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This is an example for London Metropolitan University of an assessment for Interactive System Design in WebCT CE



http://webct.londonmet.ac.uk - WebCT Quiz - Mozilla Firefox

Save answer

**Question 2** (4 points)

Describe a game and say in what way that game challenges the user.


Equation:  Create equation

Save answer

**Question 3** (7 points)

Read the description below of a proposed product Subject area : PSHE with cross curricular opportunities Age range : 7 - 9 years Meerkat World is a 'learning space' supporting PSHE ( Personal Social and Health Education ) learning through activities, tools, aid(e)s (sic), stories. Concepts of responsibility and friendship are engendered from the beginning of their experience of Meerkat World by the adoption and nurturing of a chosen Meerkat character - very much in a Tamagochi mode. The character is however much more than Tamagochi. It has the user interact largely through dialogue driven exchanges. Meerkat School would be an important location within Meerkat World. The user would have an 'exchange' with an individual Meerkat. Give brief scenarios for use of the above educational software environment for: 1. a sole user at home 2. a group of children in the classroom 3. a distributed group of users Indicate in your answers how the differing contexts for use will influence the interaction design.

Amy



How are you?  
Tell me a story.  
Let's play!  
How can I help?  
Let's talk.  
Say goodbye.

Hi Amy.  
Well I'm not feeling too great. My Mum had to take my little sister to the doctor and I didn't get any breakfast.  
I'm hungry.

Time Remaining: 179 : 8 (min:sec)

Question Status

- Unanswered
- Answered
- Answer not saved

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
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Done