

Chapter 15 Discussion Questions

1. Chapter 15 frames interactivity as a design language. Which behavioral system most often becomes invisible to students until it fails: disclosure, commitment, memory, control, or motion?
2. How do exploratory, narrative, and analytic interaction grammars change the amount of agency a user should have?
3. Tooltips and pop-ups imply different levels of commitment. What kinds of information should never appear on hover, and why?
4. When does user control become scope creep? How can students justify locking layers, disabling controls, or refusing exports?
5. How can prompt variation testing reveal whether an interaction specification is robust or dependent on unstable wording?