

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. Regarding the knowledge required for precise behaviour:

- A. It can be distributed partly in the world.
- B. It can be distributed partly in the constraints of the head.
- C. It can be distributed partly in the head.
- D. It can only be distributed using labels and instructions.

T F 2. 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 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. When brainstorming, which of the following are recognised techniques for getting unstuck:

- A. Pretend it's not important.
- B. Pretend it's magic.
- C. Pretend it's human.
- D. Renaming.

T F 5. Regarding *paper prototypes*:

- A. Low-fidelity paper prototypes are hand-drawn sketches.
- B. Low-fidelity paper prototypes are designed to be thrown away.
- C. High-fidelity paper prototypes look too much like a finished design.
- D. High-fidelity paper prototypes are designed on-screen and then printed out in colour.

T F 6. *Cognitive Walkthrough*:

- A. is a summative evaluation method.
- B. always tracks the correct action sequence.
- C. focuses explicitly on learnability.
- D. is performed by a single evaluator, who walks through a typical task.

T F 7. What are the pros (advantages) of using a *thinking aloud test*?

- A. Finds *why* problems occur.
- B. Usable early in development cycle.
- C. Provides bottom-line data.
- D. Requires only a small number of test users.

T F 8. A *diary study*:

- A. involves self-reporting of activities by users.
- B. provides insight into how software is used.
- C. is a summative evaluation method.
- D. involves time-consuming manual analysis of user sessions.

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. 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.