

Breakoutsession No. 08

Recap Part II

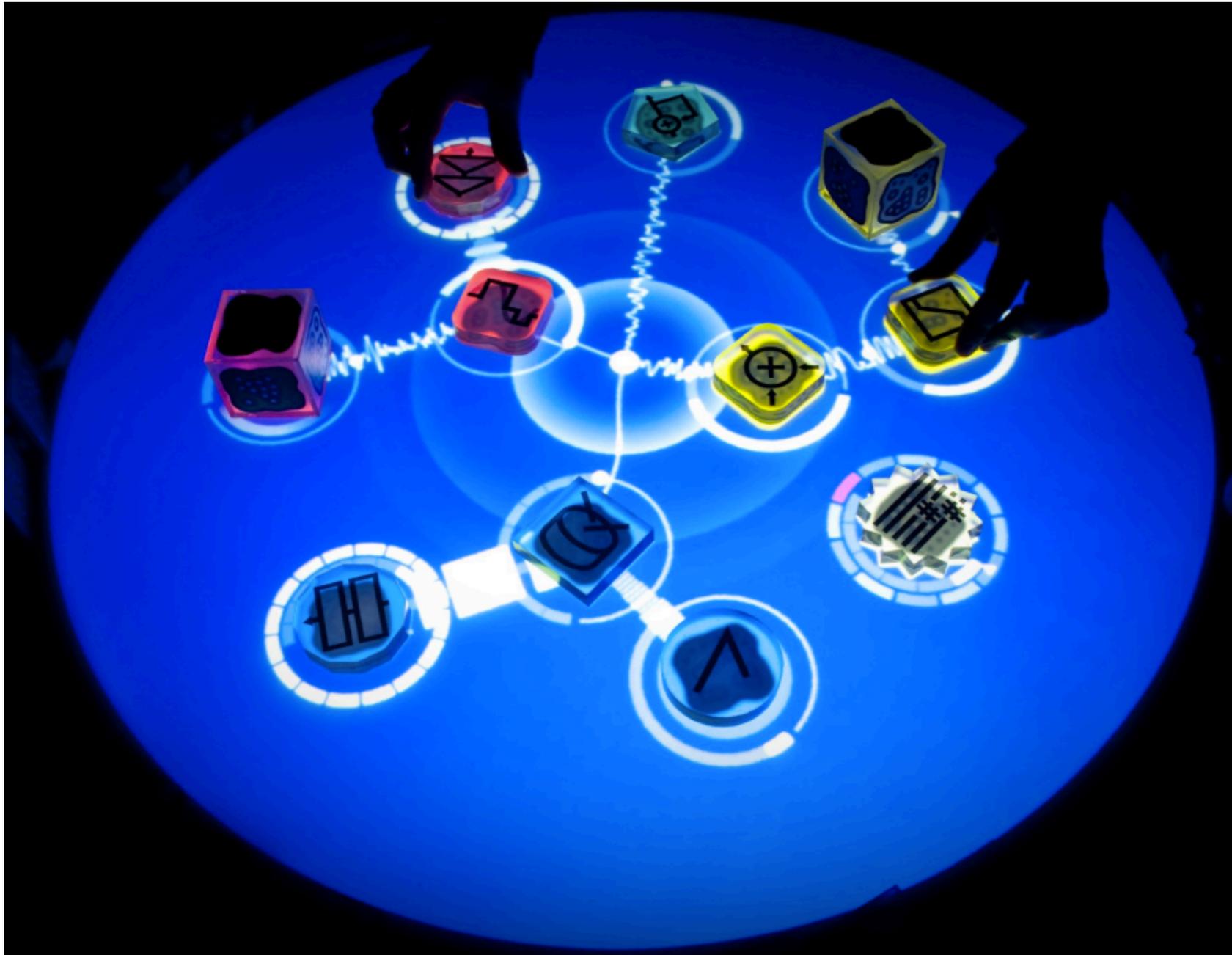
Klausur

- **Termin:** Freitag, 26.07.2013, 14-16 Uhr
- Bitte pünktlich da sein, wir müssen so früh wie möglich anfangen!
- **Frist zur Anmeldung:** Sonntag, 21.07.2013
- **Ort:** Theresienstraße 41, Raum C 123
- closed book, also keine Hilfsmittel zugelassen

- **Abmeldefrist:** 23.07.2013

Question 1

What is a TUI? Name an example you saw during this year's lecture.



Question 2

Describe the Aesthetic-Usability Effect.

- Aesthetic designs are perceived as easier to use than less-aesthetic designs.
- Aesthetic designs look easier to use and have a higher probability of being used, whether or not they actually are easier to use.

