

Question 1

- (a) Briefly explain the meaning of *cognition*.
- (b) Some interfaces/displays are hard to interpret (*e.g. it is confusing or difficult to comprehend*). Find 2 examples of such interface and bring it to the classroom. **The 2 examples must be of websites/software developed by Malaysian companies only.** Point out which part(s) of the interfaces/displays that are hard to interpret/confusing/difficult to comprehend. Explain your answer. Note: Use PowerPoint slides to show the 2 examples. Recommend how the problems can be solved.

Question 2

- (a) Visit the link below and then carry out the following activities:
<http://architectingusability.com/2011/05/26/using-the-gestalt-laws-of-perception-in-ui-design/>
Prepare PowerPoint slides with brief notes and examples and then teach the class the following 2 laws - Law of proximity
- Law of similarity
- (b) Comment the 2 figures below in terms of its *figure(foreground)* and *ground(background)*. (hints: using your favourite browser search for the subject “**FIGURE and GROUND**” for more information).



- (c) “For UI design, the *ground(background)* of the UI should be designed in such a way that it supports the *figure(foreground)*.” Do you agree with this statement? Explain your answer.

Question 3

- (a) Identify the 3 common applications of sounds. State which 2 are the most commonly used in HCI. Give 2 examples (**own examples**) and elaborate your answer.
- (b) Give 2 examples of systems (**own examples**) that should use sound for *FEEDBACK* and/or *ATTRACTING* attention but unfortunately currently it is not using it. Justify your answer.

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

Find 2 interface/displays where the information presented are highly comprehensible, make sense and visually appealing. Point out which part(s) of the interface/displays are highly comprehensible, make sense and visually appealing. Suggest if it can be further improved.