

Human-Computer Interaction (HCI)
(706.021 3VU Mensch-Maschine-Kommunikation SS 2011)

Multiple Choice Test (15 Minutes)

- Write your name and Matrikelnummer at the top of the page.
- For each choice, clearly mark the circle (⊗), if that choice is correct (true, T). Clearly mark the box (☒), if that choice is incorrect (false, F). Do not mark both the circle and the box, do not leave both empty.
- If you make a mistake, clearly write the word "true" or "false" in the margin next to the boxes.
- There may be zero, one, or multiple correct choices for each question.
- For each question, you will either gain full points or zero points. To gain full points, you must *correctly* identify each choice as true or false (exact match).
- Unless otherwise stated, the questions assume a Microsoft Windows computing environment.
- This is a closed book test. No books, lecture notes, or other materials are allowed.
- No calculators, mobile phones, PDAs, or other electronic devices are allowed.
- A printed English-German dictionary may be used.
- Please place your student id on the desk in front of you.

- T F 1. *Affordances* are:
- A. possibilities for using an object or interface.
- B. the costs of buying user interface components.
- C. the completion times for a typical task.
- D. classified into real and perceived affordances.

- T F 2. Which of these are attributes of usability?
- A. Learnability.
- B. Usefulness.
- C. Generalisability.
- D. Subjective satisfaction.

- T F 3. How do you get to *know the user* in the usability engineering lifecycle?
- A. Draw up a user profile.
- B. Run a thinking aloud test.
- C. Assume the role of an apprentice learning from the master craftsman.
- D. Observe representative users.

- T F 4. Concerning *competitive analysis*, it is true that:
- A. two groups of usability testers compare their results for the same interface.
- B. it is used for usability benchmarking.
- C. it is an online comparison of data transfer rates.
- D. competing systems are analysed.

T F 5. A *persona* in the context of goal-oriented interaction design:

- A. is used to role-play through an interface design.
- B. is a real person.
- C. represents a particular type of user.
- D. should represent an average user.

T F 6. Which of the following are recognised kinds of *prototypes*:

- A. Interactive sketches.
- B. Conceptual models.
- C. Beta versions.
- D. Paper mock-ups.

T F 7. In a heuristic evaluation:

- A. a group of usability experts judges an interface with a detailed checklist of guidelines.
- B. a group of test users conducts a formal experiment.
- C. a group of psychologists administers a questionnaire.
- D. a group of usability experts reviews a user interface according to a small set of general principles.

T F 8. Valid reasons for *usability testing* are:

- A. More often than not, intuitions are wrong.
- B. Designers believe users follow illogical paths.
- C. Experience changes ones perception of the world.
- D. Testing performance under user stress is important.

T F 9. Thinking aloud testing:

- A. slows down the user by about 17%.
- B. cannot provide performance data.
- C. cannot provide process data.
- D. is a formative evaluation method.

T F 10. Regarding a *formal experiment*:

- A. Process data are collected.
- B. Objective measurements are made.
- C. A larger number of test users is needed.
- D. A fully implemented system is required.