

CS1Q Exam

1.

a) Please provide BRIEF answers to the following questions:

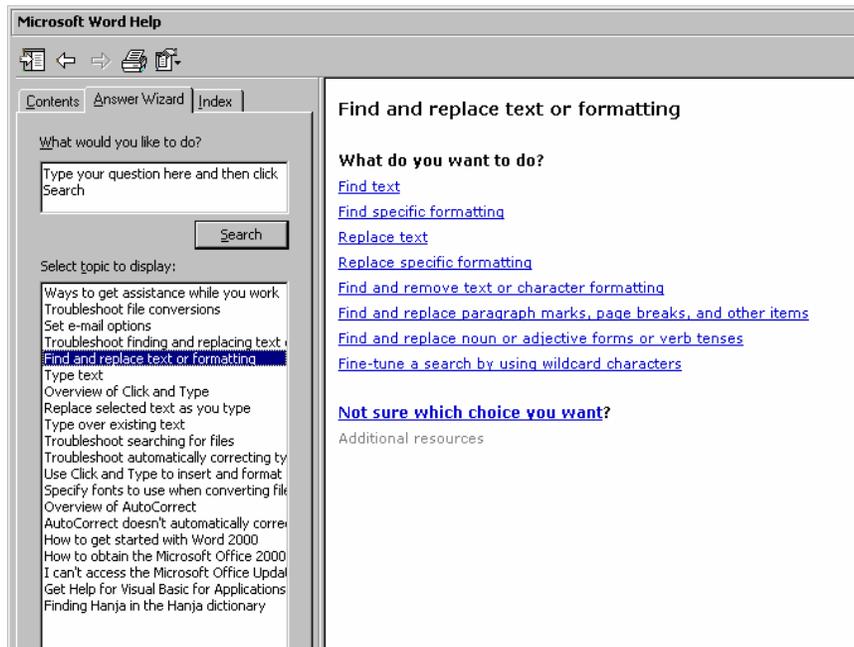
- i) What is haptic human computer interaction?
- ii) What is mood congruence in a computer game?
- iii) When would you use a sans-serif font?
- iv) What impact does perception have on human-computer interaction?
- v) What are usability heuristics?

[2 marks per answer, 10 marks in total]

b) Briefly explain why 'think aloud' techniques can be a cost-effective tool for formative evaluation.

[3 marks]

c) The following screen-shot is taken from the Microsoft Word help system.



Briefly describe any features of this or similar help systems that you think offer the greatest support to novice users.

[5 marks]

d) You have been asked to design an web-site for a company. Users will be able to browse and then purchase a 'ring-tone' for their mobile phone. Briefly explain how you would test for the success or failure of a design as you get close to the final delivery of your 'ring-tone' web site.

[7 marks]