

Question 1 (*Present your answers using PowerPoint slides*)

- (a) Susie is a new programmer working with you in a software house. She would like to know how to use colours effectively for screen output. Give her some guidelines that might be useful to her. For each guideline, give an example (**own example**) to convince her.
- (b) You have been asked to help in the development of an online Stocks System. **Table 1** below shows some of the important information that must be published on the main page i.e. the most active stocks for a particular trading day. Your software manager would like to seek your advice on how to use proper colours to enhance the usability of the Stocks System.

Table 1: Most Active Stocks

Stock Code	Name	Volume	Changes
8200	GENETECH	2,500,000	+1.60
0028	AIR COMMUNICATION	1,200,000	+0.80
5303	IRIS	900,000	0.00
5088	YXL	80,000	0.00
7110	CHEE KEE	60,000	-1.50

Required:

Demonstrate how you may apply colours to the information given in Table 1 to enhance the usability of the Stocks System. Justify the choice of colours used.

Question 2 (*Present your answers using PowerPoint slides*)

- (a) Find any 5 artefacts (*e.g. signboard, signage, announcement on noticeboard, etc*) in your campus. Take picture of the artefacts and insert them into PPT slides. Analyse the color(s) used and based on what you have learned in HCI, comment whether the color(s) used is good or poor. Give reasons to support your answer.
- (b) Explain what *closure* means.
- (c) “*Closure requires feedback*”. Do you agree with the above statement? Explain your answer by using one suitable example (**own example**). In addition, discuss the consequences where there is little or no feedback provided.

Question 3 (*Present your answers using PowerPoint slides*)

According to Nielsen (2001), good error messages are *Explicit, Human Readable, Polite, Precise* and *Constructive*.

- (a) Give 2 examples (**own examples**) of error messages that conform to some or all of above characteristics. State the source of your answers.
- (b) Differentiate between a mistake and a slip. Give an example (**own example**) of each. Suggest how both (mistake and slip) can be avoided.

Additional questions (on your own, i.e. questions below will not be discussed during tutorial)

Question 4 - Discuss one important factor that a designer should take into account when designing error messages for games.

Question 5 - Describe the characteristics of good error messages.

Question 6 - Call to action in web design — and in user experience (UX) in particular — is a term used for elements in a web page that solicit an action from the user. The most popular manifestation of call to action in web interfaces comes in the form of clickable buttons that when clicked, perform an action (e.g. "Buy this now!") or lead to a web page with additional information (e.g. "Learn more...") that asks the user to take action. Discuss some of the techniques to draw users' attention and lead them to call to action.

Question 7 (*present your answer using PowerPoint slides*)

Colour if used appropriately can make an interface pleasant and enjoyable to look at. Common applications of colour includes:

- highlight differences between information
- draw attention
- indicate status

Give 2 examples for each of the above. You may search the Internet or your Windows OS to find the required examples. Comment on the color used.