02JSKOV - HUMAN COMPUTER INTERACTION

EXAM SIMULATION – 2022-01-13

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 simple confirmation dialog. Analyze the fragment and identify at least 3 problems and violations of *design guidelines* and/or *design heuristics*.
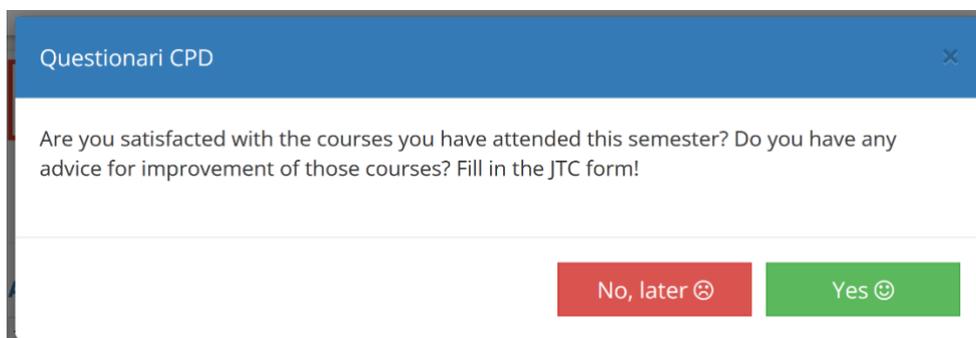
2.

A junior developer, while designing a new user interface, decides to validate it by building a paper prototype.

He/she commented: «*I am much more fluent in using computer-based tools such as Photoshop for drawing the interface, compared to my limited hand-writing and hand-drawing skills. Therefore, I'll develop my paper prototype on my computer, and then print it for evaluating it with some test users*».

Analyze the developer's decision and list its pros and cons (note: at least 3 pros and/or cons should be provided).

3.

In the context of AI-enabled systems, briefly discuss the concept of "user tolerance" and provide one example of a feature that will be tolerated, and one example that would not be tolerated.

4.

According to Nielsen Usability Heuristics, and assuming you have 4 different evaluators to test a given prototype, the evaluators should work independently, and then merge their observations. Discuss why this setting is preferable to a joint evaluation, where the 4 experts are working together since the beginning.