



Fill in the blank with the appropriate word(s)

1. By interface metaphors we mean _____.
2. The two categories of acceptability are _____ and _____.
3. A _____ is a number of sketches showing how users navigate a system.
4. In the _____ evaluation approach no users are involved.
5. _____ VR systems are cheaper and available to the ordinary end-user.
6. Attention depends on _____ and _____.
7. _____ is a kind of evaluation which happens in a controlled environment.
8. Traditional HCI was concerned with supporting _____.

Answer the following questions

1. Discuss the short-term memory and its parts.
2. Discuss the issues a speech-recognition system might face.
3. Discuss how the neurological responses are used for measuring affect. What are their advantages and disadvantages?
4. Discuss the emotional model of affective computing.
5. In classical software engineering, what were the differences between functional and non-functional requirements?
6. When designing a groupware, what are the differences between a small team and an organization?
7. What are the cons and pros of field studies during evaluation?
8. Explain what the lagging problem in VR systems is.
9. Discuss the characteristics of a community groupware and provide an example.
10. Discuss the benefits of the hierarchical task analysis.



Write (True) or (False) next to each statement and if false, correct the underlined word(s)

1. Most HTA plans are of the mixture type.
2. A VR system enhances reality.
3. During recognition, the memory is accessed to retrieve the necessary information.
4. Haptic memory is the one for touch stimuli.
5. Alphabetic keyboards are the fastest keyboard arrangement.
6. Observations were originally a sociology method but is now used in HCI research.

Assistant Lecturer

Beeza A. Asim