TEST 1

1. A). Explain your understanding of "human factors"
   B). Explain the importance of human factors by explaining what they are examining

2. A). Draw a hierarchical architectural diagram depicting 3 main attributes of consumers' product needs based on Jordan's conclusion
   B) Briefly describe each of the three attributes provided on the diagram drawn in part (a).

3. A). Briefly describe your understanding of consistency design principles
   B). Briefly differentiate between internal and external consistency
   C). Which of the two design principles in part b is difficult to achieve

4. A). Methods for usability, accessibility, and evaluation can be grouped into five main categories. briefly describe any four
   B). With two reasons explain why should the expert evaluation for interactive systems be conducted

TEST2

1. Provide any four (5) Norman's thoughts about errors that designers should take into account to minimize the effects of error occurrence in the interaction system design process
2. Context analysis is one of the major IS analysis methods. Provide 3 design-based ideas provided by an overall complete context analysis method
3. Attempt the following with the references to interaction architectures (IA)
   a)" Reinterpretability" is one of the three main properties of IA. Provide four main requirements for it
   b) briefly explain your understanding of interpretability

4. There are many advantages to using user software tools. These advantages can be classified into two main groups
   a). Clearly provide the groups
   b). With one examples briefly explain the term "toolkit" as applied in GUI design

MAKEUP TEST

1. Test2. Qn 2
2. Test2. Qn 3
3. Test1. Qn 3