

CMSI 370

INTERACTION DESIGN

Fall 2009

Midterm Review Sheet

The midterm will take place, as scheduled, on October 13. It will be open everything: book, notes, handouts, and computer. As such, we'll hold the midterm in the Keck lab.

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, 4, and 5 in Nielsen
- Chapters 1 and 2 in Norman
- Java Swing API topics
 - Overall [recommended] structure of a Java Swing application
 - Swing layout managers, and how to achieve different display presentations and arrangements using them
 - Swing event model: general architecture, naming conventions, and behavior

Sample Tasks and Questions

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

- Relate a given case and/or situation to the overall interaction design picture of a developer's mental model matching the user's mental model through successful design of the system's image
- Prioritize the five usability metrics for certain categories of systems
- Analyze and/or evaluate a given situation or 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
- Debug/fix Java/Swing code