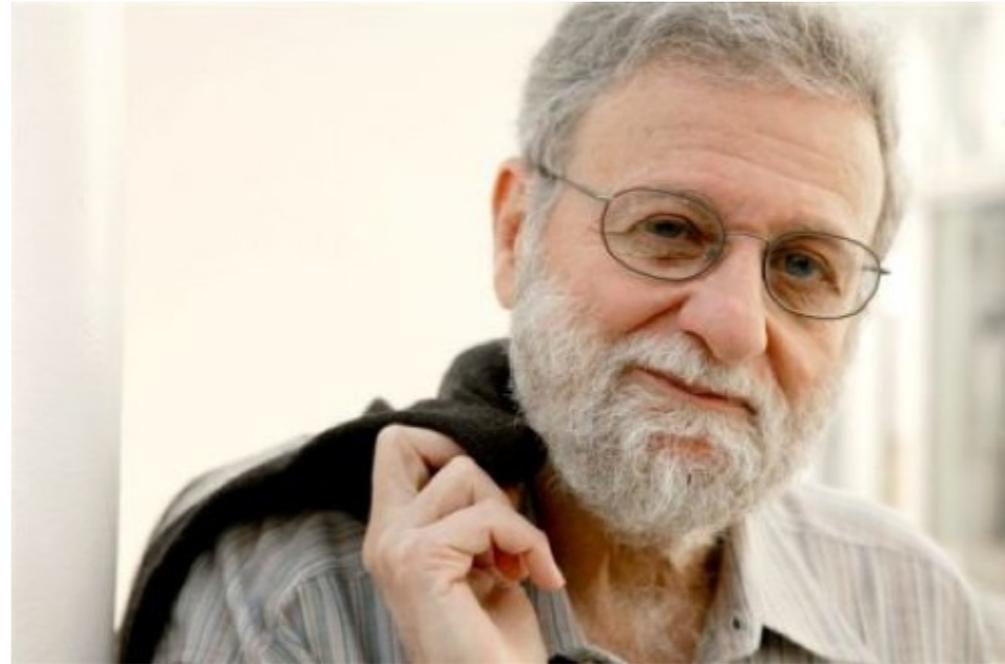
Question 3

What's this: $T = b * \log_2(n+1)$

- Hick's Law
- Describes the time it takes to make a decision depending on the number of choices provided

Question 4

Who's that:

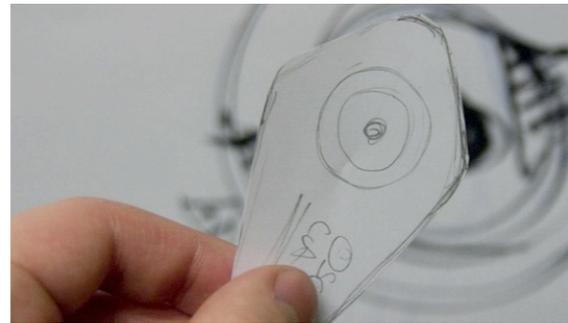


- Donald Norman
- Basic Book “The Design of Everyday Things”
- Feedback, Mapping, Affordances, ...

Question 5

Name three different kinds of prototypes we discussed during the lecture!

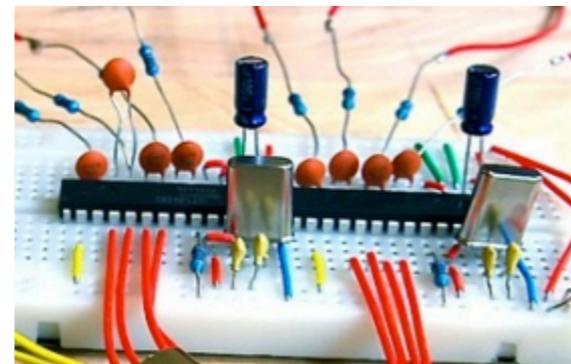
- Paper Prototypes



- Video Prototypes



- Hardware Prototypes



Question 6

What is Shadowing?

- Tag along with people to observe and understand their day-to-day routines, interactions, and contexts
- reveal design opportunities and show how a product might affect or complement user's behavior

Question 7

What is a controlled experiment? Is it an analytical or an empirical kind of evaluation?

- Answering specific additional, often quantitative, questions
- Selected participants carry out well-defined tasks
- Specific values are measured and compared
- Example: Comparing input/output devices
- Empirical Evaluation

Question 8

There are two kinds of variables in controlled experiments. Name and explain both.

- Variables are manipulated and measured
- The conditions of the experiment are set by **independent** variables
- The **dependent** variables are the values that can be measured

Question 9

What is visual clutter?

