

## **CS4826 Human-computer Interaction**

### **Practice exam questions**

A. Describe the methodology of “heuristic” (or expert) evaluation and discuss its advantages and disadvantages. In your answer you should also present and describe the guidelines that are normally used when adopting this technique. Also comment on your experience in using this methodology as part of your practical project.

B. Different design processes or models have been proposed as conceptual and practical tools for guiding the design of interactive technologies. Describe the three design processes described in class, highlighting and discussing their advantages and disadvantages.

C. Describe the difference between formative versus summative approaches to evaluation, also discussing their advantages and disadvantages as part of the user-centred design process.

D. Describe and discuss observational methodologies as part of the user-centred design process. At which stage(s) of the process can they be applied? What are their main advantages and disadvantages of these methodologies?

E. The field of HCI has emerged as a discipline in the early '80s. Describe its conceptual relationships to other disciplines, and mention some of the technologies that have led to the establishment of HCI as an area of study and their impact.