

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. The following are examples of placing “knowledge in the world”:
- A. Showing an example of the required date format.
- B. Releasing the interface in source code.
- C. Using previously entered values as defaults.
- D. Using shape coding for aircraft controls.

- T F 2. Regarding user interface components:
- 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.

- T F 3. Regarding the measurement of usability attributes:
- A. Reliability is measured by performing common use cases.
- B. Errors are measured by counting minor and catastrophic errors made by users.
- C. Sample expert users are needed to measure efficiency.
- D. Learnability is determined by measuring the time it takes to explain an interface to a new user.

- T F 4. Which of the following are advantages of using *platform conventions* during interface design:
- A. Users can run the same software on different platforms.
- B. Users can load documents created by different applications.
- C. Users can transfer knowledge as they move between applications.
- D. Users can apply logical constraints between applications.

T F 5. *Paper prototypes*:

- A. describe choices and results verbally.
- B. implement just simple algorithms.
- C. simulate screen and dialogue elements on paper.
- D. are manipulated during a thinking aloud test by the facilitator.

T F 6. Which of these are usability *inspection methods*?

- A. Action Analysis
- B. Co-Discovery
- C. Heuristic Evaluation
- D. Cognitive Walkthrough

T F 7. In a *co-discovery* test:

- A. The user works together with the facilitator.
- B. Two users explore an interface together.
- C. There is an issue of validity.
- D. A structured walkthrough discovers problems.

T F 8. What are the pros (advantages) when using *questionnaires* as opposed to interviews?

- A. Flexible.
- B. Easy to analyse and compare.
- C. Easy to repeat.
- D. Can reach a wide subject group.

T F 9. Rolf Molich's Comparative Usability Evaluation (CUE) studies:

- A. show there is a large amount of overlap between findings from different teams.
- B. show that usability testing finds all known problems.
- C. show many teams found more problems than they chose to report.
- D. use the Common Industry Format (CIF) for usability reports.

T F 10. Which of the following are principles of icon design?

- A. Photorealistic icons are best.
- B. The icon set should be consistent in terms of size, colours, metaphor, and level of realism.
- C. Design a set of icons as a whole.
- D. The icons in a set should be visually balanced.