
02JSKOV - HUMAN COMPUTER INTERACTION

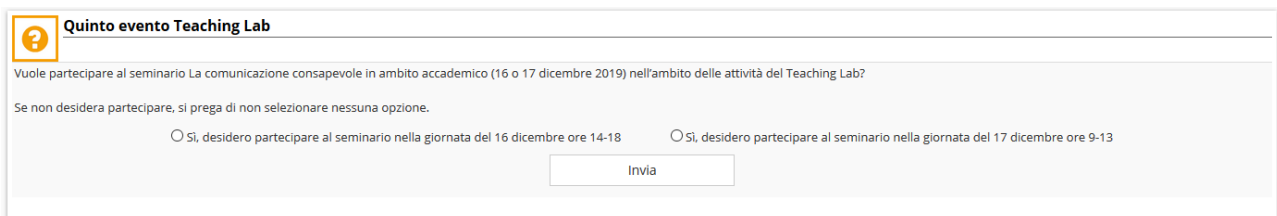
SAMPLES OF THE WRITTEN EXAM QUESTIONS

From the official course syllabus: *The written exam will be closed-note (no books nor notes) and on the topics covered during the lectures (i.e., no code or project-related questions). The duration will be 60 minutes and will consist of a set of open questions. It will account for 40% of the score (13 points), with a minimum threshold (7 points).*

Each exam will contain 4 questions. The responses should be easy to read (write clearly!) and reasonably short (around 5-10 lines long).

1.

Consider the following fragment of a web user interface:

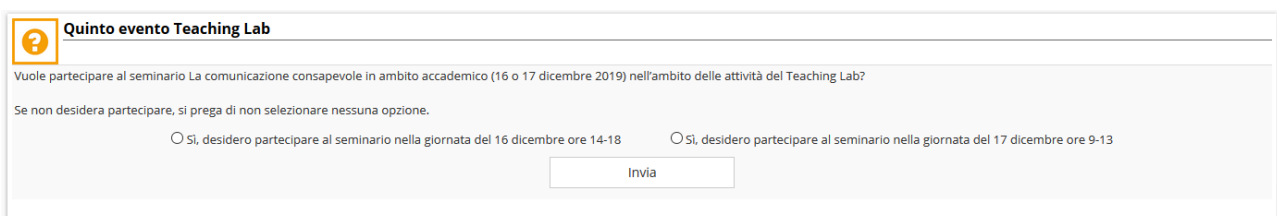


The screenshot shows a web form titled "Quinto evento Teaching Lab". It contains a question in Italian: "Vuole partecipare al seminario La comunicazione consapevole in ambito accademico (16 o 17 dicembre 2019) nell'ambito delle attività del Teaching Lab?". Below the question is a line of text: "Se non desidera partecipare, si prega di non selezionare nessuna opzione." There are two radio button options: "Si, desidero partecipare al seminario nella giornata del 16 dicembre ore 14-18" and "Si, desidero partecipare al seminario nella giornata del 17 dicembre ore 9-13". At the bottom of the form is a button labeled "Invia".

Describe the main violations to the Nielsen's Usability Heuristics.

2.

Consider the following fragment of a web user interface:



This is an identical copy of the form shown in the previous block, used for the second question.

Propose a wireframe with a better re-design of the above fragment.

3.

List the main methods for "knowing your users", with a major advantage of each one.

4.

Describe the main advantages and disadvantages of a paper prototype over a high-fidelity prototype (with visual design).

5.

Describe the main types of user observation (needfinding methods).

6.

Explain the role of *consistency* in the design principles and provide a simple example.

7.

Explain the difference between *recognition* and *recall* in the context of Nielsen's Usability Heuristics and provide a simple example.

8.

Describe the structure and the goal of the SUS questionnaire.