

1. information , received , sent , responds , motor control , effectors
2. Sensory buffers , Short term , Long memory
3. achieving Goals , constraints , data design , architectural design , interface , component-level , specification
4. Requirements , Analysis and Design , Iteration and prototyping , Implementation and Deployment
5. designer's intended mental model , ideas , organized , operates.
6. analyze , design user interfaces , software tools , development environment , graphical user interfaces , interactive tutorials , context sensitive
7. Services , Applications , Application Frameworks , Operating Systems , Platforms , Devices , Aggregators , Networks , Operators
8. accessing the Internet , sending a text message , get a location
9. planning , interesting moments , checklist , interaction
10. Placeholder targeting , preview , Midpoint boundary , effort
11. a. single phase in the design , life cycle, evaluation , assess the extent , accessibility , assess users' experience , identify any specific problems , Cognitive walkthrough , Heuristic evaluation , Review based and Model based Cognitive walkthrough , interface , known task , potential usability problems , learn , exploration , specification , location , description , execution evaluation interaction , Heuristic evaluation , rule of thumb storyboards , Visibility of system status , Flexibility and efficiency , Accelerators , Aesthetic and minimalist , generic issues and applies in a variety of situations , evidence , GOMS (goals, operators, methods and selection) , Design rationale , Dialog models , unreachable states, circular dialogs and complexity
11. b. information , structural or architectural description , functional or behavioral description , beneficial , communication mechanism , design , maintenance , reason , Accumulated knowledge , design rationale , effort , process of deliberation , rationale , no single best design alternative often , trade-offs between different alternatives. For example, a graphical interface may involve a set of optimal solution , flashiest graphical interface , Capturing , reexamined , Process-oriented design rationale Hierarchical structure , argument is addressing, gIBIS , Decision Representation Language decision problem, alternatives , goals , DRL , Psychological design rationale , natural task , not to capture the designer's intention in building the artifact
12. a. lightweight , pop ups , interface controls , Dialog Overlays , Detail Overlays , Input Overlays , confirmation , Lightbox Effect , dimming down the background , Modality Overlays , context of the original page , Anti-pattern , Idiot Boxes , Roost , navigate from page to page , Combining inlays and overlays , Detail Inlay pattern , carousel of photos , hundreds of MLS listings , Use Detail Inlay to provide additional information in context without hiding other information , avoid the anti-pattern Hover and Cover , dismiss

12. b. Requirements , establishing what exactly is needed , interviewing people , videotaping , Analysis results of observation and interview , various tasks , rich stories of interaction , conjunction Design-Well , numerous rules , guidelines , design principles , record our design choices , Iteration and prototyping , forms of evaluation , user interface design , Implementation and deployment , raw materials , limitations, capacities, tools, platforms n understand people , psychological, social aspects, human error

13. a. organizational issues , acceptance and relevance of information and communication systems , computer-supported cooperative work , cooperative manner , conflicting goals , Changing power structures , identification of stakeholders , organizational structure , informal networks , social and functional contacts , authority and information , line management , New communications , physical layout , formal hierarchy , social change , social and organizational structures , cross-functional , different departments , electronic contact , home-based teleworker , office-based equivalent , Free rider problem , critical mass , smallest amount , Automating processes , business process re-engineering

13. b. comprehensive technologies , software product , User Research , Design and Prototyping Evaluation , customers of your product , Wireframes , business processes, users types and features , Prototypes , Mockups , user interface functionality , graphics, typography, colors , functionality , presenting , Evaluation , probability of creating a good user interface , assess the quality

14. a. communications, messaging, graphics, location, security, authentication , Java ME framework , S60 platform , Nokia devices , BREW application , Adobe Flash Lite , Windows Mobile , Windows Mobile applications , Cocoa Touch , iPhone and iPod touch , Android SDK , Web Runtimes , WebKit , HTML, CSS, and JavaScript , Web , virtually

14. b. Application Context , process and understand the information presented and complete , multiple application contexts within the same application , informative view , utility view , Utility Context , simple user experience , sparse layout , component of a user , Locale Context , GPS , find people, places, or things , Informative Applications

15. a. Interactive Single-Page Process , one page , second page , Responsiveness , bailout moments , color , size combination , Keeping users engaged , scheduling errors , Benefits , Reduces reservation process , number of screens , vary purchase parameters , time , Inline Assistant Process , Quick and easy , Additional step , Blending quick and easy

15. b. Allow input , Shorten the length of interaction , objects directly actionable , lightweight , page Offer an invitation , Show transitions , discoverability , complex editing , blending modes , symmetry of interaction and discoverability , readability , overlays Dialog , overlay Detail overlay , Input overlay editing mode , icons become wiggly , large intuitive leap , rearrange them , Discoverability Admittedly , not very discoverable , straightforward , toggle , wiggly icon , fixed place , Visual noise , Group Edit pattern , Done Editing link , draggability , Mouse Hover , mouse pointer , Mouse Down , draggable object , Valid Target Dragging , valid drop target , Invalid Target Dragging

16. a. Color , black-and-white , mobile screens , bitmapped image , complex designs , psychology of color , different emotions , right colors can be useful , Color palettes , Sequential , Adaptive , Inspired , Typography , Subpixels and pixel density , Type options , Font replacement , Readability , Use a

high-contrast typeface , Use the right typeface , Provide decent leading , Leave space on the right and left of each line , Generously utilize headings , Use short paragraphs , Iconography

16. b. PHOTOCOPY-PAPER . GOAL: LOCATE-ARTICLE . GOAL: PHOTOCOPY-PAGE repeat until no more pages . . GOAL: ORIENT-PAGE . . . OPEN-COVER . . . SELECT-PAGE . . . POSITION-PAGE . . . CLOSE-COVER . . GOAL: PRESS-COPY-BUTTON . . GOAL: VERIFY-COPY . . . LOCATE-OUT-TRAY . . . EXAMINE-COPY . GOAL: COLLECT-COPY . . LOCATE-OUT-TRAY . . REMOVE-COPY (outer goal satisfied!) . GOAL: RETRIEVE-JOURNAL . . OPEN-COVER . . REMOVE-JOURNAL . . ,0020 , Depressing a button over an icon and then moving the mouse , dragged , light pen , 2left, 2middle, 2right , $a + b \log_2(D/S + 1)$