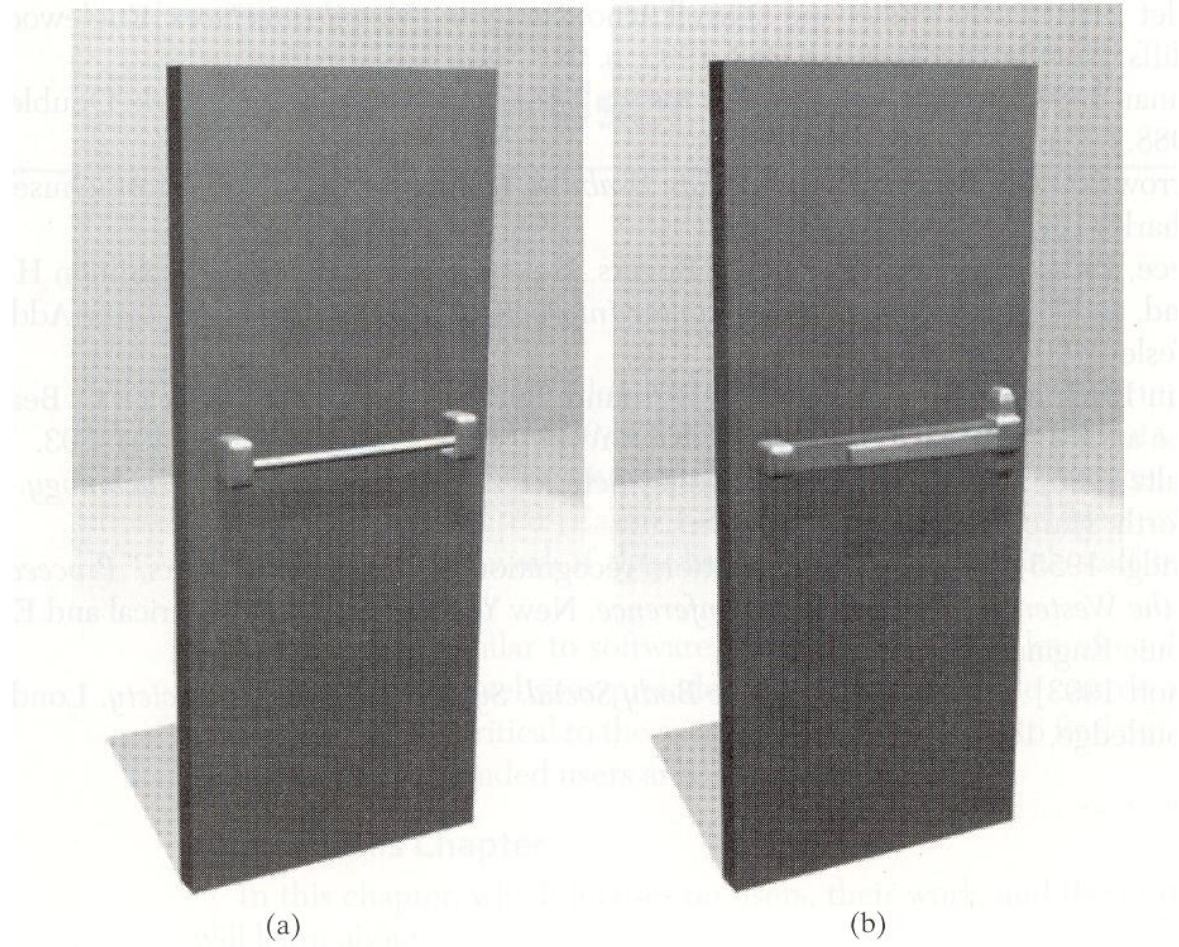


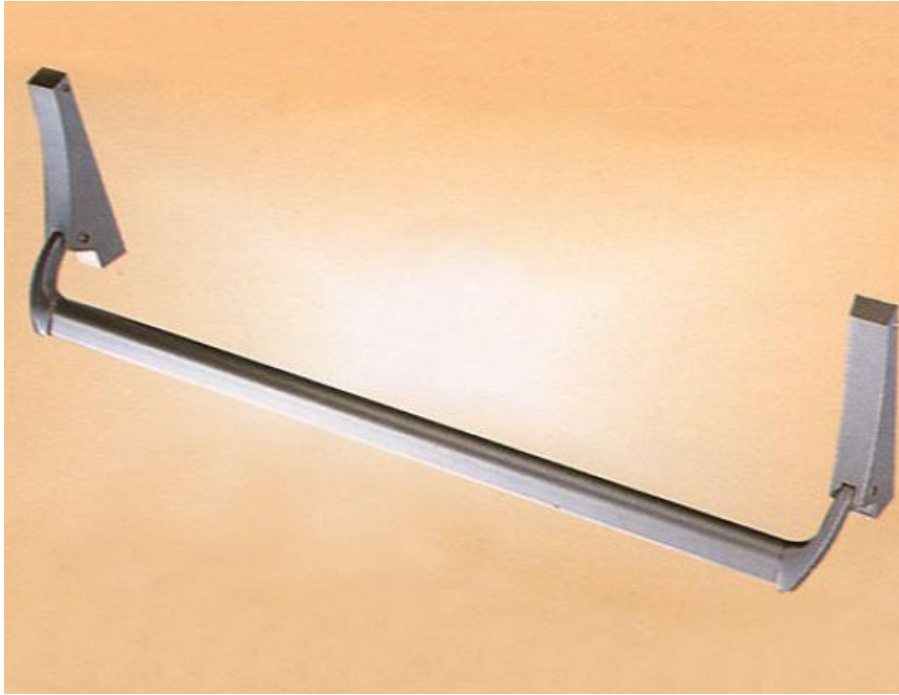
Discussions on Chapter 1

1. Is it possible for a computer system to be **efficient** without being **effective**? Why?

2. Two doors are shown as follows. Do you know how to operate them? Which **Norman's usability principle** do they perceive? Which one is better? Why?



