Mobile HCI Previous Exam Paper Info

Mobile HCI has changed a few times over recent years. These notes identify questions from previous exams that you probably will not be able to answer fully if you took this course in the 2020-2021 academic year.

Note that previous exams were closed-book with strict time limits (typically 2 hours). These exams had a lot of questions that assessed your ability to remember things; for example: *"what are Mann's key properties of a wearable computer?", "what is paper prototyping and why is it beneficial in the early stages of mobile app design?"*. Mobile HCI will have an online exam in the 2020-2021 academic year, similar to the 2019-2020 summer exam. You therefore might not find these short 'remembering things' style questions helpful revision.

Summer 2016

1 c) We didn't go into detail about how Android source code is compiled and executed so this isn't relevant.

1 d) We used skeuomorphism as the proper term for photorealistic design. A lot has changed since 2016. Material design is the new 'flat' design and skeuomorphism is now out of fashion.

2 a) We didn't go into too much detail about this, although you may be able to answer if you're aware of options like Bluetooth beacons, QR codes, RFID, wifi localisation, etc.

2 b) We didn't cover the Hook model.

3 b) We didn't go into detail about IMU use.

Summer 2017

1 a) We didn't talk about anti-patterns but the rest of this question is answerable. However, please note that you will not be required to prototype or produce any designs in the 2019-2020 exam.

1 c) You can answer this, but Android won't be examined in the 2019-2020 exam.

1 d) As above.

2 c) We didn't talk about variable rewards.

3 b) Whilst radical at the time, touchscreen gesture typing is now fairly commonplace on mobile devices. You might not recognise the name Shapewriter, but could answer this about gesture keyboards in general (sometimes also called swipe typing or swipe keyboards).

Summer 2018

1 a) We didn't cover the Hook model.

1 b) As above.

2 b) You won't be asked to produce any prototypes or designs in the 2019-2020 exam.

3 a) We didn't talk about isomorphism errors.

3 d) We covered some of the usability problems associated with mid-air gestures, but didn't use Belotti's 'five questions' framework.

Summer 2019

1 a) Our lecture on wearables discussed more than just three properties.

1 b) The 'four types' were watches, rings, glasses and… I'm not sure what else? If you want to practice this question, just compare watches, rings and glasses. I didn't categorise types of wearables in the course this year, because the definition is rapidly changing. Nowadays we have interactive clothes, electronic tattoos, etc., which are expanding the definition of wearable computer.

2 b) I don't think we talked about preference bias.