1. What is habituation? Give an example involving perception and one involving the use of a computer interface.

2. Contrast formal and informal channels for information seeking. Give one example of each.

3. Describe the primacy and recency effects.
4. Name two ways (based on the material in IST331) a web master can help users learn from their web sites.

5. Name two ways that an eye is like a camera, and two ways that it is not like a camera.

6. What is an affordance? Describe an affordance in the physical world and one that can be provided in a computer interface.

7. When does learning stop?
8. Describe Fitts Law, at least noting the variables in it.

9. What are two implications of Fitts Law for interface design?

10. Contrast declarative and procedural memory.

11. Describe one way that advertising might work to increase the sales of a product.
12. Describe one time when someone does a task repeatedly that you won’t see a classic learning curve.

13. How can designers help reduce the number of errors users make (give two ways)?

14. Describe two ways to make an object appear far away in a computer display.

15. When should system designers devote a lot of time to studying the users (give two situations)?
16. Pretend you are grading a lab report. Correct this bit of material (finding up to four mistakes, numbering them):

The subjects' performance got much worse with time as shown in Table 1.

Table 1. Problem solving time and model steps for individual trials for the fifth best matched and our smartest subject, Robert.

17. Describe two fields related to HCI and note how they are different from HCI.
18. What is a common typing speed in ms/keystroke? (explain your answer as well.)

19. Give three ways that Power Point or Keynote presentations can be improved by what you have learned in class, class readings, or in the labs.

20. Describe an example where the user’s and the designer’s mental model of the task or system were different, and this led to a problem.