

CS1Q Resit Exam

1.

a) Please provide BRIEF answers to the following questions:

- i) What is meant by the term 'subjective satisfaction'?
- ii) Give two differences between a user's and a designer's mental model of an interactive system.
- iii) What is meant by the acronym RSI?
- iv) What impact does perception has on human-computer interaction.
- v) What is participatory design?

[2 marks per answer, 10 marks in total]

b) Identify three benefits that the IEC802.11 standard has had for mobile human computer interaction.

[3 marks]

c) Peter Bodor, public relations manager at Ericsson has stated that: "WAP's disappointment was caused by industry failure to manage expectations, and the main problem was its slowness. This won't be a problem with 3G. The 3G Internet experience will be as good as surfing from home, with the added benefit of location-based services making the experience more personal". What usability problems complicate surfing the web on a mobile telephone compared to desktop browsers.

[5 marks]

d) You have been asked been asked to help in the design of a new game that will be included with a new mobile telephone. Write a brief technical report on how you would consult users during the requirements elicitation for such an application. Hint: you do not need to design the game as part of your answer.

[7 marks]