**SWE 6120 Human Computer Interface**

**Final Questions Bank**

1. A/an … …………………… is an error that occurs when the context of skilled behavior is changed.
2. A/an …… …….error occurs due to lack of understanding on the part of the user.
3. ………………….. box is a box that prevents you doing anything else until it is complete.
4. …………….is the knowledge that you have seen something presented to you
5. …………………………is the reproduction of something from memory
6. What are mental models, and why are they important in interface design?
7. What can a system designer do to minimize the memory load of the user?
8. What is the difference between recognition and recall in relation to human memory? Discuss the implications of this for interface designers.
9. A little psychology is worse than none at all". Do you agree with this statement? Justify your stand in the context of designing usable interactive systems**.**
10. What is the difference between a slip and a conceptual error? How might a designer minimize the occurrence of both among users of a system?
11. How might you use the notion of reward in interface design to increase the positive emotional response of users? Can you find any examples of this?
12. Pick one of the following scenarios, and choose a suitable combination of input and output devices to best support the intended interaction. It may help to identify typical users or classes of user, and identify how the devices chosen support these people in their tasks. Explain the major problems that the input and output devices solve. **(case study)**
13. Environmental database

A computer database is under development that will hold environmental information. This ranges from meteorological measurements through fish catches to descriptions of pollution, and will include topographical details and sketches and photographs. The data has to be accessed only by experts, but they want to be able to describe and retrieve any piece of data within a few seconds.

1. Word processor for blind people

A word processor for blind users is needed, which can also be operated by sighted people. It has to support the standard set of word-processing tasks.

1. What do you think are the main problems with using task analysis on real problems? Think of more complex tasks such as scheduling delivery trucks, or organizing a large conference
2. Describe Fitts' Law. How does Fitts' Law change for different physical selection devices, such as a 3-button mouse, a touchpad, ora pen/stylus?
3. Describe (in words as well as graphically) the interaction framework introduced in Human-Computer Interaction. Explain how it can be used to explain problems in the dialogue between a user and a computer.
4. Describe briefly five different interaction styles used to accommodate the dialog between user and computer.
5. Discuss in detail the Norman Execution-evaluation cycle Model.
6. List and define the two gulfs in interaction design as relates to Norman’s execution Model
7. Define a good design as relates to Norman’s execution model
8. Use a graphical representation to outline and discuss the Interaction Framework as discussed in the text.
9. Define prototyping and outline the three main approaches to prototyping:?
10. Outline the principles that support usability in interaction design?
11. What is the difference between recognition and recall in relation to human memory? Discuss the implications of this for interface designers.
12. A little psychology is worse than none at all". Do you agree with this statement? Justify your stand in the context of designing usable interactive systems**.**
13. What is the difference between a slip and a conceptual error? How might a designer minimize the occurrence of both among users of a system?
14. Clearly outline the difference between design standards, design principle and design guidelines?
15. Outline Norman’s 7 Principles of design?
16. Describe briefly five different interaction styles used to accommodate the dialog between user and computer.
17. Discuss in detail the Norman Execution-evaluation cycle Model.
18. List and define the two gulfs in interaction design as relates to Norman’s execution Model
19. Define a good design as relates to Norman’s execution model
20. Use a graphical representation to outline and discuss the Interaction Framework as discussed in the text.
21. Define the following terms
    1. Collective intelligence
    2. Folksonomy
    3. Permalink
    4. Tag cloud
    5. Monetization
22. Spell out the following acronyms and include a brief description of each.
    1. SHHTP
    2. FTP
    3. URL
    4. DSL
    5. PDF
    6. ISP
    7. CEO