

TEST REVISION

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Overview

- **Thursday 23 April – 6:00 PM – 7:30 PM**
 - Conference Centre Lecture Theatre/423-342: Aaa-Fit
 - Eng3407/403-407: Fre-Koo
 - MLT2/303-102: Kot-Pas
 - PLT2/303-G02: Pau-Tay
 - SLT1/303-G01: Te -Zzz
- **Content Examined:** Week 1 – Week 4 (Lectures 1 – 12)
- **Format:** Short answers and some longer responses

Section A: Short Answers

- Go through lecture slides, find the objectives, learn and comprehend HCI terms that align with the learning objectives
 - Stakeholders – 4 types
 - Methods of Collecting data
 - Task Analysis
 - Storyboarding
 - Use cases
 - Usability? Factors, aspects and how it is measured, testing
 - Usability Evaluations – Fitts' Law, Hick Hyman Law, Heuristic Evaluations?, Nielsen's Heuristics etc
 - Conceptual Design – card sort, personas, semantic networks etc
 - Design Principles – Gulf of execution and efficiency, principles of interaction design
 - Visual Aesthetics

Examples

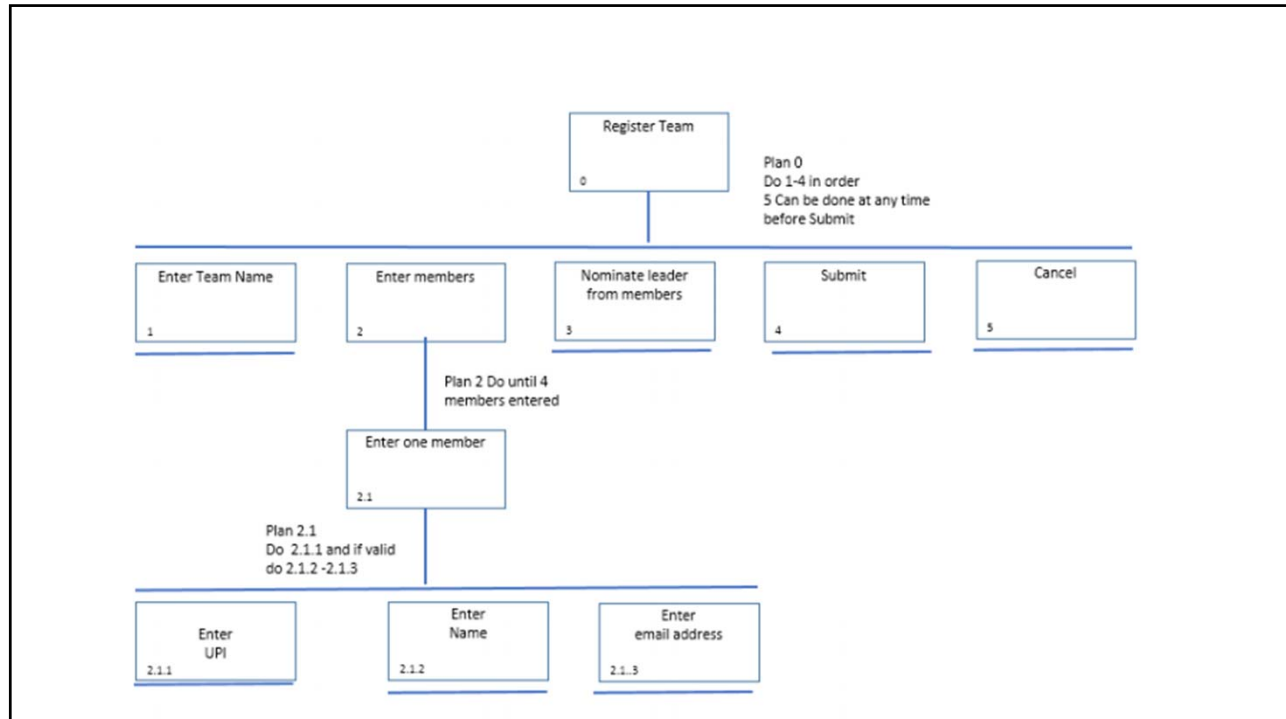
- Main elements of HCI are: people, computers, _____, activities and environment.
- Key design principles for user interfaces are Comprehensibility, Learnability, _____ and Efficiency/Usability.
- The _____ models the time taken to make a decision.
- In Conceptual Design, _____ are archetypes of actual users, defined by the user's goals and attributes.
- A proportion that occurs in nature, has been applied in architecture and is widely thought to be inherently pleasing is called the _____.
- _____ is a technique used extensively in HCI to organize items into groups.

