

Quizzes W18:

Talking about top ten key points of innovation (video) Guy Kawasaki gives an example with a car key. What is this example?

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

What is participatory design research method and how is it conducted?

What is the difference between proto personas and full personas?

What is a cultural work model and what does it include?

Name at least 3 ethics principles for human research

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

Name and briefly explain at least 2 additions to the Waterfall Model suggested by W. Royce

Define HCI as a discipline

What, according to J. Grudin and S. Poltrock, are the 3 main types of activities (contributions to collaboration) in CSCW?

What is ubiquitous computing and who suggested this term?

Name and explain two spectrums of disabilities

Name 4 engagement elements in Gamification discussed in class. Explain one of them

What is the difference between gamification and serious games?