넷 또는 책을 참고한 경우 명확한 출처를 밝혀 주세요.