

Question 1

One of the Shneiderman's 8 golden rules of interface design is "*Strive for consistency*".

- (a) Explain what this golden rule means.
- (b) Explain what you or your group **must do** in order to apply this guideline to your HCI assignment (i.e. your HCI assignment's prototype).

Question 2

- (a) Explain in details the good things and the bad things about the *Shneiderman's 8 golden rules* of interface design.
- (b) In your opinion are these UI design guidelines useful to software developers? Justify your answer.

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

- (a) Download and read the article "*The Case Against User Interface Consistency*" by Jonathan Grudin. (read pages 1164-1167 is enough).

<http://research.microsoft.com/en-us/um/people/jgrudin/publications/cognitive/consistency/cacm1989.pdf>

Based on the above article, mention an **example of one of the best designs that violate the guideline "*consistency*"**. Explain your answer.

- (b) Give an example (**own example**) of a good UI design that violate the guideline "*consistency*". Explain your answer.

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

Question 4 (AACSS194(B) - 06/07 April/May Exam)

Suggest one situation where it is impossible to provide a consistent user interface.

Question 5 (AACSS194(A) - 06/07 September Exam)

Comment on how the Shneiderman's 8 golden rules of interface design may be used in the HCI design process.