

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 gear-up accidents:
- A. Pilots frequently lowered the landing gear instead of the flaps after take-off.
- B. Lt. Alphonse Chapanis discovered the cause of the problem in 1975.
- C. The flap control knobs were replaced by beer tap handles.
- D. Shape-coded wheel and flap controls are still used today.

- T F 2. Which of these factors influence a user's *conceptual model*?
- A. Familiarity with similar devices.
- B. Heuristics.
- C. Constraints.
- D. Instructions.

- T F 3. Which of these are attributes of usability?
- A. Usefulness.
- B. Generalisability.
- C. Reliability.
- D. Learnability.

- T F 4. *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 5. Regarding *personas*:

- A. A primary persona needs their own interface.
- B. Multiple secondary personas are combined into a primary persona.
- C. A persona represents an average user.
- D. A persona represents the elastic user.

T F 6. What is true for *vertical protoyping*?

- A. It is a particular kind of working prototype.
- B. It provides some in-depth functionality.
- C. It provides full interface features.
- D. It is designed to show how much vertical scrolling is acceptable.

T F 7. Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:

- A. Will the user be trying to achieve the right effect?
- B. Will the user know that the correct action is available?
- C. Will the user know that the correct action will achieve the desired effect?
- D. If the correct action is taken, will the user see that things are going ok?

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. An *observational study*:

- A. provides insight into how software is used.
- B. is a formative evaluation method.
- C. involves time-consuming manual analysis of user sessions.
- D. can reach a wide subject group.

T F 10. Regarding *Augment/NLS*:

- A. It was developed by Doug Engelbart at Xerox PARC.
- B. It had the first practical implementation of hypertext links.
- C. It was the first use of the mouse.
- D. It used a pixel-based raster display.