

Human-Computer Interaction (HCI)
(706.021 3VU Mensch-Maschine-Kommunikation SS 2015)

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. Placing “knowledge in the world”:
- ☒ A. increases the load on human memory.
- ⊗ □ B. **is better than requiring knowledge be in the head.**
- ☒ C. contravenes copyright law.
- ⊗ □ D. **could, for example, involve placing examples in the interface.**

- T F 2. Which of these objects project a clear conceptual model?
- ☒ A. A digital watch.
- ⊗ □ B. **An analog watch.**
- ☒ C. A video cassette recorder (VCR).
- ⊗ □ D. **A pair of scissors.**

- T F 3. *Formative Evaluation*:
- ⊗ □ A. **helps improve an interface design.**
- ☒ B. helps test concrete performance requirements.
- ⊗ □ C. **involves collecting process data.**
- ⊗ □ D. **helps find reasons for things that went wrong.**

- T F 4. A *persona* in the context of goal-oriented interaction design:
- ☒ A. is a real person.
- ⊗ □ B. **represents a particular type of user.**
- ☒ C. represents the average user.
- ⊗ □ D. **is used to role-play through an interface design.**

- T F 5. What is true of a *scenario prototype*?
- A. It combines both a vertical and horizontal prototype into one.
- B. It implements only specific paths through the interface which are to be evaluated.
- C. It provides both features and functionality, but only for certain parts of the interface.
- D. It shows which interface features are likely to be used.

- T F 6. What are the pros (advantages) of a *heuristic evaluation*?
- A. cheap
- B. all known problems are found
- C. usable early in development
- D. 3 evaluators find 80% of all known problems

- T F 7. Which of these are usability *testing methods*?
- A. Action Analysis
- B. Co-Discovery
- C. Formal Experiment
- D. Questionnaires

- T F 8. In a *within-groups* (repeated measures) experimental design:
- A. Each user tests each interface.
- B. Half the users test only interface A, the others test only interface B.
- C. Half the users test interface A first, then B. The others test B first, then A.
- D. Individual variability between users is a major problem.

- T F 9. Regarding *software logging*:
- A. A larger sample of test users (20-50+) can be recruited.
- B. The software must be instrumented to log all user interactions.
- C. It involves live debugging while a user uses the software.
- D. The log file data is objective.

- T F 10. Regarding font sizes and styles:
- A. 1 pt = $\frac{1}{32}$ inch.
- B. Examples of serif fonts include Times Roman and Helvetica.
- C. Examples of sans serif fonts include Arial and Verdana.
- D. A serif is a slight embellishment at the end of a letter stroke.