HUMAN-COMPUTER INTERACTION

Dr. Mari Carmen Puerta Melguizo

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Name _____ student number_____

0. Are you planning to participate in the course of User Interface Design?

1. Define Human-Computer Interaction.

2. Define Cognitive Ergonomics and Social Ergonomics.

3. When considering the Human (the users), what are the major aspects to study in HCI?

4. Describe briefly the Cognitive Complexity Theory (CCT) of Kieras and Polson

5. Define Sensation and Perception.

6. Explain the three **processes** of memory

7. Define sensory memory and its general characteristics.

8. Define structural and functional mental models.

9. What are the main 4 functions of mental models in using Complex Systems?

10. What are the three main activities in the design process?

11. When ethnographic methods are used in the design of complex systems, the groups under investigation are the **"communities of practices"**. Define "communities of practices".

12. Define User Virtual Machine (UVM). Describe the three main aspects that are specified in the UVM.

13. Describe the three sources of knowledge used during the design space analysis.

14. Describe the three approaches of prototyping.

15. Describe three of the Usability Heuristics listed by Nielsen (1993).