Q1 Give short answers to each of the following questions

a) Draw the three steps in the UI design cycle (4 points)

b). What is anti-aliasing and why is it used? (4 points)

c). Give examples of early and late fusion multi-modal interfaces. (4 points)

d). Give an example of a focus + context display technique. Why is focus + context used? (4 points)

e). User testing found a new design to be 20 seconds faster than an earlier version of it. What other information do you need to know before concluding that the new design is better? (4 points)

Q2. Perform a task decomposition for the task of giving a CS160 presentation (stop at a maximum depth of three levels of tasks and subtasks) (20 points)

Q3. Draw an interactor tree for this interface (20 points)

Q4 a). What is the effect of communication medium (eg face-to-face, email, phone) on group creativity? (5 points)

Q4 b). What is the effect of communication medium (eg face-to-face, email, phone) on group productivity? (5 points)

Q4 c). How can goal-setting help an interdisciplinary group make progress? (5 points)

Q4 d). Describe the effect of group size on programming productivity. (5 points)
Q5. Give five ways to provide help in this application? (20 points)

Q6. You are adding personalization to the website for your favorite music store.  
   a). Describe three methods you might use for gathering personal data. (10 points)  
   b). Name some design patterns commonly used in commercial sites. (10 points)