Exam question 1:

1. Explain the use of data gathering techniques as part of designing for usability, including the main methods that may be used, and when they should be used in the development process. Also provide a definition of usability including the ISO definition.
2. Exemplify how you have (or could have) used data gathering methods in your mini-project.

Exam question 2:

3. Explain the principles of the prototyping method, including the use of storyboards, hi-fi and lo-fi, scenarios, and personas, as well as tools for prototyping and the wizard-of-oz method.
4. Exemplify how you have used prototyping methods in your mini-project.

Exam question 3:

1. Explain the principles behind heuristics and the use of design guidelines, the heuristic evaluation method, and how these relate to the underlying cognitive psychology theory. Provide examples of general purpose heuristics, as well as interaction device specific guidelines.
2. Exemplify how you have used heuristics and design guidelines, as well as heuristic evaluation in your mini-project.

Exam question 4:

1. Explain the principles of usability testing, strengths and weaknesses of the different types of usability testing, while focusing on the use of the think aloud method.
2. Exemplify how you have used usability testing in your mini-project.