Further Human-Computer Interaction Past Paper

Theory

Formative (converge) vs Summative (diverge)

• y2019p7q8 (a-e)

Three waves

- y2019p7q9 (a)
- y2020p7q9 (a)

Visual displays

Goal-oriented

Limitation: Wicked Problem

• y2018p7q6 (a,b)

Smart System

Bayes Theorem

- y2018p7q6 (c)
 - improve the system usability adaptively
- y2018p27q8 (a)
 - when new, no prior basis

Evaluation

- y2019p7q9 (b)
 - w.r.t three waves
- y2019p7q8 (f-h)
 - reliability

Efficient

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

- y2018p27q8 (c)
 - o practical steps
 - the data, how to analyse
 - o and the kind of recommendations to make
- y2019p7q9 (d)
 - viscosity

- y2020p7q9 (e,f)
 - strengths and weakness

Meaningful

Second wave, ethnography (Empirical)

- y2020p7q9 (b)
 - o empirical, observation of a phenomena in the world
- y2018p27q8 (b)
 - o formative, how

Complex System

CDN

- y2018p27q8 (a)
 - Hidden dependencies ↑ viscosity ↑ visibility ↓
 - o mitigation
- y2019p7q9 (c,d)
 - \circ premature commitment / viscosity \downarrow hidden dependency \downarrow
 - notational activity (exploratory design, open)
- y2020p7q9 (c-d)
 - role-expressiveness/secondary notation ↑ diffuseness ↑
 - o notational activity (search)