

CMSI 370

INTERACTION DESIGN

Fall 2006

Midterm Review Sheet

The midterm will take place as scheduled, on October 5. It will be open book, notes, and handouts, but not open computer. This guide should help you to prepare for it properly.

Covered Material

The midterm covers the following areas, including all handouts and sample code that have been distributed in support of this content:

- Chapters 1 and 2 in Shneiderman/Plaisant
- Chapters 2 and 5 in Nielsen
- Chapter 1 in Norman
- Java Swing API topics
 - Overall structure of a Java Swing application
 - Swing layout managers, and how to achieve various display presentations using them
 - Swing event model: general architecture and behavior

Sample Tasks and Questions

The following represent the types of questions or tasks that you may be asked to accomplish:

- Prioritize the five usability metrics for certain categories of systems
- Evaluate a given interaction design based on certain guidelines, principles, and/or theories
- Analyze and “diagnose” an interaction design problem (user confusion, persistent user errors, user difficulty with learning something, etc.) using certain guidelines, principles, and/or theories
- Make and justify interaction design decisions for a given use case based on certain guidelines, principles, and/or theories
- Show how to accomplish a certain layout or display presentation using Swing
- Explain how to implement certain user interface behaviors in Swing