02JSKOV - HUMAN COMPUTER INTERACTION

EXAM SIMULATION – 2021-01-14

Closed-book exam: no notes or other material are allowed. Allowed Time: 60 minutes.
The responses should be easy to read (<u>write clearly</u>!) and reasonably short (around 5-10 lines long).

1.

Consider the following fragment of a webpage containing a lecture schedule. Discuss good and bad points about the *visual design* of this snapshot.

CHIUDI

	LUNEDI'	MARTEDI'	MERCOLEDI'	GIOVEDI'	VENERDI'	SABATO
08:30				**Informatica** CORNO FULVIO CANE - CHIAO <u>AULA VIRTUALE</u> Lezione/Esercitazione SQUADRA 3 08.30 - 10.00		
09:00						
09:30						
10:00		**Informatica** CORNO FULVIO CANE - CHIAO <u>AULA VIRTUALE</u> Lezione/Esercitazione 10.00 - 13.00				
10:30						
11:00						
11:30				**Informatica** CORNO FULVIO CANE - CHIAO <u>AULA VIRTUALE</u> Lezione/Esercitazione SQUADRA 1 11.30 - 13.00		
12:00						
12:30						
13:00				**Informatica** CORNO FULVIO CANE - CHIAO <u>AULA VIRTUALE</u> Lezione/Esercitazione SQUADRA 2 13.00 - 14.30		
13:30						
14:00						
14:30						
15:00						
15:30						
16:00	**Informatica** CORNO FULVIO CANE - CHIAO <u>AULA VIRTUALE</u> Lezione/Esercitazione 16.00 - 17.30					
16:30						
17:00						

Fonte dati **https://www.swas.polito.it**

2.

In Usability Testing, describe the importance of clearly defining the *task* (or *tasks*) that participants need to accomplish.

3.

We want to design a Controlled Experiment to redesign the "compose new message" action in a new chat application for mobile devices. Designers would like users to be more efficient in the usage of the app and avoid involuntary activations of the function. They are evaluating several positions, sizes and colors for the activation textual button or icon.

In the above scenario, identify the *independent variables* and the *dependent variables* for the experiment.

4.

During the Needfinding phase, discuss why open-ended questions are preferable: what benefits they bring, what mistakes they avoid.