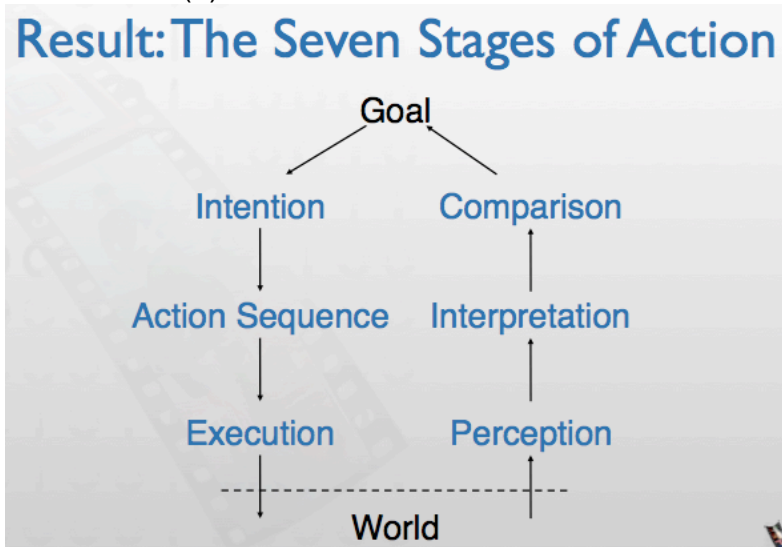All examples needed to be given not from Norman's book or from the lecture's slides!

1. Explain false affordance and give an example. (2)

2. What is the purpose of constraints? (1)

3. Describe the four constraints and give for two of them an example (6)

4. Give an example for a gulf of the seven stages of action for each side and **label** transition (4)

5. Explain the wizard of oz and benefits of using it (2)

6. Explain and give an example of a natural mapping (2)

7. Fill the table (in context of UI): (3)

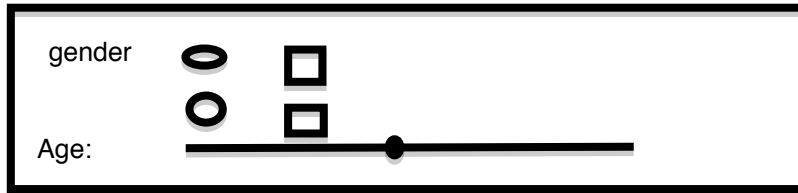| time (sec)	explain	example
0.1		
1		
10		

8. Give an example for each node of the DIA and benefits of using DIA.

9. What are the two most important questions, which you should ask before designing something? (2)

10. Explain the three prototypes and give benefits of using each of it:
      a. paper prototype
      b. software prototype
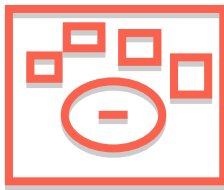
      c. storyboards

11. three interface + agree or disagree (6) - 10 golden rules of Interface Design

12. Forcing functions with examples

13. Design princicples: (6)

14. Describe the UI (2)

15. Agree or disagree (explain why!) Note: the right answers were: disagree to all of that.

    A) The new design is needed to be made. Is it a good idea to give it to Ben for
    improvement? He has already taken a course of DIS 1.
    B) Is it a good idea to give it for improvement to a person who will use it later (user)?
    C) The ONLY possibility to make a good product is to make it for a special user group.

16. Florian needs to make a prototype for his design, but he is afraid that he'll need to make a new prototype for each window. How can he limit this? Give two examples (2)

17. Simon wants to make a copy of assignment and put the empty bottle of water garbage can. Garbage can and copy machine stay next to each other at the end of corridor. So he takes an empty bottle and a paper, put the bottle into can and goes back to office without making a copy. What type of slip it is? Explain why.

18. Information content in UIs