

EXAMPLE MIDTERM QUESTIONS

1. Which of the following is FALSE?
 - a. The core principle of the Gestalt Laws is Pragnanz.
 - b. Context affects how well we remember things.
 - c. There are a lot of challenges when it comes to designing a leisurely user experience.
 - d. According to Miller, we can remember 7+-2 chunks of information in our short term memory.
 - e. None of the above.
2. Which of the following is NOT a level of the emotional design model?
 - a. Reflective
 - b. Compositional
 - c. Visceral
 - d. Behavioral
 - e. None of the above
3. Which of the following is NOT an aspect of coding, according to Strauss and Corbin?
 - a. Axial coding
 - b. Closed coding
 - c. Selective coding
 - d. Open coding
 - e. None of the above
4. Define "conceptual model."
5. Define "design concept."
6. What is the difference between direct manipulation and manipulation in general?
7. What are two possible reasons for which we would want to include constraints in our system?
8. Why may we choose NOT to use a metaphor?
9. What is the difference between a paradigm, theory, model, and framework?
10. For each interaction type, give one reason for why we would use it instead a different one.

Use the following information for the rest of the problems:

Mickey Mouse likes to take his girlfriend Mini Mouse on rides on his tug boat. However, it's hard to pay attention to driving and at the same time contribute to his conversation with Mini. He could really use a better interface for his boat so that it's easier to keep track of everything, including important information like the state of the engine and details about the environment.

11. Mickey Mouse is a hard cartoon mouse to get a hold of, so you decide to send him a questionnaire to help you start developing requirements. Come up with at least five questions to include in the questionnaire. You must include all four types of questions discussed in class.
12. Create a set of at least five story boards to depict how Mickey would use your system to perform a task of your choosing. Include a key so that everyone can tell what everything in the drawings is.
13. Write a minus scenario that depicts Mickey using your system to complete a task of your choosing. Mickey must go through at least three steps before he completes (or gives up on) his task. Make sure to include a description of the Mickey persona.
14. Let's say you chose to make a high-fidelity prototype to test out your design. Now you must decide whether to go the route of evolution or a throw-away. Which would you choose? Why?