

March 16, Sensing and User Models – Designing Interactive Systems

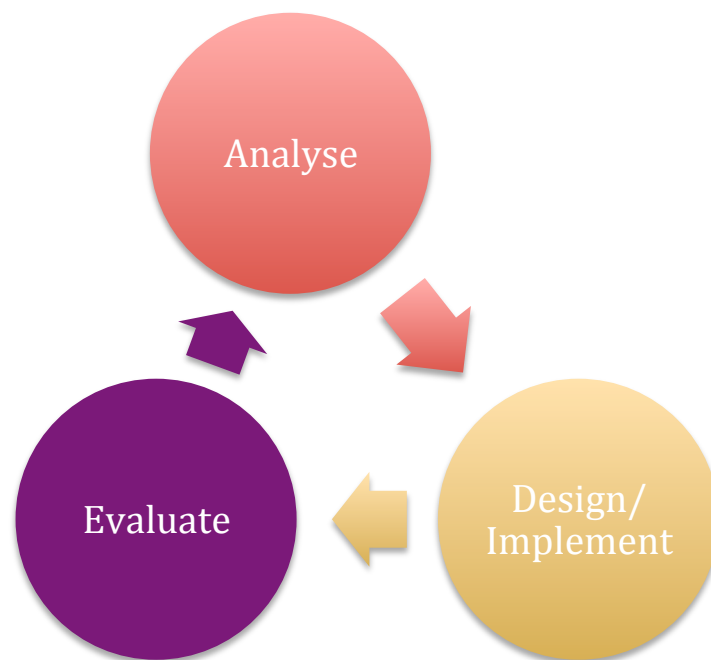
Name

Matrikelnummer

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1) Name the three iteratively repeating process steps of User Centered Software Design. Put them in the right order! (4 points)



2) Name three principles of User Centered Software Design (3 points)

1. **Understand users, their tasks and environment**
2. **Involve users in design**
3. **User-centered evaluations are part of the design process**
4. Iterative design process
5. Complete user experience (not only functionality)

6. Design team is interdisciplinary

3) Stakeholder Analysis: Consider a flight entertainment system. Think of it as small touch-interface computers for every flight passenger. End users are the flight passengers.

3a) Who else is affected? (Name one type – 1 point)

For instance: Flight attendants (need to advise people on usage)

3b) Who else will influence how the final system looks like? (Name one type – 1 point)

For instance:
IT department
Decision makers (marketing, customer relations)

4) What aspect of work, in work modelling, is captured in an artefact model? (1 point)

Represents documents and physical objects that users interact with (which they create, or use).

5) What is a vertical prototype? (1 point)