



UNIVERSITY *of* LIMERICK  
**OLLSCOIL LUIMNIGH**

COLLEGE of INFORMATICS and ELECTRONICS

<b>Academic Year</b>	2006/2007	<b>Semester:</b>	Autumn Repeats
<b>Module Title</b>	Human-Computer Interaction	<b>Module Code</b>	CS4826
<b>Duration of exam</b>	2 hours	<b>% of total</b>	100
<b>Lecturer</b>	Michael Cooke	<b>Marks</b>	100

Instructions to Candidates.

- Attempt any **four** of the following questions
- All questions carry equal marks

Q1 Write a short paragraph ( $\frac{1}{2}$  page at most) on any 4 of the following topics.

- The Spiral lifecycle model
- Affordances & constraints
- Active & Latent error
- The Wizard of Oz method
- Information processing theory
- Video prototyping
- Primary, secondary & tertiary users
- GOMS

(25 marks)

Q2 What is the difference between conceptual and physical design? In your answer discuss the role of prototyping methods and how they support both conceptual and physical design. (25 marks)

- Q3 Kari Kuutti (2001) in his paper, *“Hunting for the Lost user: From Sources of Error to Active Actors – and Beyond”* discusses how our concept of user has changed since the 1970s. Describe the four main views on the user of technology that he identifies and discuss the implications of each one for design. (25 marks)
- Q4 Cognitive psychology as a foundational discipline for HCI has given us a rich understanding of human cognitive strengths and limitations. Discuss with examples how our knowledge of attention, memory and human error contributes to the design of graphical user interfaces. (25 marks)
- Q5 Do parts a) & b)
- a) What is the difference between formative and summative evaluation? (10 marks)
  - &
  - b) Discuss the relative roles of qualitative and quantitative data in usability evaluation. (15 marks)
- Q6 CSCW is often distinguished from traditional HCI. Discuss the main points of difference between these two fields in terms of the following three categories:
- a) Unit of analysis
  - b) Theories
  - c) Methods
- (25 marks)