

## 2001 Paper 7 Question 10

### Advanced Graphics and HCI

- (a) Name *two* interaction devices or techniques already in widespread use at the time the mouse was developed. How was the mouse related to *each* of them? Describe *two* ways in which the mouse has influenced usability evaluation theories. [6 marks]
- (b) Using *two* Cognitive Dimensions of Notations as examples, describe how *each* could influence some design decision involved in the user interface of a presentation software product (Microsoft PowerPoint is an example of presentation software). [4 marks]
- (c) Describe a simple model of human cognition, at the level of functions such as “long term memory”. How do the evaluation methods of KLM, GOMS, Cognitive Walkthrough, and Heuristic Evaluation relate to this model? [10 marks]