

i About the examination



EXAMINATION

Course code and name:

ITI41520 Interaction Design

Date and duration:

12.12.23, 4 hours, 15 min

Lecturer:

Juan Carlos Torrado Vidal

Aids permitted:

No supporting materials allowed.

About the exam:

All questions must be answered.

Results:

The examination results are available in Studentweb 02.01.24.

1 What is Interaction Design?

Give a brief definition (2p).












Fill in your answer here


Maximum marks: 2

2 What is Human-Computer Interaction?

Give a brief definition (2p).

Fill in your answer here

Format ▾ | **B** *I* U x_2 x^2 | I_x |   |    |   |   |  |  |
















Words: 0

Maximum marks: 2

3 What is an interface?

Give a brief definition (2p).

Format ▾ | **B** *I* U x_2 x^2 | I_x |   |    |   |   |  |  |  |



Words: 0

Maximum marks: 2

4 What are the three main HCI paradigms?

Name the three main HCI paradigms (2p) and answer the following sub-questions:

- What is a research paradigm? (2p)
- What is the relationship between HCI paradigms and its history? (4p)

Fill in your answer here









Maximum marks: 8

5 What is a prototype?

Give a short definition of "prototype" (1p) and answer the following subquestions:

1. Discuss different types of prototypes (2p)
2. Discuss different prototyping techniques (2p)

Fill in your answer here

Format | **B** | *I* | U | x_2 | x^2 | I_x |  |  |  |  |  |  | Ω |  |  | Σ |

Words: 0

Maximum marks: 5

6 Emancipatory HCI

Why are researchers interested in the "emancipatory nature of HCI"? (4p) What is the relationship between emancipatory topics of HCI and the HCI research paradigms and participatory design in Norway? (4p)

Fill in your answer here

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Words: 0













Maximum marks: 8


7 The three paradigms of HCI

Choose 1 of the 3 research paradigms in HCI and describe it (4p), and answer to the following sub-questions

- How does it understand man-machine interaction? (1p)
- What is the role of design in this paradigm? (1p)
- What is the goal of this paradigm? (1p)
- What are the differences with the other paradigms? (1p)

Fill in your answer here

Format ▾ | **B** *I* U x_2 x^2 | I_x |   |    |   |   |  |  |  |



Words: 0

Maximum marks: 8

8 Universal Design

Name the 7 principles of Universal Design (2p) and describe them using examples (4p).

Fill in your answer here

Format ▾ | **B** *I* U x_2 x^2 | I_x | | | | Ω | | Σ |










Words: 0


Maximum marks: 6

9 Interaction and interfaces

What is the difference between interaction and interface? (3p) Name and describe with examples 3 interaction types and 3 interface types (4p)

Fill in your answer here

Format ▾ | **B** *I* U x_2 x^2 | I_x |   |    |   | Ω  |  | Σ |












Words: 0


Maximum marks: 7

10 The process of Interaction Design

Describe the process of Interaction Design. List the phases that it contains in order (or possible orders) and then explain what those phases are. (6p)

Fill in your answer here

Format | B | I | U | x_2 | x^2 | I_x |  |  |  |  |  |  |  |  |  |

Σ |  |

Words: 0

Maximum marks: 6