

## 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]

The screenshot shows a web form titled "Order Search". Below the title is a horizontal line. Underneath the line is the instruction: "Use this page to find an order. Enter only one of the below fields with the requested information and click 'Search'." Below this instruction is a dark orange header bar with the text "Search Criteria". Underneath the header bar are three input fields: "Order number:" followed by a single text box; "Sales person:" followed by a single text box; and "Customer Phone:" followed by three separate text boxes. At the bottom of the form are two buttons: "Search" and "Reset".

- (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]