

Some questions concerning Interaction styles

1. Why is it common to combine several interaction styles in the same user interface?
2. Give an example of a common situation of combining two different interaction styles to better support users' tasks.
3. What are the main potential advantages of menus? What is needed for these advantages to manifest in a user interface?
4. What type of tasks do menus support well?
5. Card sorting is an interesting method to use in menu design; describe how to use it in this context and what kind of information may provide.
6. What are the characteristics defining direct manipulation?
7. What are semantic and articulatory distances in direct manipulation user interfaces?
8. Give examples illustrating user interfaces with different articulatory distance to delete a file from a folder.
9. What are the disadvantages of direct manipulation as interaction style?
10. What techniques can be used to improve the usability of a command language?
11. What are the disadvantages of command languages concerning usability?
12. To what type of users are command languages more adequate?
13. The usability of a natural language user interface (sometimes referred to as "habitability") is affected by limitations to several domains. What are these domains and which limitations have higher impact on usability.
14. Consider the Shneiderman's Eight Golden Rules of Dialog Design and compare them with the Nielson's Usability Heuristics.