Human computer interaction exam questions

1. What is interaction design?

2. Explain usability design principles.

3. User experience and usability goals

4. Three levels of user needs

5. Definition of usability, usability attributes.

6. Product acceptance.

7. Usability design rules. Explain the main three groups and two selected subgroups.

8. Four interaction types.

9. What is important in design supporting attention?

10. Explain, how Gestalt principles support designing intuitive interfaces.

11. Supporting recognition in short-time memory.

12. Gulf of evaluation and execution.

13. Explain telepresence techniques.

14. How to design for awareness?

15. Emotional design model.

16. What frustrates user in interface?

17. Persuasive technology: aims and examples.

18. Anthropomorphism in interfaces.

19. Choose three interfaces types and explains their research and design issues.

20. Explain the four basic activities in interaction design.

21. User analysis: stakeholders and their perspectives.

22. Types of product requirements. Briefly explain the types of user requirements.

23. Task description: scenarios and use cases. Explain these techniques.

24. Hierarchical task analysis: purpose, procedure.

25. Low and high fidelity prototypes. What they prototype? Why and when they are used in the project?

26. Explain aims and processes of Lean UX.

27. Explain how AgileUX is aligned with agile development.

28. Mobile navigation design patterns.

29. How the interview data can be recorded?

30. Interviews: how to conduct, what to prepare?

31. Question formats in questionnaires.

32. Observation and ethnography frameworks.

33. What are the benefits of usability evaluations? Describe at least three.

34. Usability evaluations: types and characteristics

35. Analytical evaluations: types, goals, method

36. Heuristic evaluation: purpose, who performs it, how it is performed?

37. Testing with users: purpose, how is it performed?