HCI   FIRST AND LAST NAME _____   STUDENT ID_____

Read carefully the questions below and for each indicate the correct answer. Please note that only one option is correct.

1. One important design implication of the reading-speaking-listening cognitive system is: a. to don't use accentuated intonation of artificially generated speech voices b. to use short speech-based menus and instructions c. to use fixed text dimensions on screens d. to provide up to 10 options in a speech-based menu	**4. An interface metaphor that has become popular in the last few years, especially in social media apps is:** a. Hyperlinks b. Cards c. Manipulation d. Window, icon, menu, pointer (WIMP)
2. Referring to the double diamond model of the design, the "discover phase" involves: a. proposing a solution that works after being evaluated b. implementing working prototypes c. producing the conceptual model for the product d. getting insight into the problem	**5. The usability goal named "effectiveness" refers to:** a. the way the product supports the user in the task b. how good a product is at doing what it is supposed to do c. protecting the user from potential dangers d. the extent to which the product provides the needed functionalities
3. Voice and gesture interfaces can be classified as: a. natural user interfaces b. brain computer interface c. sharable interfaces d. tangible interfaces	**6. Which of the following is NOT an advantage of online questionnaires?** a. data can be collected in the database for subsequent analysis b. errors can be corrected easily c. relatively easy and quick to distribute d. low drop-out of users

Read carefully the text below. For each of the following questions, provide short and precise answers in the lines provided.

EXERCISE 1.

You're a member of a team tasked with modernizing the exhibits in a history museum by integrating interactive technologies and creating engaging educational experiences for visitors of all ages. As a first step, you thus plan to explore specific issues, experiences and personal opinions of final users.

1.1 As an HCI expert, which method would you use for this purpose (i.e., exploring issues, experiences and personal opinions of final users)?

_____

1.2 Describe the chosen method, specifying which users you would target and detailing the procedural steps to follow. Be as detailed as possible.

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EXERCISE 2.

The administration of a local school received a limited budget to integrate digital technologies into the classroom and enhance the learning experience. All teachers expressed their preferences to invest in various devices, including interactive whiteboards, virtual reality (VR) for educational simulations, tablets or laptops for each student, and online learning platforms. With such a variety of ideas and yet a limited budget, it becomes challenging to prioritize and reach a consensus on which technologies to invest in.

2.1 As an HCI expert, which method would you use to classify ideas and create consensus on the technologies to buy?

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2.2 Describe the chosen method, focusing on the procedural phases and steps to follow. Be as detailed as possible.

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