Name: _____   Matr.Nr.: _____

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 *affordances*:
○ □ 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.

T F
2. Regarding *usability engineering*:
○ □ 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".

T F
3. *Predictive Evaluation*:
○ □ 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.

T F
4. Regarding *brainstorming*:
○ □ 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. Conisder the practicality of ideas only after brainstorming has finished.

5. What are valid kinds of *working prototype*, along the dimensions of features and funtionality?:

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.