Study Guide First Midterm

Chapter 1
- usability requirements
- motivations for usability, aspects of usability, classification of different systems by area of use
- hard and software diversity

Chapter 2
- display organization
- how to get user’s attention
- knowing the user, classification by skill level
- eighth golden rules
- preventing and handling errors

Chapter 3
- pillars of design, design as a cycle
- development methodologies
- legal issues in the design process

Chapter 4
- expert reviews
- usability testing
- survey instruments

Chapter 5
- grammars
- interface building tools and their features
- evaluation and critique of tools

Chapter 6
- direct manipulation, what is it, pros and cons
- applications for direct manipulation