

**Question 1:**

“Usability” is one of the most commonly used terms in User Interface Design and Human Computer Interaction. Although there is no generally agreed definition of usability, several suggestions have been made.

A: Show that you understood the meaning of usability by explaining the term in your own words. **(7 marks)**

B: Subsequently, name the 9 general interface usability principles that Molich and Nielsen (1990) consider essential for supporting the usability of graphical user interfaces (GUI). **(9 marks, i.e. 1 mark each for each of the 9 principles)**

C: Give a one sentence example for each of the 9 principles. **(9 marks)**

**(25 marks in total)**

**Question 2:**

A: Explain the 3 types of human memory/memory functions. **(15 marks, of which 5 marks each are for each type of memory function)**

B: Also refer to how information is passed from one type of memory to another **(5 marks, of which 2.5 marks are for referring to how information is passed from type 1 to type 2 and 2.5 marks are for explaining how information is passed from type 2 to type 3)**

C: Why do you think is it important to know about human memory in the context of user interface design? **(5 marks)**

**(25 marks in total)**

**Question 3:**

A: Compare 4 different forms of user support out of the 5 forms presented in the Lectures. **(16 marks, of which 4 marks each are for each form of user support)**

B: For 2 out of these 4 forms, also discuss potential problems that people may experience (you can select your own examples). **(6 marks, of which 3 marks each are for each discussed problem)**

C: What solutions would you recommend in each of the 2 cases in order to get round these problems? **(3 marks, where 1.5 marks each are for each of the 2 solutions)**

**(25 marks in total)**

**Question 4:**

A: Explain what is meant by user-centred design by referring to user-centred design in general. **(9 marks)**

B: Also explain the 4 principles that were identified by Gould et al. (1987). **(12 marks, of which 3 marks each are for explaining each of the 4 principles)**

C: Give a sensible example for each of the 4 principles. **(4 marks, of which 1 mark each is for each example)**

**(25 marks in total)**

**Question 5:**

Prototyping is a very popular method in User Interface Design.

A: Give 4 reasons to support the argument that the repeated use of prototyping until the end of the design process is useful in user interface design (give 4 sensible reasons). **(10 marks (2.5 each) are for the 4 reasons)**

B: Briefly also describe the 5 aspects from the lectures where Prototyping helps designers to make decisions. **(10 marks (2 each) are for the 5 aspects)**

C: Choose one sensible example for each of the 5 aspects. **(5 marks, i.e. 1 mark is for each example)**

**(25 marks in total)**

**Question 6:**

There are people who argue that good preparation and organisation before designing the user interface can replace its evaluation.

A: Provide 5 sensible reasons against this argument. **(15 marks, of which 3 marks each are for each of the 5 reasons)**

B: Briefly explain the 2 main kinds of evaluation in interaction design that were mentioned in the Lecture/Study Guide. **(8 marks, of which 4 marks each are for explaining the 2 main kinds of evaluation)**

C: Also state which of the 2 main kinds of evaluation is more common for usability testing. **(2 marks for stating the correct one)**

**(25 marks in total)**