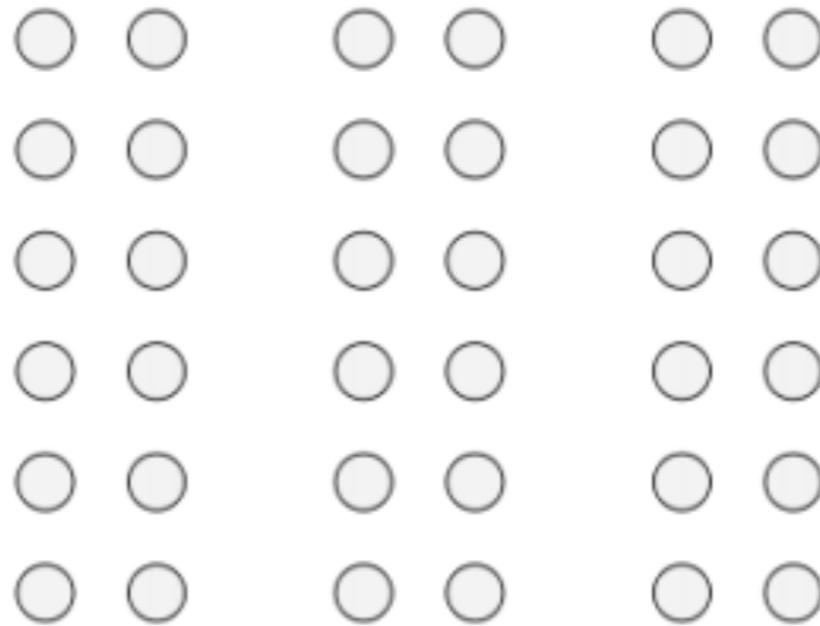
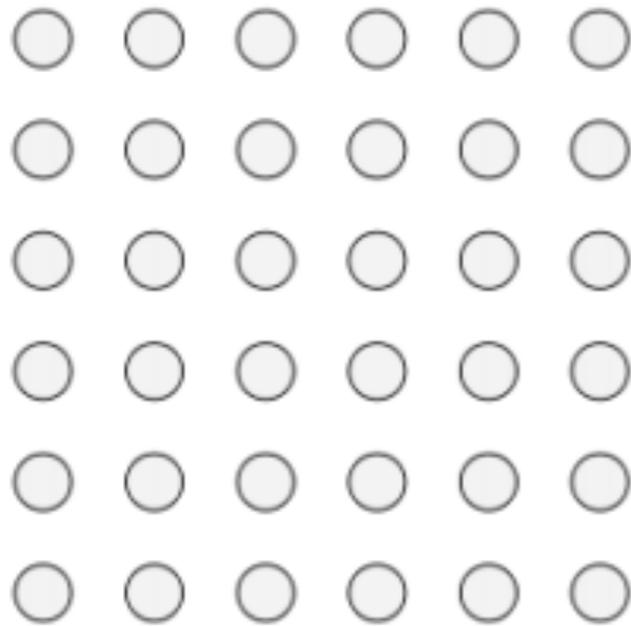
- Clutter creates visual noise and makes an application hard to use



Question 10

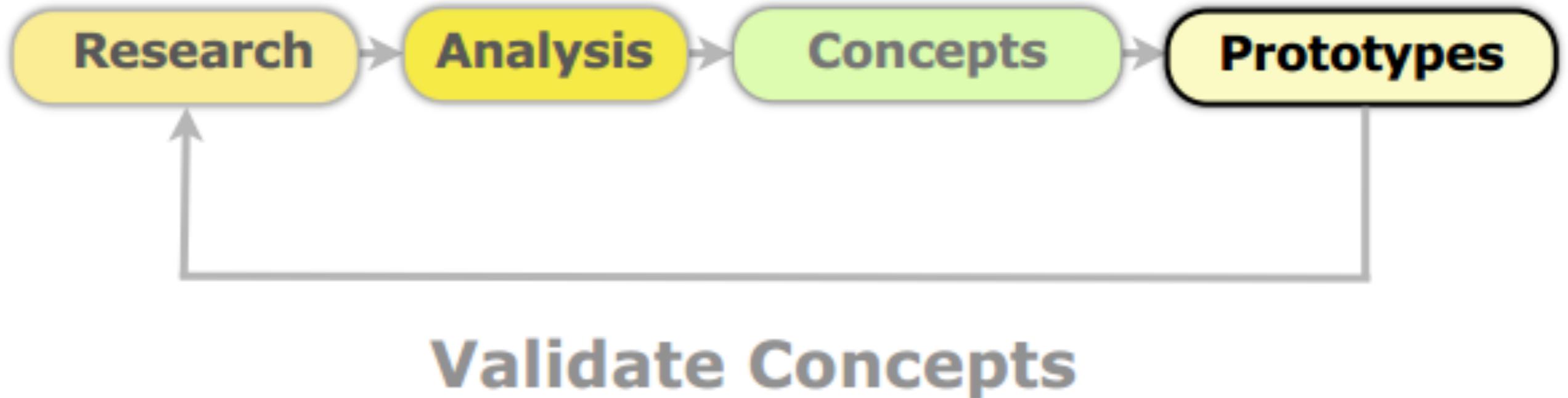
What can an interaction designer use to reduce visual clutter?

