Further Human–Computer Interaction Past Paper

Theory

Three waves

- y2019p7q9 (a)

Visual displays

Goal-oriented

- y2018p7q6 (a,b)

Wicked Problem

Efficient System

Speed and accuracy (Controlled experiments), e.g. KLM A/B Test

- y2019p7q9 (d)

Smart System

Meaningful

Ethnography (Empirical)

- y2018p27q8 (b)

Evaluation

- y2018p27q8 (c)
- y2019p7q9 (b)

Complex System

CDN

- y2018p27q8 (a)
- y2019p7q9 (c,d)