UNIVERSITY *of* LIMERICK

# OLLSCOIL LUIMNIGH

COLLEGE *of* INFORMATICS *and* ELECTRONICS

End-of-semester exam paper

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| **Academic Year** | 2005/2006 | **Semester:** | Autumn |
| **Module Title** | Human-Computer Interaction | **Module Code** | CS4826 |
| **Duration of exam** | 2 hours | **% of total** | 60 |
| **Lecturer** | Michael Cooke | **Marked out of:** | 100 |

**Instructions to Candidates.**
- Answer any 4 questions
- All questions carry equal marks

Q1    Discuss the main points of Bannon's (1991) paper "From Human Factors to Human Actors" paying particular attention to how he argues we can move *"Beyond current conceptions of HCI"*.

Q2    Discuss the role of ethnography for understanding users and how it can *usefully* inform the process of interactive systems design.

Q3    Compare and contrast the Information Processing and Distributed Cognition theoretical frameworks for understanding human cognition. In your answer, briefly discuss their usefulness for informing the design of interactive systems.

Q4 It has been said that users can't always tell you what's wrong with a system but they can show you. Discuss, in the context of participatory design, the role that prototypes have to play making reference to conceptual and physical design.

Q5 Recent developments in the field of *Ubiquitous Computing* have made it possible for everyday artefacts and environments to be "augmented" by technological components. Describe the main tenets of Ubiquitous Computing, and discuss the implications of this trend in how we understand the relationship and interaction between people and a computationally-enhanced world.

Q6 Discuss what the relative roles of expert-review and participatory methods of evaluating interactive systems within the same design process would be.