CSCI380/CSIS672 Human Computer Interaction

Fall 2014

Final Exercise

Note: It is intended that this should take 3 hours to complete, the length of a final exam period.

Due date: Tuesday, December 9th at noon

Submit your answers as an MS Word document or a PDF attachment to an email sent to buhlerp <at> cofc <dot> edu and use the subject line ‘csci380csis672 Final Exercise’

**Question One**

Donald Norman is shaking his finger again – the target this time is gestural interfaces.

<https://dl.dropboxusercontent.com/u/2174517/gesturalInterfaces.pdf>

This article is from 2010, do you think Norman’s point is still valid? Or, perhaps Norman is simply an old dog that can’t be taught new tricks. Are you disturbed/frustrated by gestural differences between platforms? Or, has this effectively been reduced via ecosystem standardization by the big three: Google, Apple and Microsoft?

**Question Two**

It has been said that in contemporary society that we have more ‘friends’ but that we are lonelier than ever. It seems the definition of ‘friend’ has changed and that levels of human, face to face interaction are declining. How can this be? The answer is that much of our interaction is mediated by technology! Next generation interfaces need to be designed to not only allow for effective communication but also conversation. See the article titled: *What is Conversation and How Can We Design For It*? by Hugh Dubberly and Paul Pangaro.

<https://dl.dropboxusercontent.com/u/2174517/conversations.pdf>

Interestingly, democratic processes are predicated on the notion of conversation, which helps us gain an understanding of the points of view of candidates and elected officials; however, these conversations are not happening. Instead, the current substitution for news consists of talking heads representing the bias of the station they work for, comedians as contemporary pundits, and daily shouting matches between participants without a shared vision. The article *From Bowling Alone to Tweeting Together: Technology Mediated Social Participation* by Harry Hochheiser and Ben Shneidermann which points toward the use of social software as a means of facilitating participatory citizenship.

<https://dl.dropboxusercontent.com/u/2174517/techMediatedSocialParticipation.pdf>

Respond to this question by writing 3-4 paragraphs that take the lessons from the article regarding designing for conversations and relate them to the article regarding technology mediated social participation.

**Question Three**

This semester we learned that we need to accommodate design constraints based upon device capabilities and limitations – for example, the notion that the moleskin journal and LiveScribe pen may not be ideal in the environmental settings that the GoPro camera is designed/suited for.

Then again, perhaps the constraint isn’t the journal but the pen – see:

<http://www.livescience.com/48424-notebook-scott-antarctic-expedition-photos.html>

Reflecting on the notion of design constraints, write a reflective paragraph relating the following article:

<http://www.wired.com/2014/07/history-of-autocorrect/> to the shrinking size of devices through which we communicate and do work.

**Question Four:**

Chapter 7 in our book is about metrics and measurements of user interaction in a multi-device world. It poses more questions than answers. Look at the following: <http://www.tapad.com/device-graph/> with its associated demo here: <http://dgdemo.tapad.com/>

Relate your observations of “Device Graph” to notions of target market segmentation and validating assumptions about consistent, continuous, and complementary experiences across devices (think about the Allrecipes example in our text and their use of different form factors for different purposes).