5   Interaction Design (HG)

(*a*)   During a practical session you were asked to create a working Weather App for a chosen primary stakeholder that works on a desktop or a laptop. This was supposed to be done in three stages: (i) gathering requirements and data, (ii) designing a Low Fidelity (Lo-Fi) prototype, and (iii) implementing a High Fidelity (Hi-Fi) prototype.

Explain the difference between Functional requirements, Non-Functional requirements, and Data requirements. Give examples of Functional, Non-Functional, and Data requirements for the Weather App.   [6 marks]

(*b*)   Explain what Heuristic Evaluation (HE) is. Evaluate the page provided in the figure below using Heuristic Evaluation by explaining which heuristics have been violated and how, and provide a severity rating with reasons.   [6 marks]

(*c*)   Explain what GOMS analysis is used to predict. List the steps involved in a GOMS analysis and describe what the GOMS Keystroke-Level Model (KLM) is. Explain three limitations of GOMS analysis.   [8 marks]