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]