



Q4. Explain an aspect of this course that you learned through your project work


Q5. What is the gulf of execution?


Q6. In terms of the gulfs between the user and the computer, what is the purpose of information design?


Q7. How does Malcolm Gladwell's assertion (from his TED video) that "there isn't one perfect pickle, but that there may be many perfect pickles" apply to design?


Q8. When would you use low-fidelity and high-fidelity prototypes and why?


Q9. How would you go about designing an interface to be used by middle school kids?


Q10. Why is an “early focus on users and tasks” important in a user-centered approach?


Q11. What is a tradeoff when gathering data from users in the field?


Q12. How did Tim Brown describe design thinking?


Q13. How do requirements differ from design?

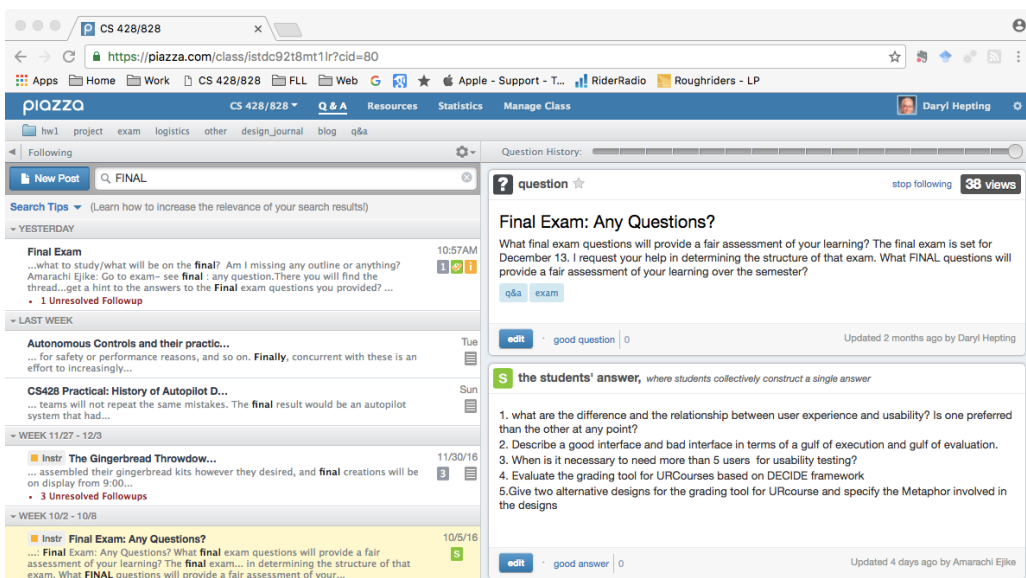

Q14. What is a mental model and can a designer create one for a user?


Q15. What is a tradeoff in using a very specific metaphor?


Q16. Relate the concepts of formative and summative evaluation to the exams that we have written this semester.


Q17. Analyze the piazza.com 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













(SPACE FOR ROUGH WORK)

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