

HCI Test 1

Sep 24, 2008

Name _____

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Closed Book, Closed Note [75 min]

1. [8 points] Consider the attached form, an application for the Miner Fit Club. Identify 4 problems with the graphic design (including layout and typography) and say why each is a problem. Try to relate your comments to general principles of human perception and graphic design.

2. [3 pts] Imagine a team considering two subtly different alternatives for a graphic design. Francine says “honestly, no one in the user population would ever be consciously aware of the difference, so let’s just pick one”. Her co-worker Alberto replies “that’s true, but making the right choice still matters”. Justify his response..
3. [8 pts] True or False
- T F Color is especially useful in displays that have high information density.
 - T F RGB color descriptions are standard, so the same RGB color will always appear the same way on all displays.
 - T F Humans have 3 types of color receptors.
 - T F Blue is a good color choice for thin lines and text.
 - T F Insufficient contrast between text color and background color can make text hard to read.
 - T F Blue and red should not be adjacent on displays simply because of the emotional associations of the two colors in Western culture.
 - T F The most common form of color blindness is blue/yellow color blindness.
 - T F Saturated colors are good for drawing attention.
4. [2] Taylor’s “Scientific Management” was focused on making factory workers more efficient. Name one of the principles or methods of Scientific Management that is still very relevant to user interfaces today.
5. [3] Fitts’ Law predicts movement time as a function of three factors. What are they?

6. [12] Briefly define and illustrate:

a. Haptic

b. The gestalt principle of closure

c. Pop-out

d. Augmented reality

e. Serif

f. Softkey

7. [4] True or False

T F Good interface design can positively impact market success

T F Good interface design can improve reliability

T F Good interface design can improve efficiency

T F Good interface design can improve user satisfaction

8. [3] Imagine that you need to remotely control a robotic car driving across the desert. You have a display showing the current location and direction of the car superimposed on a map of the terrain, updated continually by GPS information transmitted from the car. To control the car which would you prefer: a joystick or a mouse? Why?

