1. (10 points) Given an application that shows the same information in two different ways, specify three advantages that each display mechanism has over its alternative.

2. (10 points) Given an application, specify at least five positive aspects of its interface that facilitate the user’s ability to perform specific tasks.

3. (10 points) Given an application, explain whether this form has been designed for a novice, intermediate, or expert user, specifying which features of the form help you to reach your conclusion and why it was designed for that level of user.

4. (10 points) Given an application designed for a particular purpose. Specify at least three positive and three negative aspects of this interface, explaining your responses.

5. (10 points) Each of six designs for a particular application is problematic. In view of the design principles discussed in class, specify (with explanations) which design is least and most problematic for particular types of usage.

6. (10 points) A particular application may be used in a variety of different ways, three of which are illustrated. Identify (with explanation) at least five positive aspects of the interface in view of these examples.

7. (10 points) Several images of an application's interface are provided. Identify at least five distinct visual features in this interface that are designed to assist in the navigation of the application.

8. (10 points) Two variations of one of our in-class interface examples are provided. Discuss the positive and negative aspects of each variation, specifying which of the two choices is superior and why.

9. (10 points) A problem with one of our in-class interfaces is identified. Use a provided empty space to improve this design, explaining why your redesign improves the interface.

10. (10 points) A particular application is illustrated. Specify at least three uses for which this application would be more useful to a user than a particular, commonly used application, as well as at least three negative aspects of using this application instead of that commonly used application.

11. (10 points) A given application provides three mechanisms for performing the same task. Explain the advantage that each of these controls affords over the other two controls.

12. (10 points) Recall a particular in-class interface. Suppose the client for that project decided to expand it to have additional functionality. Explain which of two design alternatives would better serve the revised application.

13. (10 points) Consider six alternative interfaces for performing a particular task in an application. Select the best layout for this application, based upon the design principles discussed in this course. Explain the reasons for your selection.

14. (20 points) A client wants an application that performs a particular set of functions. Design an interface for this application. You do not need to provide all of the obvious textual details, but the controls you intend to use should be clearly displayed on your design.