Name: _____ Matr.Nr.: _____

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 [x], 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.

1. Regarding *constraints*:

T	F	
○	[x]	A. They can be divided into physical, semantic, political, and logical constraints.
ⓧ	[ ]	B. They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.
○	[x]	C. They describe the range of possible actions.
ⓧ	[ ]	D. Semantic constraints rely upon our knowledge of the world.

2. Regarding user interface components:

T	F	
ⓧ	[ ]	A. Vertically scrolling lists support single-item scrolling.
ⓧ	[ ]	B. A single row of tabs (property sheets) is a good user interface design.
○	[x]	C. In a web form, an asterisk should be used to denote an optional field.
ⓧ	[ ]	D. On the Macintosh, the trash can was used to eject a diskette.

3. *Exploratory Evaluation*:

T	F	
ⓧ	[ ]	A. is done before interface development.
ⓧ	[ ]	B. explores the potential design space for new designs.
○	[x]	C. involves collecting process data.
○	[x]	D. is a usability inspection method.

4. Regarding *goals* and *tasks*:

T	F	
ⓧ	[ ]	A. A goal is a final purpose or objective.
○	[x]	B. A task is a special kind of goal.
ⓧ	[ ]	C. A task is one way of accomplishing a goal.
ⓧ	[ ]	D. There may be many possible tasks to achieve a goal.

T F

5. What are valid kinds of *working prototype*, along the dimensions of features and funtionality?:

- (x) [ ] A. Vertical prototype
- (x) [ ] B. Scenario prototype
- ( ) [x] C. Paper prototype
- (x) [ ] D. Horizontal prototype

T F

6. What are the pros (advantages) of a *heuristic evaluation*?

- (x) [ ] A. cheap
- ( ) [x] B. all known problems are found
- (x) [ ] C. usable early in development
- ( ) [x] D. 3 evaluators find 80% of all known problems

T F

7. In general, a *pilot test* is intended to:

- ( ) [x] A. discover gear-up accidents with aircraft landing gear.
- (x) [ ] B. discover unrealistic time estimates for tasks.
- (x) [ ] C. discover defective recording equipment.
- ( ) [x] D. determine an alternative set of tasks for testing.

T F

8. Regarding *questionnaires*:

- (x) [ ] A. Semantic differentials are sliding scales between opposing pairs of adjectives.
- ( ) [x] B. A likert scale judges the likes and dislikes of users.
- (x) [ ] C. A seven-point scale gives users a fence to sit on.
- ( ) [x] D. A scale of more than 7 points provides too much distinction between choices.

T F

9. The *test materials* for a usability test should include:

- ( ) [x] A. Oriental Script
- ( ) [x] B. Data Connection Form
- ( ) [x] C. Personality Questionnaire
- (x) [ ] D. Debriefing Topic Guide

T F

10. Concerning the legibility of text:

- (x) [ ] A. A good font size for flowing text is 12 pt.
- ( ) [x] B. The distinction between font sizes should be at least 1 pt.
- ( ) [x] C. All upper case improves reading speed.
- (x) [ ] D. If lines are too long, the text is hard to read.