

CSCE 436: Exam 2 Study Guide

General

Know the steps of the gulf of execution and the gulf of evaluation and be able to map from a description of an interface to the steps. Think about this in terms of the types of interfaces we have discussed the second half of the semester.

Know how to identify physical, cognitive, and social issues in a proposed/instantiated interface. Think about this in terms of the types of interfaces we have discussed the second half of the semester.

Multimedia Interfaces

Know the difference between and how to identify symbolic vs. non-symbolic content and static vs. dynamic content. Be able to discuss interface design issues related to these distinctions and generate examples of each type of content.

Ubiquitous Interfaces

Be able to identify, explain, and discuss design issues related to users having many devices, the coordination of activities across multiple devices of different scales, and the use of personal and group devices as part of the same activity.

Tangible Interfaces

Know advantages and issues and be able to identify/discuss/design based on these. Be able to discuss transitioning between traditional WIMP (windows, icons, menus, pointer) interfaces and tangible interfaces.

Mobile Interfaces

Know issues related to attention, device size, limited connectivity, and varied precision of location data. Be able to answer questions related to input and output modes and common applications.

Wearable Interfaces

Be able to identify, explain, and design based on challenges related to physiology, social acceptability, privacy, and data overload. Be able to answer questions related to input and output modes and common applications.

Crowds Interfaces

Understand acceptance issues (and concepts like [social] network effects, long-tail distributions, etc.) and their impact on different types of applications. Be able to identify, discuss, and design based on challenges in dividing large tasks into smaller ones, coordinating the performance of the smaller tasks, and maintaining overall quality while having high variability in quality of work on small tasks.

Software Developments Interfaces

Understand how all our discussions to this point can be brought to bear on interfaces aimed at supporting software design, development, testing, and maintenance. This can be for individual or groups of software designers/developers and interfaces supporting communication between the software developers and the stakeholders/users.