Name: _____   Matr.Nr.: _____

Human-Computer Interaction (HCI)
(INB.05021UF 3VU Human-Computer Interaction SS 2019)

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 refer to 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 (or English-other language) dictionary may be used.
- Please place your student id on the desk in front of you.

1. *Affordances* are:

T F
- ⊗ ☐ A. the range of possible (physical) actions by a user on an artefact.
- ◯ ☒ B. the costs of buying user interface components.
- ◯ ☒ C. the completion times for a typical task.
- ⊗ ☐ D. classified into real and perceived affordances.

2. Which of these are attributes of usability?

T F
- ⊗ ☐ A. Learnability.
- ◯ ☒ B. Usefulness.
- ◯ ☒ C. Generalisability.
- ⊗ ☐ D. Satisfaction.

3. How do you perform *user research* in the usability engineering lifecycle?

T F
- ⊗ ☐ A. Draw up a user profile for each class of user.
- ◯ ☒ B. Run a thinking aloud test.
- ⊗ ☐ C. Assume the role of an apprentice learning from the master craftsman.
- ⊗ ☐ D. Observe representative end users.

4. Concerning *competitive analysis*:

T F
- ◯ ☒ A. Two groups of usability testers compare their results for the same interface.
- ⊗ ☐ B. It is used for usability benchmarking.
- ◯ ☒ C. It is an online between-groups experiment.
- ⊗ ☐ D. Competing systems are analysed.

5. A *persona* in the context of interaction design:

T · F
- (x) · ☐ · A. is used to role-play through an interface design.
- ○ · ☒ · B. is a real person.
- (x) · ☐ · C. represents a particular type of user.
- ○ · ☒ · D. is chosen to represent each of the most elastic users.

6. Which of the following are recognised kinds of *prototype*:

T · F
- (x) · ☐ · A. Interactive sketches.
- ○ · ☒ · B. Conceptual models.
- ○ · ☒ · C. Beta versions.
- (x) · ☐ · D. Low-fidelity paper prototypes.

7. In a *heuristic evaluation*:

T · F
- ○ · ☒ · A. A group of usability experts judges an interface with a detailed checklist of guidelines.
- ○ · ☒ · B. A group of test users conducts a formal experiment.
- (x) · ☐ · C. A single evaluator finds only a small subset of potential problems.
- (x) · ☐ · D. A group of usability experts reviews a user interface according to a small set of general principles.

8. Valid reasons for *usability testing* are:

T · F
- (x) · ☐ · A. More often than not, intuitions are wrong.
- ○ · ☒ · B. Designers believe users follow illogical paths.
- (x) · ☐ · C. Experience changes one's perception of the world.
- ○ · ☒ · D. It is important to test users under stress.

9. Thinking aloud testing:

T · F
- (x) · ☐ · A. slows down the user by about 17%.
- (x) · ☐ · B. cannot provide performance data.
- ○ · ☒ · C. cannot provide process data.
- (x) · ☐ · D. is a formative evaluation method.

10. Regarding a *formal experiment*:

T · F
- ○ · ☒ · A. Process data are collected.
- (x) · ☐ · B. Objective measurements are made.
- (x) · ☐ · C. A larger number of test users is needed.
- (x) · ☐ · D. A fully implemented system is required.