

Example questions for Tests and Exam HCI Design and Evaluation.

Below you can find some example questions about mandatory reading materials, except the book *Research Methods in Human-Computer Interaction* (you can find example questions about this book in another document). For the moment these questions only cover the materials for Test 1 and Test 1. Questions for Test 3 will be added. Answers are also included.

NB 1. Please notice: some questions are only for BIT and TCS students.

NB 2. All questions have equal weight.

1. Usability goals are typically operationalized as questions. Consider next question:
Is the product capable of allowing people to buy the goods they want?
 - a. To which usability goal does this question refer?
 - b. Is this question a suitable formulation to operationalize that usability goal? Explain your answer.
2. Give an example of the design principle affordance.
3. Suppose you are asked to design a system to support the desk clerks in a bank office. Is it a good idea to play the role of desk clerk yourself for some time, as part of the analysis activities?
4. Given is the statement:

‘Motivation’ is a typical part of the basic structure of a research report.

Is this statement true? Explain your answer.
5. (Only BIT and TCS)
Given is the statement:

Every persona should have a name.

Is this statement true? Explain your answer.
6. Which are the core activities in the iterative approach of phase 2?
7. Is it a good idea to combine video and Wizard-of-Oz as a prototyping technique?
8. Should a Playtesting session preferably be held at the playtester’s home or in a playtesting lab?

Answers

1. a. Effectiveness.
b. Yes, this is question is concrete enough to assess effectiveness.
NB Utility is also considered as a correct answer, because it is closely related to effectiveness.
Source: Chapter What is Interaction Design?, sections 1.4-1.6.
2. Example: a mouse button invites pushing by the way it is physically shaped.
Source: Chapter What is Interaction Design?, sections 1.4-1.6.
3. In the context of context analysis this is very useful activity. In this way you can learn which issues the desk clerk has to deal with.
Source: Video Participant Observation.
(Another question is whether to play this role is desirable from the point of view of the bank office management.)
4. It is important to motivate why you do the research and what the impact is. These questions are discussed in the section Motivation.
Source: Reader HCI Design and Evaluation, Chapter 3.
5. Giving a persona a name is one of the most important parts of successfully defining one.
A persona without a name is not useful.
Source: document Personas.
6. The core activities are: make products and ideas, confront the products with stakeholders and reflect on everything you do and make.
Source: Reader, Chapter 6.
7. Yes. It might give the user a real sense of what it might feel like to interact with the proposed system.
Source: document Off line prototyping techniques, by Beaudouin-Lafon and Mackay
8. Both have pros and cons, so it depends upon your goals. For a discussion about the 'where' of Playtesting: see the Playtesting chapter of The Art of Game Design, by Schell.