1. Explain user-centered design (UCD) and why should it be used?

2. Give two situations when system designers should spend time understanding users.

3. Justify why studying psychology is important to improve computer technology.
4. Name and explain three important guidelines/recommendations that are considered when determining the quality of a software design.

5. What are the ABCS?

6. What is haptic perception?

7. State Fitts’ Law.
8. Distinguish between sensation and perception. Why this distinction is it useful?

9. What important tradeoff in interface design does signal detection theory highlight?

10. Explain the terms “Brightness”, “Saturation”, and “Hue” for color description.

11. Give one example on the application of vision to interface design to take advantage of how eye searches.
12. Discuss the different stages of knowledge that can be distinguished in information processing theory.

13. Explain primacy and recency effects of memory.

14. Distinguish between declarative and procedural memory.

15. Describe and draw the shape of the learning curve.
16. Why are multiple choice exams seen as easier than short answer exams?

17. Which basic ethical precaution do you have to take when running an experiment involving human subjects?

18. How can cognitive simulation support interface design and what are its limitations?

19. Give three practical ways to improve the readability of a text on a computer screen.
20. How can understanding of user’s mental model help design better interfaces?