CS890CF – 200410
Midterm (Closed-book/In-class portion)
26 February 2004
14:30-15:45

Answer all questions on the exam book provided. Nothing on this sheet will be marked. Choose 11 of the 14 questions here. Answer 1 question per side of page (use both sides). Once you are finished, write down the order of your answers next to the numbers 1-11 on the lower left corner of the cover. Be sure to fill in all the other requested information on the cover. None of your answers should exceed 1 page. Use examples wherever possible. Each answer will be marked out of 5. If you follow all the previous instructions, you'll get another 5 (to make the exam out of 60).

1. What is card sorting and how would one use it?
2. Contrast scenario-based design with other techniques.
3. Which software development methodologies are well-suited to usability engineering and why (also, which aren't)?
4. Why are field studies important?
5. How do scenarios and claims analysis work together?
6. How can Gestalt ideas of perception be used in information design?
7. Which tradeoffs do you think are most important in designing usable software? List your top 3 and say briefly why they made your list.
8. Describe the gulfs of execution and evaluation. How do they relate to what we've discussed in class?
9. What is the difference between an information scenario and an interaction scenario?
10. How can prototyping be used to gather user requirements?
11. When can prototyping be used during the development process and is it possible to prototype several different designs at once?
12. Contrast analytic and empirical methods of usability evaluation. Can they be used together?
13. How can metaphors be useful at various stages of the development process?
14. Describe the 3 kinds of activities one may design, and the relationship between them.