

- 1 What classes of output devices can be used by wearable computing?
- 2 Give three examples of optical output devices for wearable computers.
- 3 What is Visual Acuity?
- 4 What is defined as 20/20 Visual Acuity?
- 5 What is the angular resolution of the human eye at 20/20 visual acuity?
- 6 How can we compute the effective resolution of a display system if we know its size and focal distance?
- 7 What is the difference between a monocular and a binocular HMD?
- 8 What is the difference between a see-through and a see-around HMD?
- 9 When calculating the effective resolution of a HMD, what has to be taken into account in addition to normal display devices?
- 10 What is the difference between open and closed headphones?
- 11 What is active noise compensation?
- 12 How does a “silent” mobile phone alarm work?
- 13 What is a chording keyboard?
- 14 What is the difference between multitap and T9?
- 15 What is speaker-independent voice recognition?
- 16 How can a voice recognition system detect that the user wants to give voice input (and not talk to somebody else)?
- 17 What is WIMP?
- 18 What is PACT?
- 19 Name 4 physical differences of people that should be observed when designing wearable computers.
- 20 Give an example for a usage difference of people using a system.
- 21 Give two examples for psychological differences of people using a system.
- 22 Give 3 examples of differences in the temporal aspects of activities of users using a system
- 23 Describe two aspects of accessibility of a system.
- 24 Describe two aspects of usability of a system.
- 25 Describe two aspects of acceptability of a system.

- 26 Describe two aspects of engagement of a system.
- 27 What is the design principle of visibility?
- 28 What is the design principle of consistency?
- 29 What is the design principle of familiarity?
- 30 What is the design principle of affordance?
- 31 What is the design principle of navigation?
- 32 What is the design principle of control?
- 33 What is the design principle of feedback?
- 34 What is the design principle of recovery?
- 35 What is the design principle of constraints?
- 36 What is the design principle of flexibility?
- 37 What is the design principle of style?
- 38 What is the design principle of conviviality?
- 39 What are the four levels in the “levels of analysis” HCI theory?
- 40 What is the difference between the semantic and the syntactic level in the “levels of analysis” HCI theory?
- 41 What is the difference between the syntactic and the lexical level in the “levels of analysis” HCI theory?
- 42 What are the seven stages of action in Normans “stages of action” theory?
- 43 What is GOMS?
- 44 What is the difference between a method and an operator in the GOMS theory?
- 45 What is the keystroke level model?
- 46 What are the limitations of the keystroke level model?
- 47 What is a sensor?
- 48 What is a time series?
- 49 What is a measurement?
- 50 What properties of a sensor make context detection difficult?
- 51 Name four sensors and what they are measuring?

- 52 What is sampling?
- 53 What is the sampling frequency?
- 54 What is quantization?
- 55 What is noise?
- 56 How can sensors be classified?
- 57 What is time-of-flight measurement?
- 58 What is triangulation?
- 59 What is inertial measurement?
- 60 What classes of context can be distinguished?
- 61 Name three sources of context.
- 62 What is the context toolkit?
- 63 What is a context widget?
- 64 How can an application work with context?
- 65 What is context in wearable computing?
- 66 What is the difference of context and input?
- 67 What makes the use of context in desktop systems difficult? Is it a good idea?
- 68 What is a Task Model?
- 69 What is a ConcurTaskTree?
- 70 Name four operators of a CTT.