

Quizzes S19:

Who developed the concept of persona and what is it about (briefly)
What is Mobile first design principle and what benefits does it provide
What is reactivity? Name and explain at least one type of reactivity.
Name at least two types of close-ended questions with examples
Describe the difference between behavioural and attitudinal methods, provide one example for each type.
What is participatory design research method and how is it conducted?
What is the difference between proto personas and full personas?
Name at least 2 ethics principles for human research
What is the difference between surface and content attention?
What is a cultural work model and what does it include?
Describe (briefly) a dual process theory.
What is design fixation?
Define user stories and explain how to form them
Define and give an example of one (out of 4) type of constraints
What are the 4 dimensions of fidelity?
What is discoverability?
What is folksonomy?
We discussed 4 parameters contributing to the effectiveness of feedback loops. What are those parameters?
What is a prototype?
What is the difference between open and closed card sorting?
Define the isolation (Von Restorff) effect in visual design
Name at least 2 rules from the article "7 Rules for Creating Gorgeous UI" by Erik Kennedy
In class we discussed some roles of central and peripheral vision in scene perception. What are those roles?
What is a tree testing method and how do we use it?
Name 3 types of interaction (by T. Winograd), give an example for one of them
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?
Who and when coined the term "Interaction Design"?
Describe the concept of Dynabook and name the author
Name at least 4 features demonstrated in NLS that exist in modern personal computing
What is ubiquitous computing and who suggested this term?
Name and explain two spectrums of disabilities
What, according to J. Grudin and S. Poltrock, are the 3 main types of activities (contributions to collaboration) in CSCW?
Briefly define the idea of the universal design