FIT3175 – Sample Exam Questions.

The following are sample questions for the FIT3175 June 2019 Exam. The exam is split into two sections: A and B. Section A consists of short answer questions. You should answer all these questions. You can answer in bullet points, if you would like. Section B is made up of long-answer questions, where you will be asked to apply or think more deeply about topics covered in this unit. You should also answer all these questions.

You will be given a cheat sheet that lists Norman's Principles, Shneiderman's Golden Rules, and Neilsen's Heuristics.

Section A sample questions:

1. **User Stories**.

(a) What is a user story? (1)
(b) At what stage of a project's development would creation of user stories be useful? (1)
(c) Write an example user story for a flight booking app. (2)

2. **Heuristic Evaluation**.

(a) Describe the relationship between the number of evaluators and the proportion of usability errors found when using heuristic evaluation. (2)
(b) Describe a benefit of using heuristic evaluation. Describe a negative or risk of using heuristic evaluation. (2)

3. **Journey Maps**.

(a) Describe how journey maps aid UCD. (2)
(b) List and describe 3 types of information that should be included on a journey map. (3)

4. **Sketching**.

(a) Describe the Crazy 8s activity. (2)
(b) Why might you use Crazy 8s during design? (1)

Section B example question:

5. You have been hired to design an accessible news app.

   List three things that are important to consider when designing for accessibility. (3)

   Sketch 3 different app designs. Focus on the main page (i.e., the page displaying headlines). Annotate your sketches with both the input interactions, the usability theory/concepts informing your design, and your considerations for accessibility. (15)

6. A smartphone has limited physical affordance. Previously, however, phones did have physical affordances. Think back to old telephones and old mobile devices. Describe some of their affordances. (5)

   Describe ways that affordances are implied in the design of specific interfaces (and interface elements) for modern smartphones. (5)