IST 331H-Section 1- Fall 2003
Quiz on Groups

Name: _______________________________________________

Please answer the following 10 questions – 2 point each, scaled to 20% of the course.

1. List two goals that a web designer might hope to accomplish when analyzing important web site tasks with a task analysis (such as the Keystroke Level Model or GOMS)?

2. Estimate how long will it take Ritter to pack his office for the move to the new building. Note your assumptions.

3. List three ways to improve overall player payoff in the prisoner’s dilemma game.
4. Note two ways that groups be organized to reduce social loafing.

5. How should groups be organized?

6. Make two distinct points arguing in favor of and two distinct points against the value of computer-supported cooperative work as compared with direct, face-to-face communication (you may use specific examples of implementations or domains of Computer-supported cooperative work, if you wish).

7. Sketch and label an effective social network for writing a group report.
8. Give and explain two ways in which an organization can overcome the problems of a system with poor usability.

9. When should you do post-hoc interface evaluations?

10. Over the class you have learned a lot of material. What was the most important and interesting of this material? What additional material would you have taught in the class if you could choose?