## 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  $\otimes$ , if that choice is correct (true, T). Clearly mark the box x, 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 <i>correctly</i> dentify each choice as true or false (exact match).
	• l	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.
	• 1	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. R	legarding affordances:
x	A.	Real affordances are the actual costs of buying an object or interface.
$\bigcirc$ x	В.	A button affords pulling.
× _	C.	Perceived affordances are the actions a user perceives to be possible for using an object or interface.
<u> x</u>	D.	Users typically have problems when the sets of real and perceived affordances are equal.
T F	2. R	egarding usability engineering:
x _	A.	Usability engineering is a process.
x _	B.	Iterative design refers to "Design, Test, Redesign.".
$\bigcirc$ x	C.	The usability engineering lifecycle includes the phase "Usability Research".
<u> </u>	D.	The usability engineering lifecycle includes the phase "Cognitive Design".
T F	3. <i>P</i>	redictive Evaluation:
$\bigcirc$ x	A.	is done during interface implementation.
<u>x</u>	B.	can be implemented by software logging.
<u>x</u>	C.	involves quantitative measurements of performance.
X	D.	means predicting reasons why problems might occur.
T F	4. R	tegarding brainstorming:
$\bigcirc$ x	A.	Brainstorming should be done in familiar surroundings.
$\bigcirc$ x	B.	To keep things organised, immediately reject impossible solutions.
$\bigcirc$ x	C.	Sketch in pencil on Post-It notes.
× 🗆	D.	Conisder the practicality of ideas only after brainstorming has finished.

T F S. What are valid kinds of working prototype, along the dimensions of features and funtionality?:  A. Vertical prototype B. Scenario prototype C. Paper prototype D. Horizontal prototype C. Paper prototype D. Horizontal prototype  G. A cognitive walkthrough is a: A. usability inspection method. B. task-oriented walkthrough, imagining users' thoughts and actions. C. walkthrough where users apply cognition to solve a task. D. walkthrough based on users thinking aloud.  7. Action analysis: A. focuses on efficiency for novice users. B. is a usability testing method. C. can be done at either keystroke level or back-of-the-envelope level D. is a quantitative analysis.  7. F S. The orientation script should include: A. Introduce yourself by name, title, and job description. B. Explain the purpose of the test. C. Explain any recording. D. Emphasise that the user is being tested.  9. In a within-groups (repeated measures) experimental design: A. Each user tests each interface. B. Half the users test 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.  10. Regarding the Memex:  10. Regarding the Memex:  A. It was a design based on mechanical levers and microfilm.	×	<ul><li>A. Vertical prototype</li><li>B. Scenario prototype</li><li>C. Paper prototype</li><li>D. Horizontal prototype</li></ul>
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<ul> <li>⊗ □ B. It was published by Vannevar Bush in 1945.</li> </ul>		
<ul> <li>⊗ □ C. It proposed "trails" of links between documents.</li> </ul>		
		D. It was implemented by Ted Nelson in 1968.