CS 321 Human-Computer Interaction

Reading Questions for Wednesday

Answers to these questions are due the class in which the discussions will take place.

Since these questions are to help you prepare for class discussions, any late assignments will not be accepted, so please do not ask.

Guidelines for reading questions:

1. Some reading questions are straightforward and can be answered directly from the reading. Important: if you use passages directly from the text, use quotation marks and cite the page.

2. Not all answers will come verbatim from the reading. Some questions will require thought, so be sure to consider what the question is asking.

3. Answers must be word-processed, and should be well formatted, spell checked, and free of grammatical errors. Be sure to use at minimum a 12-point font.

4. There will be a total of 25 points possible for the prepared reading questions.

5. Up to 5 points can be deducted for spelling and grammatical errors.

6. 5 points will be for presentation design – is it easy to find the information and understand it.

Example of poor presentation design:

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Reading Assignment:

- "The Psychopathology of Everyday Things" by Donald Norman
- BDS (Bringing Design to Software): Ch. 2 & Ch. 3 (always include the profiles at the end of each chapter)

1. Define "metaphor" and give an example that is not in the reading.

2. What is the important role of metaphors according to Liddle?

3. In the article "The Role of the Artist-Designer", the author's make the statement "Content and form are inseparable"

   a) What do they mean by this statement?

   b) How does this relate to designing computer interfaces?

4. If you last name begins with A – L Select an object (an artifact) that you consider to be *well designed*. If you last name begins with M – Z Select an object (an artifact) that you consider to be *poorly designed*.

   Describe the object and tell why you like it or do not like it.

   Do not describe a class of objects, but rather a specific object.

   You **must use** the following terms defined by Norman to describe the object:

   a) affordances

   b) constraints

   c) visibility

   d) feedback

   Bring the object or a picture of the object to class with you for the discussion session.