

# Quiz 7, on Sections 11.1-11.3 and the lectures

## Tuesday, June 12th, 2012

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Name and student ID:

Answer each of the following questions concisely, within the number of words/sentences specified in parentheses after the question. No sentence should be longer than 2 lines (unless you have unusually big handwriting). Any text that goes beyond these limits will be ignored!

Show that you have learned something from the textbook and the lectures; avoid generating answers on the basis of common sense or prior knowledge.

There are 7 questions, but only the 6 best answers will be counted, at 1/2 point each.

- 1 Explain how a prototype that was no more than a simple block of wood influenced the history of an entire class of interactive systems. (One or two sentences)

The case is discussed briefly in 11.2.1, and it was discussed in some more detail during a lecture.

- 2 Give two examples of *widgets* that are commonly used in graphical user interfaces. (Two names of widgets)

Since widgets are not discussed significantly in the assigned reading (or indeed in the rest of the book), the knowledge would come from CogTool or previously acquired knowledge. Any widget included in CogTool is fine. Any other “commonly used” widget that is recognizable as such is also OK.

- 3 Suppose you hear someone claim that CogTool is a tool for creating *high-fidelity prototypes*. Briefly state two arguments against this claim. (Two sentences)

Table 11.1, Section 11.2.4

Some obvious points:

- a. It's hard to make a prototype that looks a lot like the real system with *CogTool*.
- b. It's hard to make a fully functional prototype with CogTool.

Any other point from Table 11.1 (advantages of high-fidelity prototyping) is also OK.

- 4 How could you use the *Wizard-of-Oz* method to evaluate the user interface design of a novel intelligent system that offers a critique of a poem that the user has written? (Two sentences)  
11.2.3 in book  
Slides 6-7 of June 6<sup>th</sup>; examples of Wizard-of-Oz were discussed in the lecture.
- 5 How could you use a *storyboard* as a *low-fidelity prototype* for evaluating the design mentioned in the previous question? (One or two sentences)  
11.2.3 in book.  
Slide 3 of June 6<sup>th</sup> and discussion in lecture.
- 6 Give an example of a method that has been used to increase *empathy* (Einführung) of designers with potential users. (One or two sentences)  
11.3 in book, especially Box 11.2.
- 7 Chapter 11 discusses several questions that designers should ask themselves when choosing an appropriate *metaphor* to use along with a conceptual model. Formulate one of these questions. (One sentence)  
11.3.1 in book.