

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.

1. Regarding *constraints*:

T F

- 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.
- 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.
- 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.
- C. involves collecting process data.
- D. is a usability inspection method.

4. Regarding *goals* and *tasks*:

T F

- A. A goal is a final purpose or objective.
- 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 functionality?:
- A. Vertical prototype
  - B. Scenario prototype
  - C. Paper prototype
  - D. Horizontal prototype
- 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. In general, a *pilot test* is intended to:
- A. discover gear-up accidents with aircraft landing gear.
  - B. discover unrealistic time estimates for tasks.
  - C. discover defective recording equipment.
  - D. determine an alternative set of tasks for testing.
- T F 8. Regarding *questionnaires*:
- A. Semantic differentials are sliding scales between opposing pairs of adjectives.
  - B. A likert scale judges the likes and dislikes of users.
  - C. A seven-point scale gives users a fence to sit on.
  - 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:
- A. Oriental Script
  - B. Data Connection Form
  - C. Personality Questionnaire
  - D. Debriefing Topic Guide
- T F 10. Concerning the legibility of text:
- A. A good font size for flowing text is 12 pt.
  - B. The distinction between font sizes should be at least 1 pt.
  - C. All upper case improves reading speed.
  - D. If lines are too long, the text is hard to read.