- Proximity or Grouping



Question 11

What is important about the process of how the computer mouse was developed?



Question 12

Who is considered to be the inventor of the computer mouse?

Remembering Doug Engelbart



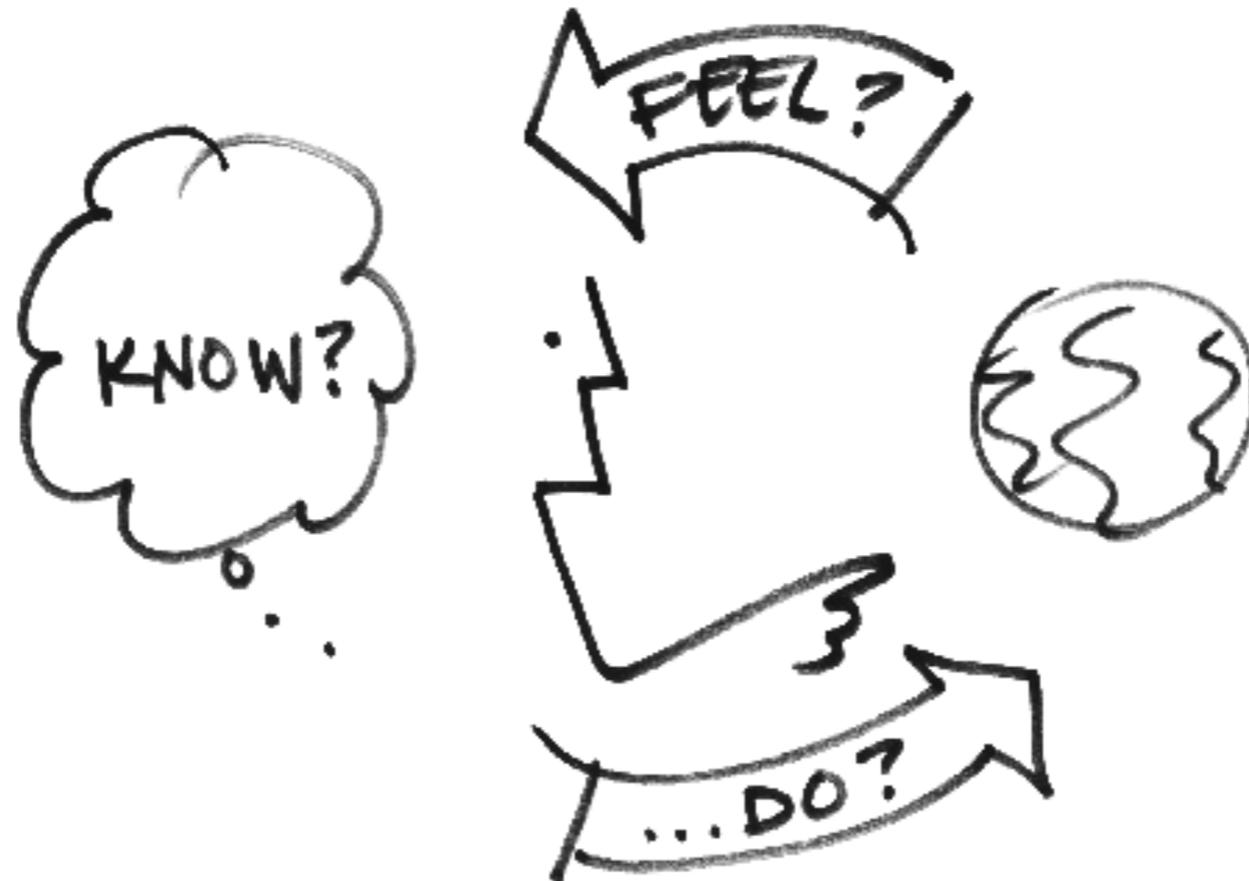
Doug Engelbart (1925-2013) pictured here circa 1998 [Photo credit: Getty]

Question 13

What are the three questions that an Interaction Designer needs to answer?



INTERACTION DESIGN



Question 14

A paradigm is an example that serves as a pattern for the way people think about something. The basic question is, What is a computer?

- Intelligence (smart, does things for me)
- Tool (direct manipulation)
- Media (look and browse)
- Life (Virus, Evolution)
- Vehicle (Standards, Infrastructure)
- Fashion (Design, Style)

