

Course No:
Course Title: HCI
Date: 19/ 01/2019
No. of Questions: 8
Time: 2 hours
Using Calculator (NO)
Using Dictionary (No)

University of Palestine

Final Exam
First semester 2018/2019
Total Grade: 30

Instructor Name: Eng. Eman Alajrami
Student No.: _____
Student Name: _____
College Name: _____
Section No.: _____
Dep. / Specialist: _____

First Question	No. Of Branches (2)	10 Marks
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A. Choose the correct answer: (5 marks)

1. The relationship between Cognitive Science and Interaction Design is:

- A. Interaction Design is an input for Cognitive Science.
- B. Cognitive Science is an input for Interaction Design.
- C. They both are inputs for each other.
- D. They are unrelated.

2. Which of the following options best represent the core values of user-centered design:

- A. Focusing on the users and their tasks in the design process
- B. Measuring progress towards usability goals throughout development
- C. Developing and testing in several cycles
- D. All the above

3. Which statement best reflects interaction design

- A. Interactive design is a new discipline
- B. Interactive design is a multidisciplinary
- C. Interaction design combines the discipline of software engineering with psychology
- D. Interactive design is an application of common senses

4. It is recommended to start with a conceptual model rather than going into deep details because:

- A. It is naturally tempting to argue about details of design.
- B. It helps people get focused early on.
- C. Reduces the chances of misunderstanding later on.
- D. A+B.

5. The following techniques are used to grasp the user attention except for:

- A. Overuse of Colours.
- B. Sound effects.
- C. Grouping.
- D. Underlining

6. The multiplicity of ways the user and system exchange information is:

- A. Learnability.
- B. Robustness.
- C. Flexibility.

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7. How prior knowledge applies to new system is:

- A. Familiarity
- B. Generalizability
- C. Consistency

8. When user's expectation of changed system state \neq actual presentation of this state:

- A. Gulf of Execution.
- B. Gulf of Evaluation.
- C. Gulf of Testing.

9. Menus where mouse click reveals menu are:

- A. Pull-down menus.
- B. Drop-down menus.
- C. Fall-down menus.

10. In HCI, A computer could mean:

- A. Desktop computer.
- B. Large scale computer system.
- C. Website
- D. All of the above.

B. State whether the following statements true or false. (5 marks)

1	Predictability is determining effect of future actions based on past interaction history.	()
2	Design is achieving goals within constraints.	()
3	The goal of interaction design is designing for minimum usability.	()
4	The mouse is the most common text input device in computers.	()
5	Episodic Long-term memory derived from semantic Long term memory	()
6	Long-term memory is used for temporary recall	()
7	Emotion does not influences human capabilities.	()
8	Stress will increase the difficulty of problem solving	()
9	Negative affect can make it harder to do even easy tasks; positive affect can make it easier to do difficult tasks.	()
10	Usability engineering demands that specific usability measures be made explicit as requirements.	()

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Second Question

No. Of Branches (7)

(20 Marks)

1. Describe two populations of users with special needs. For each of these populations, suggest three ways current interfaces could be improved to better serve them. (2 marks)

2. ISO usability standard 9241 adopts traditional usability three categories. Explain them in details. What are their problems? (3 marks)

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3. Explain in details the principles of Robustness and give an example for each. (4 marks)

4. Explain in details the four design rules. (2 marks)

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7. Look at the figure below which is the interface of UP website, comment on the Interactive design followed in developing it and suggest new features to enhance its usability (4 marks)



