CS 428/828 Midterm Exam
October 25, 2016, 08:30– 09:45, CL312
D. Hepting

This is a closed book exam. You must maintain the confidentiality of your examination; do not provide any opportunity for others to copy any of your work. Electronic devices are NOT permitted during the exam. Please turn off and put away all cell phones and other electronic devices during the exam period.

ANSWER ALL QUESTIONS. All answers must be written on this exam in the space provided. You have 75 minutes to complete the exam. Please plan your answers, favour quality over quantity, do not exceed the space provided, and do your best to write legibly. QUESTIONS ARE ON BOTH SIDES OF THE PAPER. YOU MAY USE THE LAST PAGE FOR ROUGH WORK.

This exam contributes 10 percent towards your final grade. Q1-Q8: 2 marks each; Q9: 8 marks (24 total marks, but exam will be marked out of 20).

Name (printed): _____

Student Number: ___ ___ ___ ___ --- ___--- ___ ___ ---___ ___

Signature: _____

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Q1. Discuss the meaning of the following: "You can't design a user experience, you can only design for a user experience"

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Q2. Distinguish between user experience and usability.

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(SPACE TO DO A LITTLE SOMETHING)

Q3. If a Keystroke Level Model (KLM) analysis of 2 interface designs (A and B) indicates that A is much faster for expert users than B, do you reject B? Explain.

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Q4. Why are scenarios, as we have discussed in class, a useful part of interaction design? Explain.

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Q5. What is the difference between p-creative and h-creative? Is everyone creative?

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(SPACE FOR DEEP THOUGHTS)

Q6. Is there any danger in automating away tasks from humans? Explain.

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Q7. What are the gulfs of execution and evaluation?

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Q8. What is the importance of free and informed consent (from whom?) in our work?

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(SPACE FOR DOODLING)

Q9. Analyze the pictured interface in terms of the Nielsen's 10 Usability Heuristics for User Interface Design (listed below):

1. Visibility of system status
2. Match between system and the real world
3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Help users recognize, diagnose, and recover from errors
10. Help and documentation

Your answer for Question 9.

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(SPACE FOR ROUGH WORK)