

University of Regina

Weekly III

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Cs-280

Instructor: Dr. David Gerard

Due: Jan 28, 2018

1. Identify and describe one affordance in a mobile game (provide a screenshot)

Solution -



This is a picture from the game F1 2018. In this scenario, the race is about to begin and user is supposed to press and hold A. I had no clue the very first time I played this game as I could not figure out what the Codemasters mean by "Hold the clutch" but after few moments when I didn't press anything "(Hold A)" came up on the screen guiding me what to do. This explains affordance in this game as it guides me what to do when I cannot figure it out myself. This game helps users throughout the game and guides what to press when user entering the pit lane, choosing the difficulties, etc.

2. Describe a user-interface where a user's mental model is assisted by a metaphor.

Solution - The camera app in iPhone is displayed



using this icon . This camera icon shows an old digital camera which was built in 1975 and is replaced by digital cameras in phones and high tech

DSLR's but when we look at this icon, we right away figure out that it's the camera app as we are programmed to think like that and the developers are aware of this.

3. Show one way in which the trend or style of a user interface can lead to user confusion, dissatisfaction, or errors.

Solution - The trend on websites is to put a video background which is an efficient way to show a video but it causes a lot of trouble when you try to read something with a video running in the background.

4. Identify an interface (other than a computer interface) which you have found to be frustrating. Why was it frustrating to you?

Solution - My sister bought a new house recently and the pantry door have handle when it's a slide door. This is because the door is heavy and it helps if you have a handle as compared to a slide bar but this makes it very confusing as every time I push the door and it doesn't open. It is frustrating to me as my brain is programmed to push or pull when I see a handle.

5. Choose a computing issue recently in the news. Choose a specific decision or action taken by one person or organization, and identify whether that decision or action was obligatory, prohibited, or acceptable based on a specific ethical framework.

Solution - The Net neutrality in United states is recent big news in which chairman of FCC Ajit Pai unveils plans to repeal the net neutrality policy in the United States. The five-person FCC vote for repeal is scheduled for December 14, 2017. The Vote ended on 3-2 with the decision to not have net

neutrality. The decision taken via vote was ethical as it gives right to internet to all the user and it should not monitored by our Internet providers.

6. Write one multiple-choice, true/false, short answer or fill-in-the-blank question relating to the content in the course so far. Submit the question in GIFT format

([https://en.wikipedia.org/wiki/GIFT_\(file_format\)](https://en.wikipedia.org/wiki/GIFT_(file_format)))

Solution - \$category: Multiple Choice Question
#1

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::01. which one of these is a type of Logical  
Fallacy? {  
~Relevance  
~Ambiguity  
~Presumption  
=All of the above  
}
```

References

1. David Praker (10 December 2009). *The Visual Dictionary of Photography*. AVA Publishing. p. 91. ISBN 978-2-940411-04-7. Retrieved 24 July 2013.
2. Kang, C. (2010, October 3). For FCC chief, a frustrating disconnect. *The Washington Post*. Retrieved January 28, 2018, from <http://www.highbeam.com/doc/1P2-26021161.html?refid=easy hf>