

## Second Exam

November 8th 2005

Length: 75 minutes – Total points: 100

*(The grader reserves the right to take off up to 3 points for poor handwriting ... so write neat!).*

1. Name and Describe 3 layout principles that have been violated in this dialogue-box.

12 Points



2. You are to design a command language that allows users to create little text boxes, specify their content, change the size. Explain how you go about to design such a simple command language, talk about how you model objects and actions, which structure you use and why and how you pick the names for the commands. 20 Points
3. Describe two examples where natural language is used as interaction method and describe the advantages and disadvantages of its use. 10 Points
4. A company asks you to explain the difference in interaction style between their touchscreen kiosk at a train station and the desktop with a mouse they use in their office. They want to know how they are different and what advantages and disadvantages they have. 8 Points
5. *Singing Bottle* asks you to create a menu structure for the webpage that introduces their newly designed success, the hiker's water bottle with an integrated music player and other products they marked. Describe what kind of menu-structure you would use (broad-shallow or narrow-deep) and which kind of menu you would use. The menu will contain around 30 different menu items that can be grouped into 5 groups. Talk about menu-type, different ways of grouping and layout aspects of the menu. Sketch the design of the main screen. 15 Points
6. You are the assistant of the CEO of a large globally operating company with several hundreds of employees. The CEO criticizes that the productivity especially for projects that are done in collaboration between branches at different locations is really low. He asks you what could be done to improve upon that and bring the employees 'closer' together even if they are physically separated. Talk about the different options the company has and what they would improve. First, describe the problems that arise for collaboration if employees are at different locations, how you would categorize them (communication, direct collaboration etc.) and what could be done to solve them. 15 Points
7. Explain what response time means in terms of computers and how the response time of the system impacts the performance of the user. Provide an argument explaining why delays should be kept short for common, everyday tasks of a user. Use knowledge of short-term and working memory as the basis for your argument. 20 Points

## Second Exam

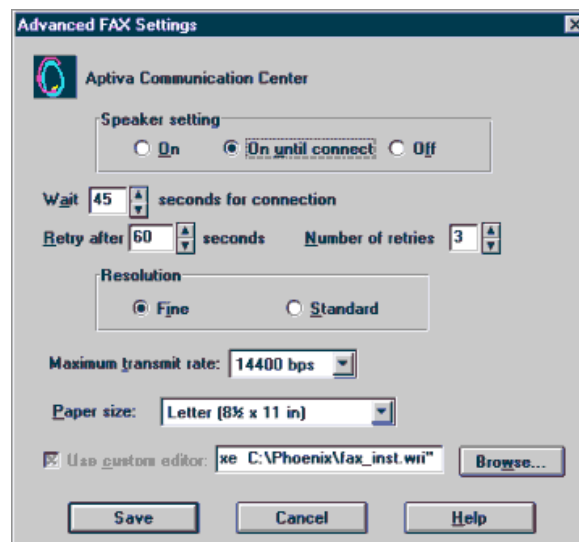
November 3rd 2005

Length: 75 minutes – Total points: 100

(The grader reserves the right to take off up to 3 points for poor handwriting ... so write neat!).

1. Name and Describe 3 layout principles that have been violated in this dialogue-box.

12 Points



Naming and describing three correctly 4 points each

- grouping, symmetry/ alignment, proximity, similarity, closure

2. You are to design a command language that allows users to create little text boxes, specify their content, change the size. Explain how you go about to design such a simple command language, talk about how you model objects and actions, which structure you use and why and how you pick the names for the commands.

20 Points

Naming and describing four correctly 3 points each (page 319ff)

3. Describe two examples where natural language is used as interaction method and describe the advantages and disadvantages of its use.

10 Points

Naming and describing two examples correctly 2 points each, 2 for advantages, 2 disadvantages (pages 331ff)

- phone reservation, schedule information, weather info, office hours info for companies, ask jeeves, check book applications
- limited command size, difficulties with accent and dialects, only predefined interaction
- computer can do the job, cheaper, 24/7

4. A company asks you to explain the difference in interaction style between their touchscreen kiosk at a train station and the desktop with a mouse they use in their office. They want to know how they are different and what advantages and disadvantages they have.

8 Points

describing two correctly 2 points (pages 358ff) advantages 3 points, disadvantages 3,

- direct, indirect

- mouse, pen
- double-click, no double-click
- desktop, pda, tablet

5. *Singing Bottle* asks you to create a menu structure for the webpage that introduces their newly designed success, the hiker's water bottle with an integrated music player and other products they marked. Described what kind of menu-structure you would use (broad-shallow or narrow-deep) and which kind of menu you would use. The menu will contain around 30 different menu items that can be grouped into 5 groups. Talk about menu-type, different ways of grouping and layout aspects of the menu. Sketch the design of the main screen.

15 Points

- broad-shallow

6. You are the assistant of the CEO of a large globally operating company with several hundreds of employees. The CEO criticizes that the productivity especially for projects that are done in collaboration between branches at different locations is really low. He asks you what could be done to improve upon that and bring the employees 'closer' together even if they are physically separated. Talk about the different options the company has and what they would improve. First, describe the problems that arise for collaboration if employees are at different locations, how you would categorize them (communication, direct collaboration etc.) and what could be done to solve them.

15 Points

(pages 429ff)

- tele conferences (audi, video), chat, electronic meeting rooms, distributed editing tools

7. Explain what response time means in terms of computers and how the response time of the system impacts the performance of the user. Provide an argument explaining why delays should be kept short for common, everyday tasks of a user. Use knowledge of short-term and working memory as the basis for your argument.

20 Points

have to name and describe at least 5 with 4 points each (page 455 ff)

- time it takes the system to respond to user input
- frustration
- productivity
- short memory load 7+/- 2 items
- etc.