Name, Surname   :
Student ID   :   *KEY.*
Course Code   : 482031100001203
Title   : HUMAN COMPUTER INTERACTION
Assessment   :   ☐ Quiz   ☐ Midterm   ■ Final
Date   : 9.5.2018 10.00

Q1) (10pt x 7 = 70 pt) Pick one keyword from the table for each blank.

i.	Designing interactive products to support the way people communicate and interact in their everyday and working lives is called ...INTERACTION..DESIGN	USER-INTERFACE DESIGN
		☒ USABILITY ENGINEERS
		UBIQUITOUS COMPUTING
ii.	Design interfaces to have similar operations and use similar elements for similar tasks is a requirement for ....USABILITY....................	AUGMENTED REALITY
		BATCH PROCESSING
iii.	..USABILITY....ENGINEERS.. are the people who focus on evaluating products, using usability methods and principles.	☒ INTERACTION DESIGN
		☒ MULTIMODALITY
iv.	......ACCESSABILITY........ is higher when a product is usable by many people.	☒ USABILITY
v.	..CONTEXT..AWARE..COMPUTING refers to a general class of mobile systems that can sense their physical environment, and adapt their behavior accordingly.	☒ CONTEXT-AWARE COMPUTING
		USER-EXPERIENCE DESIGNERS
		VISIBILITY
vi.	In ....VIRTUAL..REALITY.., the experience aim is immersion, engagement, and interaction.	INTERFACE DESIGN
		☒ ACCESSABILITY
vii.	........MULTIMODALITY.......... is the emphasis on simultaneous use of multiple channels for input and output.	☒ VIRTUAL REALITY

Q2) (10 pt) Usability means ......EASY To LEARN , EFFECTIVE To USE...... and provide an enjoyable experience.

Q3) (20 pt) What do we mean by "Cannot design a user experience, we can only design for a user experience"? Explain briefly.

- Keep people (users) in the design phase
- Develop prototypes and ask users to get feedback, and develop iteratively again to increase the experience.
- Measure the user operation (action) times, and try to facilitate the actions of experienced user.