**Test 1 Possible Topics**

- My intro to HCI notes: HCI, multimodal interface, affordance
- ch. 1: basic facts about human relevant to user interface -- vision, reading, hearing, touch, movement, memory
- My supplement to ch. 1 notes: Gestalt principles, individual differences
- All my Java notes and real-estate tool example: frameworks, event models, model-view-controller, widgit toolkits, sample Java code
- ch. 2: input devices (keyboards, speech, mouse)
- ch. 3: Gulf of Evaluation/Execution, interaction styles (command line, menu, etc.)
- ch. 4: Usability paradigms: direct manipulation, metaphor, multimodality; Usability principles (predictability, etc.)
- my notes on Usability Engineering: formative vs. summative evaluation, usability specifications, star life-cycle
- ch. 5: software lifecycle (traditional vs. for interactive systems), design rules (guidelines vs. standards, limitations of guidelines), prototyping
- my notes on interface design: conceptual vs. physical design, user profiles, gulf of evaluation/execution applied to visual design, example guidelines: 8 golden rules, gestalt principles, color, menus, forms
- my notes on ch. 6.1-6.5: motivation for user requirements modelling, stakeholders, participatory design
- ch. 6.6: cognitive models in general, GOMS,CCT, BNF, TAG, KLM

**Test 1 Possible Question Formats**

- Knowledge (concepts, simple facts) recognition: True-False, Multiple choice, matching items in one column to items in another column
- Knowledge elaboration: give examples of concepts (very short written answers)
- Writing (or interpreting) BNF or TAG rules
- Interpreting GOMS, KLM or CCT model
- Interpreting Java implementation of user interface code
- Writing or analyzing usability specification
- Analysis of interface design:
  - example: apply Gestalt principles to sample interface
  - example: apply design guidelines to sample interface
  - example: apply user profile to evaluation of input devices of system