Human computer interaction tutorial

The term ' affordable' refers to the relationship between the actor (for our purposes the user) and the world signifying possibility for action. A. True B. False 2. Good understanding of the attention grabbing mechanisms allows the designer to design better interfaces. A. True cognitive psychology B. C. D. A. 6. 3. We can only focus our attention on one thing at a time. A. True 4. Which of the following fields Is not an Influence on HCI? A. Ergonomics imputer science All of the above 5. The goals of HCI are: usability and User Experience Task and Goals usability Experience and Goals is a very general goal of Usability and refers to how good a system at doing what it is suppose to do B. Efficiency C. Utility D. Usefulness A. Effectiveness Is what goes on In our heads when we carry out our everyday satellites. A. Informality B. Cognition C. Learnable D. Memo ability 8. Describe three populations of users with special needs.

For each of these populations, suggest three ways current interfaces could be improved to better serve 9. Give a brief explanation of the Eight Golden Rules of Interface Design. State an example you have seen on a device, computer interface or web site that violates those rules. 10. List 6 ways in which an interface designer can assist the user to manage their attention 1 1 . You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example: