Design for Emerging Interfaces

Instructor: Lauren Addario
Email: lladdario@nmhu.edu

FINAL EXAM
Due May 12, 11:00am

media/arts
& TECHNOLOGY

FINAL TAKE HOME EXAM | DUE WEDNESDAY, MAY 12TH, 11:00AM.

For the written part of your final you are required to complete the following exam. The exam is an open book, take home exam and you may reference the lectures and assignments from the course. Everything is either linked from the class web page or available in the presentations. You MUST complete the exam on your own, without help from other classmates.

The exam is worth 100 points with one bonus question worth 5 points. The total number of points you are eligible to receive is 105. Follow the instructions in each section to complete this exam and email it to me before Wednesday, May 12th at 11:00am.

Include **your name** and **written final exam** in the subject line of your email.

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FINAL EXAM
Due May 12,
11:00am

MW 4:00 pm - 5:50 pm

1.) Match the following words with the definitions. Type the correct letter in the box provided next to the vocabulary word.

1. Interaction Design ☐

2. Responsive design ☐

3. Alt attribute ☐

4. ID Selectors ☐

5. Section 508 ☐

6. User Experience ☐

7. A-frame ☐

8. Information Architecture ☐

9. CMS ☐

10. Class Selectors ☐

11. Media Queries ☐

a) Web framework for building VR experiences. It has it's own custom HTML based markup language, which references the javascript 3D library, Three.JS.

b) A system that allows users to update content on a website but doesn't allow major structural changes to the back end or the css.

c) A css rule that adds breakpoints that make a website responsive.

d) These are html attributes that can be set on any html element. You can use it on any html element and you can use it as many times as you need.

e) According to Jesse James Garrett, designing for this requires exploring 5 planes.

f) Structuring the experience for the user and understanding how people behave.

g) These are html attributes that must be unique to the page

h) How we structure information

i) An amendment that protects the right of people with disabilities to have equal access to electronic and information technology.

j) A design that changes appearances based on the browser's width.

k) Specifies an alternative text to be used, when an image cannot be displayed.

22 POINTS

2) Explain, in your own words, what the following meta tag does to an html document.

<meta name="viewport" content="width=device-width, initial-scale=1">

10 POINTS

3) What is the advantage of using the above meta tag in the head of an html document?

10 POINTS

4) According to Jesse James Garrett, when designing for the user experience there are 5 planes to consider as part of the process. Name each plane and describe the purpose of each. List them in order. What do you consider first, second, etc.?

10 POINTS

5) List five ways to make your website is accessible.

10 POINTS

6)
Your interface design should always answer three questions. What are they?

10 POINTS

7A) When working with a developer, you need to give specific instructions about how to style a site. List and describe a minimum of 6 elements you need to include on a style tile. 12 POINTS

7B) After you have received approval on your design, describe the steps necessary to create a mock up and a prototype. 12 POINTS

8.) What is web VR?

4 POINTS

9.) **Bonus question**

What are the WCAG color contrast ratios for AA and AAA normal and large text. (you should have 4 answers here, contrast for AA large, AA normal, AAA large, AAA normal.

5 POINTS