

Course No: MUL 4312
Course Title: Human Computer
Interaction
Date: 30/5/2015
No. of Questions: (4)
Time: 120 Minutes
Total Grade:

University of Palestine



Final Exam
Second Semester 2014/2015

Instructor Name: Najwa Baraka
College Name: Information
Technology
Dep. / Specialist: Multimedia
Student No.:
Student Name:

Question One:

- **Mark each statement true or false as appropriate**

1. All prototypes involve compromises
2. Open questions are easier to analyze
3. Getting requirements right is crucial
4. The privacy and rights of participants' in evaluation process must be protected
5. Requirements arise from understanding developers' needs

Question Two:

- **Write the appropriate definition for the following terms**

1. Goals & questions focus on how well users perform tasks with the product
2. Does the method measure what it is intended to measure?
3. Concerned with how we feel and react when interacting with technologies
4. Requirements gathering tool which can be administered to large populations
5. It is a small-scale model

Question Three:

- **Fill the following comparison table:**

Closed questions	Open questions
Direct observation	Indirect observation

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Low-fidelity Prototyping	High-fidelity Prototyping
Functional requirements	Non-Functional requirements
Controlled settings evaluation	Natural settings evaluation

Question Four:

1. List three types of data that can used in ID evaluation

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2. Explain three types of prototyping

3. Explain the four aspects of pleasure model

4. Iterative design & evaluation is a continuous process that examines four questions , List them

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5. Explain the principles of user-centered approach

6. List the five steps of running the interview

7. Based on your understanding of emotional interaction ,Explain the following :

- **Expressive interfaces**

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- **Friendly interfaces**

- **Frustrating interfaces**

8. Distinguish between quantitative data and qualitative data

9. Distinguish between quantitative analysis and qualitative analysis

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10. List the three categories of user

11. Explain the four types of user interviews

12. List Shneiderman's guidelines for error messages

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13. List the key criteria of websites heuristics

14. How to choose among ID alternatives

15. List and draw the four basic activities in the design process

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16. What is the relationship between different kinds of requirements and different kinds of users

17. What are the users' capabilities?

18. Explain the two common types of compromise in prototyping

Best of Luck

"Success consists of going from failure to failure without loss of enthusiasm."

-Winston Churchill