

Interaction Design 2

7,5 credits

Provmoment: Examination
Ladokkod: 22ID1D
Tentamen ges för: ASYST & International students

TentamensKod:

Tentamensdatum 2017-01-11, kl. 09:00 – 13:00

& Tid/Date &

Time:

Hjälpmedel/Aid:

Papers/Articles (underlining but no written comments in the papers)

1. *Uncomfortable User Experience*, by Steve Benford, Chris Greenhalgh, Gabriella Giannachi, Brendan Walker, Joe Marshall, and Tom Rodden, pp 66-73
2. *Fitts Law: Modeling Finger Touch with Fitts' Law*, by Xiaojun Bi Yang Li, and Shumin Zhai

Betyg/Grades:

The written exam provides a maximum of 27 pts, which are going to be combined with the result of your group assignments (73pts max) to produce your final individual marks. The combined score gives the following course grade:

1. Greater than or equal to 60% but less than 65% gives the grade of E
- 2nd Greater than or equal to 65% but less than 70% gives the grade of D
- 3rd Greater than or equal to 70% but less than 80% gives the grade of C
- 4th Greater than or equal to 80% but less than 90% gives the grade of B
- 5th Greater than or equal to 90% gives the grade of A.

Allmän information:

1. Write only on **one side** of the sheet of paper.
2. Write your examination **code** on each page in the written exam.
5. Make an effort to answer the questions **clearly**.
6. **Indicate** on the cover which questions you have answered.
7. If you find the questions incomplete, you **need to** make and to declare assumptions.

Nästkommade tentamenstillfälle/Next examination:

*Rättnings tiden är i normalfall 15 arbetsdagar, annars är det detta datum som gäller:
Viktigt! Glöm inte att skriva Tentamenskod på alla blad du lämnar in.
Don't forget to write your Code on each sheet that you hand in.*

Lycka till/ Good luck!

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Question 1 ... (4 + 4 = 8p)

- a) In the field Interaction design we talk about different interface types. Mention eight different interface types.
- b) Describe two of these in more detail and discuss where they are used.

Question 2 ... (1 + 2 = 3p)

- a) Give example of one negative and one positive emotional interaction factor.
- b) Briefly describe these two examples.

Question 3 ... (2 + 4 = 6 p)

- a) Nielsen suggests 10 heuristic evaluation criteria. Name four of them.
- b) Give an example of each of your chosen criteria.

Question 4 ... (2 + 2 = 4p)

Distinguish between and *explain* the concepts of user experience (UX) and usability.

Question 5 (3 p)

What is a predictive model?

Question 6 (3 p)

Why is it important to have usability in mind when you are designing interfaces? Give thoughts on what can be achieved by actively working with usability.