

"And now, Harry, let us step out into the night and pursue that flighty temptress, adventure." — Albus Dumbledore

20. In terms of professional ethics, name at least two things you must do (or not do) when conducting a user test. (4 points)

- 4 1. must get IRB approval if experimenting on human subjects in a university setting
2. cannot emotionally distress an individual (without debriefing)

21a. What do the M, V, and C in MVC stand for? Also, what does each part do? (That is, what do the M, the V, and the C do?) (3 points) Model View Controller

3 The model is the program itself and the implementation of the interface
The view is the output that the user sees

The controller receives user input and sends it back to the model

21b. Explain why the MVC model is helpful in implementing a multi-view interface (that is, viewing the same data in multiple ways). (3 points)

3 Instead of altering every element of the interface, the designer can focus on just altering the view since the fundamental data provided (model) should more or less be the same. Basically, MVC helps break up the task into a specific area involving it easier to understand and change.

22. How does a Hi-Fi prototype warp the perceptions of the customer / reviewer? Give at least one example of a problem that would be less likely to be reported with a Hi-Fi prototype. (4 points)

4 It is less likely that the reviewer will focus on the interactions of the design and instead will focus on appearance and layout. The reviewer may also perceive that the prototype is a finished product and be reluctant to offer changes to something that looks finished.

23. What is the difference between the designer's conceptual model and user's mental model? Define them but also make it clear how they are different. (4 points)

3 The designer's conceptual model influences how the interface is designed, but cannot fully be explained to the user. The user's mental model reflects how they understand and interact with the interface itself.

24. In the Advanced Prototyping lecture, we discussed the pros and cons of parallel vs serial prototyping. Describe one good example of applying these ideas at the paper prototyping phase. (4 points)

4 During paper prototyping you can make multiple designs fairly easily; if you used parallel prototyping you could present a lot more designs and receive information about how to improve them fairly quickly. As for serial prototyping, (in which design to choose)

paper prototyping can be good because you can iterate on a single idea very quickly.