UNIVERSITY *of* LIMERICK
OLLSCOIL LUIMNIGH

Academic Year	2007/2008	**Semester:**	Autumn Repeats
Module Title	Human-Computer Interaction	**Module Code**	CS4826
Duration of exam	2 hours	**% of total marks**	100
Lecturer	Michael Cooke	**Marked out of**	100

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

Q1 Consider the following statements. For each one state whether you agree with it or not and write a short paragraph explaining your answer.

1. When designing a drop down menu you should avoid presenting the user with more than nine options at a time. (5 marks)

2. Human beings are better at perceiving patterns than computers. (5 marks)

3. Perception involves both bottom-up and top-down processes simultaneously. (5 marks)

4. The term latent error refers to human errors that are committed immediately prior to a system breakdown. (5 marks)

5. The "Cocktail Party" phenomenon demonstrates that much of the information processed by our attention system is processed unconsciously and this emphasises the role of physical differences between stimuli. (5 marks)

Q2   Do parts a) and b)

   a) Describe Norman's usability design principles giving an example for each one relating to user interface design. (15 marks)

   b) Critically discuss the importance of such design principles in the HCI design process. (10 marks)

Q3   Do part a) and b)

   a) What is meant by the term "Participatory Design? In your answer include a brief discussion of the origins of the origins of this approach. (10 marks)

   b) Discuss the role of prototyping in participatory design. (15 marks)

Q4   What are the main differences between Cooperative Evaluation and Heuristic Evaluation as techniques for evaluating computer interfaces? In your answer state what you think are appropriate roles for each in a user-centred design process (25 marks)

Q5   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)

Q6   Do parts a) and b)

   a) When studying users interacting with computer systems, users are sometimes categorised as primary, secondary or tertiary users. Explain what these terms mean (10 marks)

   b) If you were to study users of a self-scan automatic checkout system in a supermarket state who you think the primary, secondary and tertiary users might be. Explain your answer (15 marks)