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CS408

Final Term Examination – Spring 2006

Time Allowed: 150 Minutes

Question No. 1

Marks : 1

The way of finding out what users do, what they want to do like, or don't like is to ask them. Developing questions and planning an interview is an art. What Guidelines/ Rules do you have to develop an Interview i-e Structured and Unstructured Interviews.

Question No. 2

Marks : 3

We use Mouse, Icons, Scroll Bars, Keyboard usually. Evaluate these using the Affordance. Your answer must contain explanation about each Items stated here.

Question No. 3

Marks : 3

The typical Computer Screen has a WIMP Setup. Most Common WIMP arrangements work on the basis of a Desktop metaphor, in which common actions are linked to similar actions in the real world. For Example, moving a File is achieved by selecting and dragging it into a relevant folder or filing Cabinet.
Give Two Examples with explanation of the actions with their Real world Equivalents.

Question No. 4

Marks : 1

In defining an experimental study, describe

(a) How you as an experimenter would determine the hypothesis to be supported formally by your study and how you would decide between a within-groups or between-groups experimental design with your subjects

(b) Choose an appropriate evaluation method for each of the following situations. In each case identify

- (i) The participants.
- (ii) The technique used.
- (iii) Representative tasks to be examined.
- (iv) Measurements that would be appropriate.
- (v) An outline plan for carrying out the evaluation.

- (a) You are at an early stage in the design of a spreadsheet package and you wish to test what type of icons will be easiest to use.
- (b) You have been asked to develop a system to store and manage examination results and would like to test two different designs prior to implementation or prototyping.

Question No. 5

Marks : 1

_____ is a powerful, multipurpose design tool that helps overcome several problems currently plaguing the development of digital products.

- 1. Scenario
- 2. Persona
- 3. Prototype

Question No. 6

Marks : 1

The difference between the intentions and allowable actions is the

- 1. Gulf of Execution
- 2. Gulf of Evaluation
- 3. None of these

Question No. 7

Marks : 1

Attention is the process of selecting things to concentrate on, at a point in time, from a range of:

- 1. Possibilities
- 2. Time Available
- 3. None of these

Question No. 8

Marks : 1

The goals of HCI are :

- 1. Usability and User Experience
- 2. Learn ability and Comfort
- 3. Tasks and Goals.

Question No. 9

Marks : 1

While there can be wide variations in where and how you conduct a usability test, usability test shares _____ every

- 1. Three Characteristics
- 2. Five Characteristics
- 3. Seven Characteristics

Read the following Case Study and then answer the given questions:

Designing value

Getting any product used is all about designing value - if users don't get value from it they use it! why

The problem

When the HCI Team of HCI Book by Alan Dix, producing the second edition of our HCI book we wanted to create a supporting web site and trying to decide what to put clearly we could put all the teaching materials we already had: worked exercises, etc. However, we wanted something a little extra.

First ideas

One option was to put the full electronic text online. However at that time publishers were wary of making electronic text available. Also having the electronic text online might give value to those without the book, but on its own wouldn't add value for those already had the book.who

This made us consider the advantages of an electronic copy over a paper copy. One advantage of electronic copy is that it is possible to search it. So this lead to another idea, to have the electronic copy on the server, but not actually readable. The site could then have a search facility that told you what page to look on for any words. This would have value if you owned the book, but wouldn't be very useful for people who haven't bought it.

N.B. note that searching for keywords in a book is not the same using an index. First and index has to be quite selective - it would be as big as the whole book! . So, it may be that the you want to look for have not been included in the index. ever, index terms are chosen carefully and may refer to parts of books that don't mention the exact words exactly, but be references to the ideas or concepts, So the index may information that a keyword search misses. That's the index and keyword searches are complementary methods.

The chosen solution

The actual search works as follows. You enter keywords to be searched for as you with a web search engine (see figure 1). would

Figure 1. search window

When you hit the **submit** button, the system returns the paragraphs in the book that the words together with the chapter and page numbers of the paragraph (see figure 2). It behaves very like a web search but with paragraphs rather than web pages..

Figure 2. search results

Imagine you have the book already. When you want to find anything in the book you can use the search page. It tells you where to look in the book with enough context to let you know which reference is the most appropriate.

If, on the other hand you don't use the book, the search gives some information about terms, a bit like an online encyclopedia of HCI. So it is still worth book marking.

However, if you don't have the book, every time you use the search you see references where in the book you would learn more - it says 'buy me' every time!

Notice you get value if you don't have the book but use the web site and even more value if you have both!

Q1: After reading the case Study, what do you understand by HCI term "value"?

Q2: How did the team manage the value for users here?