

Sample Test Items, Part V

1. We have covered four (4) methods of examining usability. Each has virtues and faults. Contrast any two, finding one advantage and disadvantage to each.
2. How important are aesthetics to usability. Defend your answer with a good example
3. A “cultural interface”
 - A. Uses informal language to suit users (like teens)
 - B. Uses art forms, aesthetics, stylistic references that are meaningful and attractive to the target user
 - C. Uses suitable metaphors for commands that mimic or echo other familiar things the target user has.
 - D. Employs “hybridity”
 - E. All of above
4. Contrast the look and feel of two interfaces such as Apple Mac v. Windows 8 in terms of one major feature of each. Why is one perhaps more successful than the other? Argue your case.
5. Give an example of “materiality” in interface design.
6. The idea of “hybridity” in an interface
 - A. Suggests what the interface is used for, to do.
 - B. A design bridge between the control interface and user culture
 - C. Builds-in “surprise” elements to entertain users.
 - D. A design that successfully blends two distinct cultures
 - E. All of above.
7. Give two examples of “representations” in an interface: one that is natural or realistic, and the second, which is symbolic or metaphoric.
8. Show by an example how a “genre” brings the user certain expectations about form, function and use.
9. Is it really possible to have a “culture free” or “universal” interface that works well for nearly everyone. Argue pro or con (there is no absolutely right answer – so pick a stand)
10. What to your thinking is the most important element you have studied about a user interface. Briefly, defend your choice.