

Course No: SWE 4315  
Course Title: HCI.  
Date: 13/ 01 / 2014  
No. of Questions: 4  
Time: 2 H.  
Using Calculator (Yes)

University of Palestine



Final Exam  
1<sup>st</sup> Term 2013/2014  
Total Grade: 60

Instructor Name: Eng. M. Timraz  
Student No.: \_\_\_\_\_  
Student Name: \_\_\_\_\_  
College Name: Engineering  
Dep. / Specialist: Software  
Using Dictionary (No)

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**First Question** **No. of Branches (2)** **(22.5/60)**

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**Q1 B1: Put True or False between two brackets.** **(12.5/22.5)**

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1. Software standards more common than Hardware high authority and low level of detail.
2. Gulf of Execution: user's expectation of changed system state.
3. Ergonomics are good at defining standards and guidelines for constraining the way we design certain aspects of systems.
4. Touchpad used mainly in laptop computers.
5. One of Norman's Principles Exploit the power of constraints, both natural and artificial.
6. Icon is not individual and isolated regions within a display that can be selected to invoke an action.
7. Dialogue boxes information windows that pop up to inform of an important event or request information.
8. Stress will increase the difficulty of problem solving.
9. Interaction communication between the user and the system.
10. The alignment names in this view are correct.

Ahmed Mohammed	
Mona	Ali
Khaled	Ali

11. Design is achieving goals within constraints.
12. Usability engineering demands that specific usability measures be made explicit as requirements.
13. Negative affect can make it harder to do even easy tasks; positive affect can make it easier to do difficult tasks.
14. Norman's model concentrates on system view of the interface.
15. Emotion does not influences human capabilities.
16. The entering information in this form is not correct.

<b>Name:</b>	Ahmed Ali
<b>Address:</b>	Gaza

17. Predictability is determining effect of future actions based on past interaction history.
18. Long-term memory is used for temporary recall.
19. episodic Long-term memory derived from semantic Long term memory.
20. The goal of interaction design is designing for minimum usability.
21. satisfying a usability specification always satisfies usability.
22. The visual system compensates for movement and changes in luminance.

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23. Optical illusions sometimes occur due to over compensation.  
 24. Sensory memory is continuously overwritten.  
 25. Designing for usability occurs at "Detailed Design" stage of the life cycle of system design.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25					

**Q1 B2 Choose the correct answer (a, b, c or d) (10/22.5)**

(1) Interaction between users and computers occurs at the user interface (or simply interface), which includes.

- a. hardware.
- b. software.
- c. a & b.
- d. non of the above.

(2) Mechanism for receiving light and transforming it into electrical energy.

- a. Solar cell.
- b. Skin.
- c. Eye.
- d. non of the above.

(3) ..... indicate-s how much of view object occupys.

- a. Movement.
- b. Touch.
- c. Visual angle.
- d. a & B.

(4) Scratch-pad for temporary recall is .

- a. Short-term memory.
- b. Long-term memory.
- c. Buffer memory.
- d. a & b.

(5) .....right intention, but failed to do it right.

- a. slips.
- b. mistakes.
- c. wrong intention.
- d. a & c.

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(6)..... number of pixels on screen (width x height)

- a. Aspect Ratio.
- b. Resolution.
- c. Brightness.
- d. Color depth.

(7) LCD is.....

- a. Led Color Display.
- b. Light Crystal Display.
- c. Liquid crystal displays.
- d. Liquid Color Diode.

(8) Specifies an action at interface occurs at.....

- a. data collection stage.
- b. execution stage.
- c. evaluation stage.
- d. all of the above.

(9) User intentions.....

- a. translated into actions at the interface and alterations of system state.
- b. reflected in the output display.
- c. interpreted by the user
- d. all of the above.

(10) Abowd and Beale framework is extended to .....

- a. Schneider's model.
- b. Norman's model.
- c. Beal's Model
- d. non of the above.

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>

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<b>Second Question</b>	<b>No. of Branches (3)</b>	<b>(10/60)</b>
<b><u>Q2 B1: List the types of design rules?.</u></b>		<b><u>(4/10)</u></b>

**Q2 B2: Draw the process of design?** **(3/10)**

**Q2 B3: What is the difference between slips and mistakes?** **(3/10)**

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**Third Question**

**No. of Branches (2)**

**(15/60)**

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**Q3 B1:** Design a GUI for a system has a huge data base (more than 1000,0000 records), it should display the name of the system (write your first name as system's name), name of organisation (write your father name as organisation's name) and name of report (write your family name as report's name). The form should display a picture for calling record, ID no., 10 rows as record history, search techniques, tool bar, title bar and any WIMP techniques. **(10/15)**

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**O3 B2: List the types of interaction style, with an example of each. Can one be seen as more general than the others?. (5/15)**

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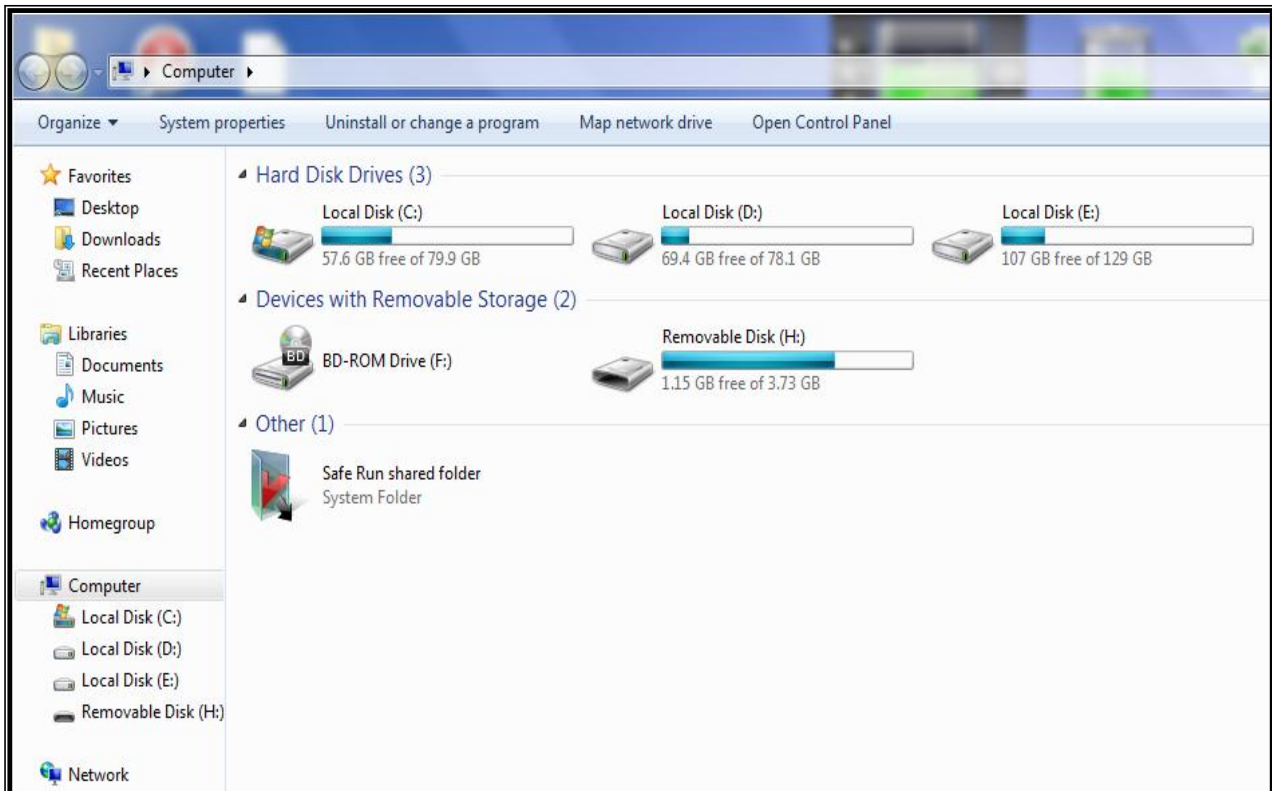
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Fourth Question

No. of Branches (2)

(15/60)

**O4 B1: The following screen-shot is taken from Microsoft XP operating system. As can be seen helps users to search for files of their computer, in this case the C hard drive. (5/15)**



Briefly describe the main features that are you feel will support the user of this operating system. (Hint: you do not need to describe the detailed operating of any of the particular services; you do need to comment of the interface design, choice of widgets etc).

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**Q4 B2:**

**(10/15)**

**Problem Specification:**

Figure 1 shows a kids phone manufactured by Firefly company in 2005. The phone shall be used by children to help them communicate with their parents when out of home.



**Notices:**

- Use your judgment to assume any specification you think you need to solve the problem.
- Keep your answer short, and neat. Be short and to the point.
- Justify your answers.

**Problem Requirements:**

1. Which age group do you think this phone targets? Why? .[3 points]
  
2. How do you think it is used? Do you think it is easy for children to use? .[4 points]
  
3. What design, interaction, and cognition principles did its designers take into account when designing it? [4 points]
  
4. Do you have any suggestions to improve the usability as well as the functionality of this phone? .[4 points]