

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.

1. Regarding *affordances*:

- T F
- A. Real affordances are the actual costs of buying an object or interface.
- B. A button affords pulling.
- C. **Perceived affordances are the actions a user perceives to be possible for using an object or interface.**
- D. Users typically have problems when the sets of real and perceived affordances are equal.

2. Regarding *usability engineering*:

- T F
- A. **Usability engineering is a process.**
- B. **Iterative design refers to “Design, Test, Redesign.”.**
- C. The usability engineering lifecycle includes the phase “Usability Research”.
- D. The usability engineering lifecycle includes the phase “Cognitive Design”.

3. *Predictive Evaluation*:

- T F
- A. is done during interface implementation.
- B. can be implemented by software logging.
- C. involves quantitative measurements of performance.
- D. means predicting reasons why problems might occur.

4. Regarding *brainstorming*:

- T F
- A. Brainstorming should be done in familiar surroundings.
- B. To keep things organised, immediately reject impossible solutions.
- C. Sketch in pencil on Post-It notes.
- D. **Consider the practicality of ideas only after brainstorming has finished.**

5. What are valid kinds of *working prototype*, along the dimensions of features and functionality?:
- T F
- A. Vertical prototype
- B. Scenario prototype
- C. Paper prototype
- D. Horizontal prototype
6. A *cognitive walkthrough* is a:
- T F
- 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*:
- T F
- 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.
8. The *orientation script* should include:
- T F
- 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:
- T F
- 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.
10. Regarding the *Memex*:
- T F
- A. It was a design based on mechanical levers and microfilm.
- B. It was published by Vannevar Bush in 1945.
- C. It proposed "trails" of links between documents.
- D. It was implemented by Ted Nelson in 1968.