English questions

1. Compare direct perception with gestalt perception. Is any of these better to use in design? Discuss this issue using good arguments and concrete design examples. (4p)

2. How do we remember and how do we forget? How should we design a system to make it easier for users to remember and more difficult to forget? (4p)

3. Describe human error and discuss suitable solutions to reduce action slips. (4p)

4. Describe main aspects of activity theory and give some concrete examples of design that follow the principles of activity theory. (4p)

5. Why is feedback important in the interaction between a user and an IT-support system? Which problems can occur if we do not provide enough feedback? Give an example of a concrete work situation where feedback is important and describe how a solution that provides good feedback could be designed for that situation. (4p)

6. Describe a method for usability evaluation of computer support systems. What does the method consist of? Who participate in the evaluation and which are their roles? Which usability aspects can the method catch and which aspects has the method problems to catch? (4p)

7. In a user interface for professional users, where users use the system frequently, it is often important to show much information simultaneously. If so, there is a risk to cause confusion, to make the interface difficult to understand and to identify important information etc. In such situations it is very important to design both the screen presentation and the interaction in an optimal way. Give at least four important advices to an interface designer about how to design for high usability in such a work situation. Motivate your advice in terms of human-computer interaction theories. (4p)

8. How can the design of a user interface influence the work environment at a work place? Describe some important types of work environment problems that can occur in computer supported work, and how such problems can be reduced through good design. (4p)