

# Human Computer Interface (IT359)

## Tutorial 2

1. Provide three reasons why conventional approaches to task analysis may not be sufficient to analyze interaction with current generations of computer-based systems. [3 marks]
2. Briefly describe why 'mood congruence' is a significant factor in the design of a successful computer game. [5 marks]
3. Briefly explain why initial failure with a computer game might lead to the low expectations that increase the likelihood of future failures. [7 marks]
4. You have been asked to help a software house help in the design of a new version of a computer game. The clients are worried that a significant number of people purchased the earlier version of the game but then quickly abandoned it. Write a brief technical note that explains the difficulties of conducting lab-based tests to explain this apparent problem. [10 marks]