

Week 3 Questions

1. Give a brief explanation of the Eight Golden Rules of Interface Design.
2. Describe how the principle of consistency can be applied to interface navigation, display organization, and data entry.
3. Describe some ways an interface designer might accommodate different usage classes (Novices, knowledgeable intermittent users, and expert frequent users) in one system.
4. Name ways a designer can successfully make a user aware of an abnormal condition or of time-dependent information.
5. Express how careful study of user tasks and their frequencies shapes interface design.
6. Summarize the advantages and disadvantages of the five primary interaction styles.
7. Describe design characteristics that help prevent user errors and make them easier to correct.
8. Describe Norman's 7 Stages of Action and Four Principles of Good Design.

Terms and Concepts to Know:

1. Eight Golden Rules of Interface Design
2. Irreversible actions
3. User memory load
4. Task Analysis
5. Gulf of Execution
6. Gulf of Evaluation
7. The Five Primary Interaction Styles: Direct manipulation, menu selection, form fill-In, command language, natural language
8. Internal locus of control
9. Normans' 7 Stages of Action
10. Norman's Four Principles of Good Design