CS 428/828 Midterm Exam
October 23, 2017, 13:00– 14:15, ED314
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 have been given a separate sheet of paper to use for rough work.

This exam contributes 10 percent towards your final grade. Q1-Q8: 2 marks each (choose 6 of these because I will mark at most 6); Q9: 8 marks (24 total marks, but exam will be marked out of 20).

Name (printed): _____

Last 4 Digits of Your Student Number: ___ ___ ___ ___   Seat Number (see screen): _____

Signature: _____

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Q1. Can you design a user's mental model of your software? Can you influence it? Briefly explain.

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Q2. Distinguish between user experience and usability.

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Q3. Put GOMS Keystroke Level Model (KLM) into a larger context of interface evaluation.

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Q4. Explain the relationship between goal and plan.

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Q5. What role does creativity play in interface design?

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Q6. Why are humane interfaces important, especially now?

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Q7. What are the positives and negatives about asking for the last 4 digits of your student number for verifying your identity?

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Q8. Why is it important to invite others, even one other, to evaluate our own interface designs?

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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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