CS 449/649 Spring 2017: Questions from in-class Quizzes

What is Mobile first design principle and what benefits does it provide
Who developed the concept of persona and what is it about (briefly)
Name at least 3 ethics principles for human research
What is reactivity? Give some examples of effects you know
Name at least two types of close-ended questions with examples
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Talking about top ten key points of innovation (video) Guy Kawasaki gives an example with a car key. What is this example?
What is the artifact work model?
Name at least 3 ethics principles for human research
What is design fixation?
What is the difference between signifiers and affordances?
Define and give an example of one (out of 4) type of constraints
What is discoverability?
What is user stories and how to form them?
What is the difference between sketches and wireframes (in your words)?
What are the 4 dimensions of fidelity?
What is a physical work model?
What is folksonomy?
What are the 6 steps of paper prototype evaluation?
What is a visceral reaction trigger?
What does dual-coding theory state?
What is a tree testing method and how do we use it?
Describe the Spotify example with light and dark colors given by Rochelle King
What is a heuristic evaluation and how do we use it?
What is a cooperative design approach?
What are the 3 stages of the development of a technology by David Liddle?
What is a Socio -Technical Systems Design principle of responsible autonomy?
Define HCI as a discipline
What is groupware and what is the difference between CSCW and groupware?
What is ubiquitous computing and who suggested this term?
Name and explain two spectrums of disabilities
Name 4 engagement elements in gamification. Explain one of them
What is the difference between gamification and serious games?
Name and explain three spectrums of research methods
Name 4 types of interviews as research methods
What is the difference between surface and content attention?