Question 1

"It is easy to make a *user interface* but it is hard to make a good one" (Lauesen, 2005).

(a) Describe what a user interface is. Give 2 e.g. (***own examples***) to support your answer.

(b) Referring to any 2 interactive products/systems/software that you have used before *(e.g. coffee vending machine, GPS, TV remote controller, computer game, e-commerce website, popular word processor, CEL, etc), w*rite down what it is that you like about each of them and what it is that you do not like. Describe your overall experienced in using each of them *(e.g. is it usable? is it fun to use? Does it helps you to achieve your goals easily? etc).*

Question 2

(a) What do you understand by the term "*usability problems*". Give 2 examples (***own examples***) to support your answer.

(b) Suggest ways to improve the usability of a product/system/software. Explain your answer.

Question 3

(a) What are the disciplines that contributed to HCI?

(b) Dix (2004) stated that, *"It is not possible to design effective interactive systems from one discipline in isolation*". Explain why this is the case.

Additional questions (on your own, i.e. questions below will not be discussed during tutorial)
List 3 benefits of system/software/product with good interface design.
List 3 negative effects of system/software/product with bad interface design.
Read the following paper/web page and highlight some points that made the most impact on you. Be focus on issue related to HCI.
(a) "Guaranteeing Rights for the User" by Clare-Marie Karat. http://www.research.ibm.com/compsci/spotlight/hci/p29-karat.pdf
(b) "Ubuntu's Mark Shuttleworth on shaking up system software" by By Leo Kelion.
http://www.bbc.com/news/technology-17916879