

# CSC440 - 2022 Summer Midterm

**Q1) Mention good practice examples on the following design principles:**

- a) Visibility
- b) Feedback
- d) Constraints
- e) Consistency
- f) Affordances

**Q2) Mention design implication on the following cognitive processes:**

- a) Attention
- b) Perception
- c) Memory
- d) Learning
- d) Language

**Q3) Sort the following activities in interaction design process**

- a) Prototyping
- b) Evaluating
- c) Designing alternatives
- d) Discovering requirements

**Q4) Type the interaction types besides each of the following descriptions**

- a) Issuing commands and selecting options
- b) Interacting with a system as if having a conversation
- c) Interacting with objects in a virtual or physical space by manipulating them
- d) The system initiates the interaction and the user chooses whether to respond

**Q5) Why Chrome is different in iOS than Android?**

Answer: Because Chrome in iOS needs to use the Safari rendering engine