HTA Analysis (8 Marks) - 2014

- The various departments in the university that teach programming have decided to get together and run a programming competition. The idea is that students will get together into programming teams of 4 to enter the competition. In order to register for the competition, each team must have a name and a leader. All members of a team must be enrolled students. Their names, UPIs and email addresses must be provided when the team is registered. Your task is to produce an HTA diagram of the team registration activity.

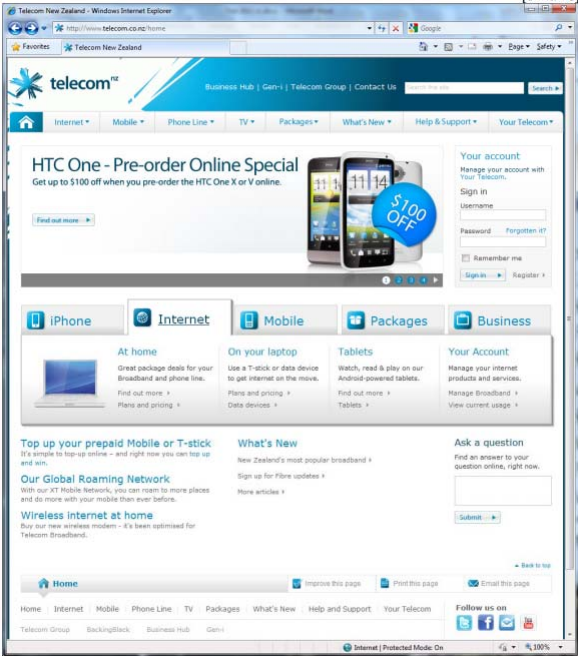
HTA Analysis (8 Marks)

- **Goal:** Top level goal of the task being analysed
- **Plans:** the order and conditions for proceeding with the sub-tasks
- **Information** – all the information needed to undertake the task
- **Objects** – all the physical objects involved
- **Methods** – the various ways of doing the sub-tasks



Heuristic Evaluation

- Learn Nielsen's 10 Usability Heuristics
 - Apply them to a webpage
 - Find possible scenarios where if these heuristics may not be applied
- Visibility of system status
 - Search that retrieves no results
 - No feedback of why you couldn't log on – password error/username error
- Match between system and real world
 - Use of jargon?
- Consistency and standards
 - Use of platform conventions – Location of tabs? Buttons?



The screenshot shows the Telecom New Zealand website interface. It features a blue header with the Telecom logo and navigation links. A main banner promotes the HTC One with a '\$100 OFF' badge. Below the banner is a navigation menu with categories like iPhone, Internet, Mobile, Packages, and Business. The main content area includes sections for 'At home', 'On your laptop', 'Tablets', and 'Your Account'. A sidebar on the right contains a 'Your account' section with sign-in and registration options. The overall design is clean and user-friendly.

- Help and documentation
 - Link to help and support
- Aesthetic and minimalist design
 - Simple colour scheme
- Consistency and standards
 - Location of tabs, consistent design – location of search bar

Stakeholders

- Primary – uses the design directly,
- Secondary – supplies input or receive output,
- Facilitator – maintains or develops the design and,
- Indirect – affected by the use of the design but has no contact with it like coworkers
- How do you get feedback from them?
 - Observation
 - Elicitation

The image shows two screenshots side-by-side. The left screenshot is of the SCI Steel Knowledge website, which is a professional-looking site with a navigation menu and several content sections including 'FABRIC GUIDANCE', 'NEWS & MEDIA', 'ADVICE', 'INFORMATION', and 'CONSULTANCY'. The right screenshot is of the Cecil Enterprise Learning Management System (LMS) interface, featuring a navigation menu with 'STUDENT LINKS' and 'STAFF LINKS', and a main content area with various announcements such as 'Maintenance Schedule', 'Interfaculty Badminton & Ultimate Frisbee Tournaments', and 'Interfaculty Basketball Tournament'.

Steel Construction

- **Primary:** Steel construction sector
- **Secondary:** Advisory desk; Consultants; Journalists
- **Facilitator:** IT support; Design team
- **Indirect:** SCI management

Cecil

- Primary:** Students
- Secondary:** Staff, Administrators
- Facilitator:** IT support; Cecil team
- Indirect:** Heads of Departments, Senior Admin