Similar door bars in real world:



(a)



(b)

3. Which **Norman's usability principle(s)** does an ATM perceive? Have a look on "atm.MP4".

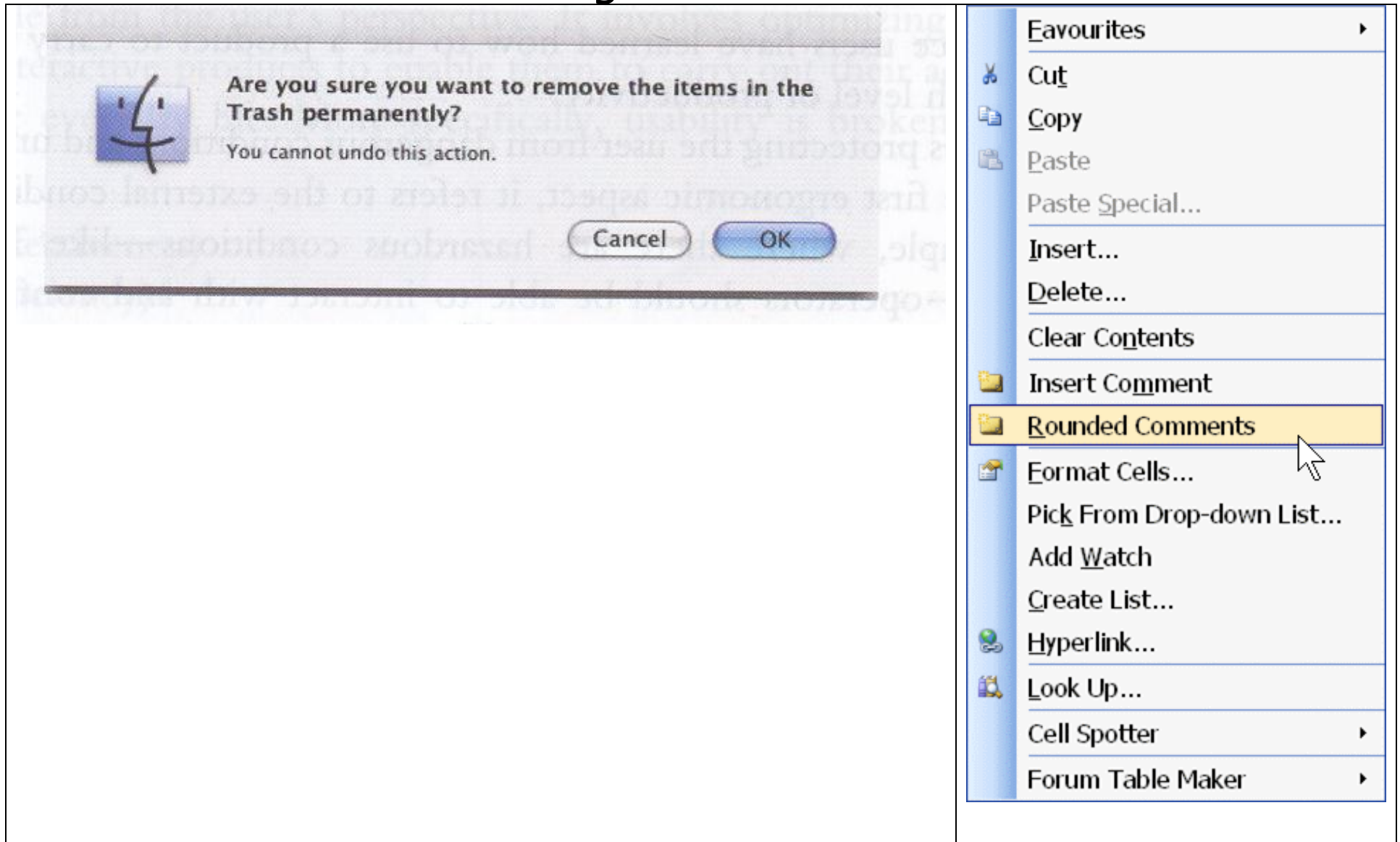
4. Consider the following examples:

Consider the product of Microsoft Office, the cut/paste/copy operations are provided in its applications of WORD, Excel and PowerPoint.

Suppose you **know** that the command for sine 1.0 in a mathematics software is "sin(1)". You then **guess** that the command for cosine 1.0 is "cos(1)" and it **works**.

What **usability principle** do the above systems perceive?

5. Discuss if the following menus are safe or unsafe:



6. The online sales agents of IKEA at three countries are shown as follows. Suggest an improvement if possible.
<http://www.ikea.com/gb/en/>

