

## i About the examination



## EXAMINATION

**Course code and name:**

ITI46317 / ITI46318 Interaction Design

**Date and duration:**

5.12.18, 4 hours

**Lecturer:**

Susanne Koch Stigberg

**Aids permitted:**

No supporting materials allowed.

**About the exam:**

All questions must be answered.

**Results:**

The examination results are available on Studentweb 27.12.18.

## 1 What is Interaction Design?

Give a brief definition.

Fill in your answer here












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Maximum marks: 1

**2 What are the main phases in an Interaction Design project and what methods and techniques are central in each phase?**

Give a brief explanation of each of the methods and techniques you choose to highlight.

Fill in your answer here












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

Words: 0

Maximum marks: 8

**3 What is an interface?**

Give a brief definition and describe the desktop paradigm.

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Maximum marks: 5

#### 4 What are (human-computer) interactions?

Give a brief definition and answer the following subquestions:

1. What interaction types are described in the course literature?
2. What are the four use qualities related to interactions as defined by Löwgren?

Fill in your answer here

Maximum marks: 8

#### 5 What are prototypes?

Give a short definition of prototype and answer the following subquestions:

1. How can prototypes be categorised?
2. Why do we need prototypes?

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Words: 0













Maximum marks: 8

## 6 Discuss user participation in interaction design projects

Why should users be included in the design process?

What roles can they be given in an interaction design project and what is the rationale for each role?

**Fill in your answer here**

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Words: 0











Maximum marks: 10

## 7 The three paradigms of HCI

Harrison, Tatar and Sengers define three paradigms of HCI: Human-Factors, Classical Cognitivism / Information Processing Based and the Third/ Phenomenologically-Situated Paradigm.

Describe briefly each approach and highlight differences in term of metaphor of interaction, goals, ways of knowledge and purpose of design.

**Fill in your answer here**

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Words: 0

Maximum marks: 10

## 8 How do we use theory in HCI?

Describe 2 HCI theories and explain how each can be used in HCI research.

Fill in your answer here

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Words: 0

Maximum marks: 10