



MIDTERM EXAMINATION
IT 211 – Intro to Human Computer Interaction
OCTOBER 16-18, 2024

Name: _____ Year/Section: _____ Score: _____

GENERAL INSTRUCTION: (a) Avoid cheating (b) Supply your answer legibly.

TEST I. TRUE OR FALSE.

- _____ 1. HCI is a field of study that focuses on the design and use of computer technology, particularly the interfaces between people (users) and computers.
- _____ 2. System users often judge a system by its interface rather than its functionality.
- _____ 3. A poorly designed interface can cause a user to make catastrophic errors.
- _____ 4. Poor user interface design is the reason why so many software systems are never used.
- _____ 5. Most users of business systems interact with these systems through graphical interfaces although, in some cases, legacy text-based interfaces are still used.
- _____ 6. GUI are not easy to learn and use.
- _____ 7. The interface should be based on user-oriented terms and concepts rather than computer concepts.
- _____ 8. The system should not display an appropriate level of consistency.
- _____ 9. In the design phase, we conceptualize the system based on the wants of users.
- _____ 10. Poor design can lead to frustration, mistakes, and even safety issues in some cases.
- _____ 11. Users without experience can't learn to use the system with GUI quickly.
- _____ 12. Interaction facilities for different types of users should be supported.
- _____ 13. Users have to learn and remember a command language.
- _____ 14. Command interfaces are therefore unsuitable for occasional users.
- _____ 15. Visualization can reveal relationships between entities and trends in the data.
- _____ 16. Colour adds an extra dimension to an interface and can help the user understand complex information structures.
- _____ 17. User guidance covers all system facilities to support users including on-line help, error messages, manuals etc.
- _____ 18. The help and message system should, if possible, be integrated
- _____ 19. Poor error messages can mean that a user rejects rather than accepts a system
- _____ 20. Messages should be polite, concise, consistent and constructive.

TEST III. ENUMERATION.

- 16-25. Give the ten (10) interdisciplinary field of HCI.
- 26-30. List the five (5) common GUI characteristics.
- 31-35. List down at least five (5) user interface design principles.
- 36-40. Enumerate the five (5) interaction styles.

TEST IV. ESSAY. (10pts. Each)

- 41-50. Draw the user interface design process. Then explain each process.
- 51-60. Draw the Model-View-Controller approach that supporting multiple presentation of data.
- 61-70. What is the difference between Static information into Dynamic information?

----- God Bless! -----

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