

### ***Exam 3: Things you should know.***

What is the difference between low fidelity and high fidelity prototypes?

What is the difference between vertical and horizontal prototypes?

What is a "wizard of oz" prototype?

When would you use a storyboard prototype? When a sketch? Or a card-based prototype?

What are dangers with high-fidelity prototypes?

What is evolutionary prototyping? "throw-away prototyping?"

How can software support prototyping?

What is a formative evaluation? What is a summative evaluation?

Know the characteristics of usability testing, field studies, and analytical evaluations.

How did communication in HutchWorld evolve due to evaluation with initial designs?

What was unique about the 1984 Olympic Messaging System evaluation? What was learned?

List five practical issues in evaluation.

List the rights of participants in evaluations.

What is an informed consent form?

What is the Institutional Review Board's purpose and process?

Identify IRB issues that are likely to occur in CHI-style evaluations.

What is usability testing? What is measured?

How are experiments related to usability testing?

List differences between usability testing and experiments for research.

Describe the process of a typical usability evaluation.

What is the usability engineering orientation to evaluation?

What is the purpose of an experiment?

Be able to identify the dependent and independent variables of a study.

Be able to explain differences between and trade-offs among different participants, same participants, and matched participants experimental designs.

What is a latin-square study design used for?

Know when to use a T-test, a paired T-test, an ANOVA, and a Chi square analysis of data.

What is a heuristic evaluation? Who performs it? What is the process?

What is discount evaluation?

What is a cognitive walkthrough? How is it different from a heuristic evaluation?

How does the cognitive walkthrough relate to Norman's gulf of execution and gulf of evaluation?

What is a pluralistic walkthrough?

What is GOMS? What does GOMS stand for?

What does the keystroke level model enable?

What does Fitt's law predict?

What is Hyper-Hitchcock? What was it used for?

What is information triage? What is spatial hypertext?

What is a user model? How do individual and stereotype models differ?

What is programming by demonstration?

Know the basic ideas from the short papers.