CS1Q Resit Exam

1.

a) Please provide BRIEF answers to the following questions:

   i) How does desktop virtual reality differ from immersive virtual reality?

   ii) Give two weaknesses of predictive texting?

   iii) When would you use a serif font?

   iv) What impact does cognition have on human-computer interaction?

   v) What is cooperative evaluation?

[2 marks per answer, 10 marks in total]

b) Briefly explain why a designer's model of a system will be different from the end-users'.

[3 marks]

c) Task analysis breaks users activities into a series of goals and sub-goals.   In order to print a document, you must first select the 'print' command. You must then select the printer, the number of copies and so on.   Briefly describe the benefits that task analysis can offer to the design of interactive computer systems.

[5 marks]

d) A number of HCI researchers have recently criticised task analysis. Task analysis, typically, assumes error-free, expert performance. These critics argue that task analysis also fails to consider 'contextual factors'.   Users may be able to perform tasks and sub-tasks using an interface under ideal conditions. However, they may have great difficulty when they are faced with the 'contextual' issues that characterise 'real' working environments.   For example, a colleague may interrupt you while you are trying to print a document. Task analysis, typically, does not model the effects of these interruptions.   Do you consider that these criticisms are significant problems for the design of interactive computer systems?

[7 marks]