

Vocabulary

1. Discuss the defining characteristics of each of the following:

<i>Human-Computer Interaction (HCI)</i>
<i>user interface (UI)</i>
<i>user experience (UX)</i>
<i>haptic</i>
<i>accessibility</i>
<i>aesthetics</i>
<i>visual hierarchy</i>
<i>responsive design</i>

2. Answer the questions.

a) What are the three broad categories of human-computer interaction

i)

ii)

iii)

b) Give an example of when a user might assess the *user interface* to be appealing yet feel they still have a dissatisfactory *user experience*.

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c) Describe how four visual design elements that can be used to ensure an effective interface.

i)

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ii)

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iii)

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iv)

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d) Give an example of how visual feedback can help ensure a better user experience.

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e) Give an example of how auditory feedback can help ensure a better user experience.

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f) Explain why some content is more suitable for layout in an F-pattern and other content is more suitable for a Z-pattern placement.

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3. Briefly describe each typeface.

a) serif	
b) sans-serif	
c) monospace	
d) script	

4. Give two common examples of fonts that fall into each typeface category.

a) serif	i)
	ii)
b) sans-serif	i)
	ii)
c) monospace	i)
	ii)
d) script	i)
	ii)

6. Complete the table below by filling in the empty table cells.

impairment	accessibility feature	Description
blindness		
low visual acuity		enlarges portions or the entirety of the screen to make small text and details easier to see.
	color filter	applies color adjustments (such as shifting hues or increasing contrast) to help distinguish elements for users with color vision deficiencies
motor impairment	sticky keys	
motor impairment	filter keys	
severe motor impairment	voice access	
hearing impairment	closed captions	
hearing impairment	visual audio alerts	