Recap

The following questions give the opportunity to recap important concepts and topics of this year's „Interaction Design" lecture. It can be helpful to go throught the questions thoroughly. In contrast to the following tasks, the questions of the exam will be less example-based and rather aim to ask for the knowledge as well as the understanding of the introduced topics.

Task 1:
Under which circumstances would you use System Design? Use a self-chosen example to explain individual components and their relationship.

Task 2:
Choose an example and use it to briefly explain Bill Verplank's model of Interaction Design.

Task 3:
On the right you see a linear and a pie menu pop-up. The red cross indicates the pointer position when the menu pops up. Calculate which menu is faster if a user selects "0", "4" and "7" during a task. Note that the user has to right click to see the menu before each selection.
Use a = 100ms and b= 200ms.
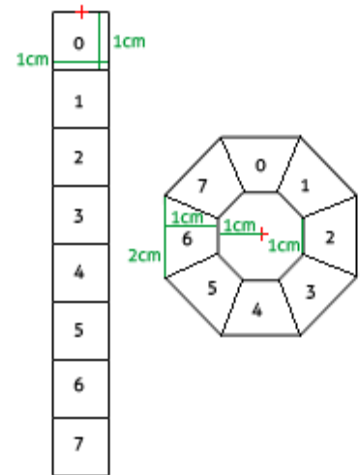
Task 4:
Compare paper prototyping, video prototyping and sketching in hardware. Take into account cost, complexity, goal etc.
When would you use which technique?

Task 5:
Give an example for different prototypes with low-fidelity and low resolution, low fidelity and high resolution, high fidelity and low resolution and high fidelity and high resolution. Explain the differences between the prototypes and describe during which step of the design process you would use the different kinds of prototypes.

Task 6:
Have a look at Munich's public transport system (MVG) and describe the service they provide by giving examples for front stage as well as backstage services.