

Question and Answer Mock Exam

Interaction Design

1. In respect to the task given, who is our audience, and what are their goals?

2. Will users have any big technology constraints we should know about?

3. What is your design process? Describe the design methods that you follow.

4. I'm trying to design a contact form, I was the animation (once a message is sent) to show a paper aeroplane. Which principles of animation applies to this?

Use the 12 principles of animation by Disney.

5. Is UX design UI design? What's the difference?

6. When you walked through the website task you were just given, what problems did you immediately notice?

7. If you were to design a test scenario for the completed task, what would that be?

8. What is meant by vertical rythmn?

9. Does text content play a part in usability?

10. What is meant by Learnability?

11. What sort of walkthrough deals with learnability?

12. What does the product need to do?
(in reference to the task given)

13. How would you redesign this test in terms of user experience?

14. What is the goal of this test?