HCI: Interactive System Design (Self Evaluation)

1. Consider the two word processing system: MS Word and Latex. Highlight their key differences from usability point of view.

2. Explain the concept of user centered design.

3. Discuss participatory design approach. How it is different from UCD?

4. Mention with brief explanation the main stages of an interactive system design life cycle. Why the iterative approach is required?

5. What is a prototype? Why we require it in interactive system design?

6. Explain the different prototyping techniques used in HCI. In which stages of the design cycle these are used and why?

7. Discuss the difference between vertical and horizontal prototypes. Suppose you are asked to evaluate the power point interface (in which you are viewing this slide). Discuss the evaluation approach in light of the vertical and horizontal prototypes.

8. List any three tools for prototype building. How each of these helps in developing prototypes?

9. Discuss the wizard of oz approach. Can we evaluate any design with this approach?

10. Suppose you want to test the touch-based interaction of a smart phone. Propose a wizard of oz approach for doing the same.

11. Conduct a quick Usability evaluation of your mobile phone & Compare it with the evaluation of your friends phone.

	Rating out of 10	
Effective to use - Functional		
Efficient to use - Efficient		
Error free in use - Safe		
Easy to use - Friendly		
Enjoyable in use - Pleasurable		
Total :		

12. Take a GUI which you do not like & one which you like.
Analyses elements visually by applying principles of aesthetics to and find out if you can attribute aesthetic reasons for your like & dislike. Keep functional aspects out of the judgment for the time being.

13.Sketch as many alternatives as you can visualise for the two icons that depict activity progress happening in the background .
Conduct a quick survey from amongst your friends as to which of the icon concepts, you have come up with, are 'liked' by them.
You can ask them to rate each design for 10 points and empirically find out the one that is most likely to be accepted in terms of aesthetics & function representation.
You can also ask them to point out one visual element from your design that if changed will improve your design.