# CS 321 Human-Computer Interaction

## Discussion Questions

Part of this experience is learning about concepts in HCI. Another Part of this experience is learning how to work in a group and develop a group process.

The Group Process:

1. For each small group discussion the group must choose a group leader, a group recorder/reporter, and a rat hole watcher.

2. These positions must change for each discussion so that everyone will do each of these tasks at least once.

3. The recorder/reporter is responsible for taking notes and reporting on the group's ideas when the discussion period is over.

4. The group leader is responsible for making sure everyone has an opportunity to voice an opinion and to manage the group's discussion time so that each question is discussed.

5. The rat hole watcher makes sure the conversation stays on topic. This person has the power to stop the conversation and get it back on track.

Grading:

5 points will be awarded for being part of the discussion group. An extra point will be given to each of the group roles.

**Important:** The group reporter is responsible for handing in the discussion notes, a list of the group members present that indicates who was the reporter, who was the leader, and who was the rat hole watcher.

Note: Be careful not to spend too much time on questions 1-3

1.      Think of a way to place a sheet of newspaper on the floor, so that when two people stand face-to-face on either end they will be unable to touch each other.  You may not cut or tear the paper and you may not restrain the people in any way.

2.      Single Line Exercise

A. By adding a single line to the Roman numeral seven, turn it into an 8:

# VII

B. By adding a single line to the Roman number nine, turn it into a 6:

# IX

3.      Consider the following situation. There is a pipe attached to a piece of wood, inside the pipe is a ping-pong ball that just fits (there is no space between the pipe and the ball). The piece of wood is secured to the floor. Your job is to remove the ping-pong ball without damaging it. You have at your disposal a piece of string, a box of Corn Flakes, and a wire hanger. How would you get the ping-pong ball out?

4.      What is the point of the above exercises? What is creative thinking?

5.      There are many "mental locks" that can inhibit creativity. Identify two mental locks.

6.      Card Exercise: For the Creative Card your group is given, come up with an idea for the eAdvisor Project.

7.      Schon & Bennett discuss the idea of being "reflective" while designing. What is the difference between being reflective in action, reflective on action, and reflective on practice?

To what extent are you reflective about what you do in your computer science courses? Do some conditions impede relfection?

8.      In discussing a course to teach design, David Kelly states on page 155:

For me the important thing is to set up an environment that makes it okay to try things and explore… . We're going to reward a spectacular failure in the same way we reward a success.

Discuss how you might create a software design course with this kind of environment.