

IAT 431 – Midterm Quiz – Fall 2010

Name: _____ Total Score: _____ / 20

Answer (print big)	Question (choose the best answer)
	<p>1. Which feature did Wodiczko's shopping cart <i>not</i> contain? a. larger wheels for increased maneuverability b. a metal cup for coin donations c. braking system for slopes d. an alarm system</p>
	<p>2. According to Gaver, the Slogan Bench is an example of? a. value-sensitive design b. ludic design c. reflective design d. critical design</p>
	<p>3. Which of the following describes an approach of "reflection-in-action"? a. reflecting on a design while you are using it b. reflecting on a design after you have used it c. creating a design while you are using it d. reflecting on a design while observing someone else using it</p>
	<p>4. Which of the following are <i>not</i> designs described by Dunne and Ruby? a. the phone table b. the alibi CD c. the orgasm implant d. the truth chair</p>
	<p>5. True or false, Uncle Roy All Around You seeks to blur the bounds of the game by making actors look like bystanders.</p>
	<p>6. Which of the following statements about geocaching are false? a. geocaches are found using GPS coordinates b. game players cannot hide their own geocaches c. there are over one million geocaches worldwide d. the first geocache was hidden in Oregon</p>
	<p>7. In the pervasive game of geocaching, what are bystanders called?</p>
<p>_____ an Art approach _____ culture _____ an HCI approach _____ value-sensitive design _____ ludic design _____ ambiguous design _____ epistemology _____ a Design approach</p>	<p>8. Match the terms on the left with the best description on the right. Write the corresponding letter on each line on the left. a. the production and circulation of meaning b. design that is empirical and problem driven c. the study of knowledge d. design that is exploratory and solution driven e. design based on qualities such as human rights, welfare, etc. f. design that is experiential and meaning making g. design that is focused on fun and play h. design that removes easy interpretation</p>

	9. Name one challenge for the design of smart homes (3 words max.)
	10. True or false, affirmative design reinforces current cultural practices.
	11. Which of the following statements is true? a. an appliance model is one where devices perform a single function b. a utility model is one where device smarts are built into the device c. an appliance model is one where devices contain multiple functions (e.g., like a microwave) d. a utility model is one where devices perform a single function
	12. In the Home Health Horoscope, what were the horoscopes based on? a. nothing, they were completely random b. activity levels gauged by sensors c. the family members d. remote input by the experimenters
	13. In Can You See Me Now, online players don't realize the runner's location may not be accurate. This is an example of which: a. ambiguity of information b. ambiguity of context c. ambiguity of relationship
	Bonus 1 Mark: When are JITT answers due? a. Wednesday at noon b. Wednesday before lecture c. Tuesday at noon d. Tuesday at midnight

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