

**Question 1: Multiple Choice****(15 marks)**

1. Which of the following describe the **Emotional Interaction** __?
 - a) Emotional interaction is the attribution of human qualities to objects
 - b) Emotional interaction is the shaping of an object in animal form
 - c) Emotional interaction is concerned with how interactive systems make people respond in emotional ways
 - d) None of these
2. Which of the following is **NOT** a level of the emotional design model?
 - a) Reflective
 - b) Compositional
 - c) Behavioral
 - d) Visceral
3. Which of the following are recognized kinds of prototypes:
 - a) Interactive sketches
 - b) Conceptual models.
 - c) Beta versions
 - d) Paper mock-ups.
4. What is the correct order of the interaction design process?
 - a) designing alternatives, establishing requirements, prototyping, evaluating
 - b) establishing requirements, designing alternatives, prototyping, evaluating
 - c) establishing requirements, prototyping, designing alternatives, evaluating
 - d) None of these
5. Which of the following best describe the **Multimedia interface type**?
 - a) Computer-generated graphical simulations.
 - b) Computer-generated interactive graphics of complex data.
 - c) Combines different media within a single interface with various forms of interactivity.
 - d) Shareable interfaces are designed for more than one person to use.
6. Which of the following statements is **TRUE** about a **User-Centred** design approach?
 - a) Users' tasks and goals are the driving force behind the development.
 - b) Users' behaviours and context of use are studied and the system is designed to support them.
 - c) Iterative allows design to be refined based on feedback.
 - d) All of these
7. Which of the following is recognized kind of prototypes?
 - a) Interactive sketches
 - b) Beta versions.
 - c) Conceptual models
 - d) None of these

8. Users get frustrated with your applications because: ___

- a) An application doesn't work as perceived
- b) The appearance of an interface is patronizing
- c) Too many error messages
- d) All of the above

Question 2: Answer Three (3) questions only

(15 marks)

1. In many situations, computer interfaces may inadvertently elicit negative emotional response, such as anger and disgust. Describe **three** types of **frustrating interfaces** that make users often annoyed.
2. Explain the **two** interface types (of your choice), and the design issues that need to be taken into the consideration when making such interfaces.
3. Users can be involved in an interface design. Explain how they may contribute to the design process. What are the advantages and disadvantages of involving them?
4. Imagine you have a software prototype of the travel planner software and you are planning to do some user evaluation of this prototype software. Describe which type of evaluation you will use and justify your choice.

Question 3:

(20 marks)

Fighting segregation

A Human rights association, Conscious, wishes to develop an electronic environment for Gaza teenagers that encourage democracy, mutual respect and freedom of speech. The aim is to teach teenagers the value of diversity in culture and religion and thus help fighting the increasing segregation present in the modern Gaza society. You have been asked to present a plan describing how such electronic environment can be designed, with an emphasis on the extraction of requirements, evaluation and the design process in general.

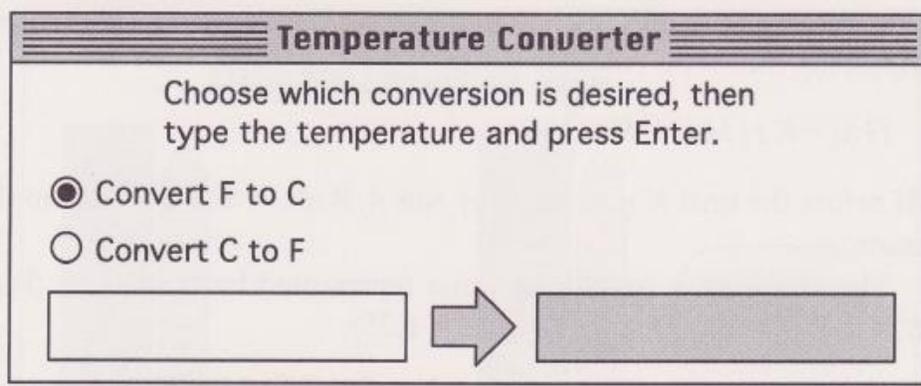
- a) How do you plan to execute your project from start to finish?
- b) What are the issues and the challenges?
- c) What kind of environment are you going to make? An online forum? A video game? A website? Or a composite, or your own? Why?
- d) What issues shall you take into consideration when designing the interface?

Question 4:

(10 marks)

Consider the temperature conversion interfaces below. Input is via an ordinary mouse and keyboard. Assume that conversions from degrees Fahrenheit (F) to Celsius (C) and C to F are equally common, and that all temperature values are equally likely to be converted.

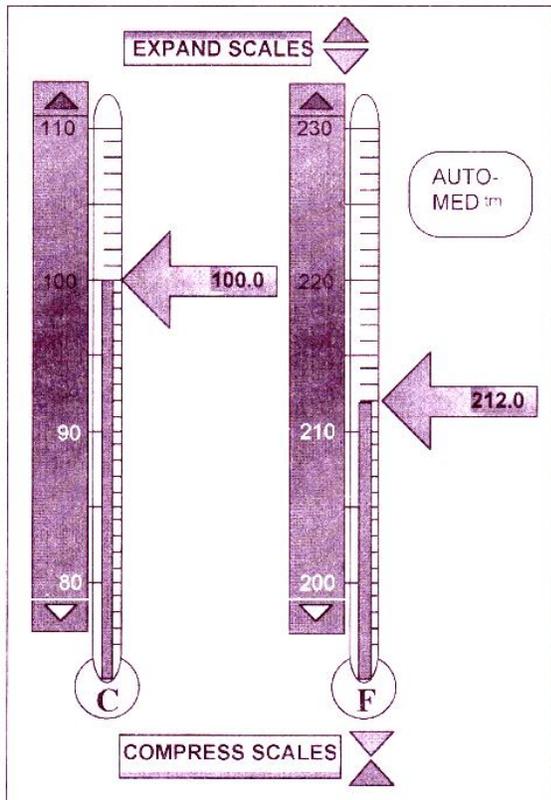
Interface #1:



Type the temperature value in the white box and press Enter.

Result is displayed in the grey box.

Interface #2:



Drag either arrow up or down. The other arrow automatically updates.

Temperature is shown by graphic bar + exact value on the arrow.

Expand Scales / Compress Scales increases / decreases value of tick marks by a factor of 10.

Arrows on the thermometers scroll the temperature range up and down.

AutoMed centers both scales on average human body temperature.

Assume temperature values are clearly legible.

- Compare the usability of these two interfaces. Explain your answer in detail.
- Sketch a different temperature conversion interface that is more efficient on average than either of the interfaces shown above. Explain how your interface operates and why it is more efficient.

I wish you great success