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. Placing "knowledge in the world":

○ ☐   A. increases the load on human memory.

○ ☐   B. is better than requiring knowledge be in the head.

○ ☐   C. contravenes copyright law.

○ ☐   D. could, for example, involve placing examples in the interface.

T   F
2. Which of these objects project a clear conceptual model?

○ ☐   A. A digital watch.

○ ☐   B. An analog watch.

○ ☐   C. A video cassette recorder (VCR).

○ ☐   D. A pair of scissors.

T   F
3. *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
4. A *persona* in the context of goal-oriented interaction design:

○ ☐   A. is a real person.

○ ☐   B. represents a particular type of user.

○ ☐   C. represents the average user.

○ ☐   D. is used to role-play through an interface design.

5. What is true of a *scenario protoype*?

T F

○ □   A. It combines both a vertical and horizontal prototype into one.

○ □   B. It implements only specific paths through the interface which are to be evaluated.

○ □   C. It provides both features and functionality, but only for certain parts of the interface.

○ □   D. It shows which interface features are likely to be used.

6. What are the pros (advantages) of a *heuristic evaluation*?

T F

○ □   A. cheap

○ □   B. all known problems are found

○ □   C. usable early in development

○ □   D. 3 evaluators find 80% of all known problems

7. Which of these are usability *testing methods*?

T F

○ □   A. Action Analysis

○ □   B. Co-Discovery

○ □   C. Formal Experiment

○ □   D. Questionnaires

8. 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.

9. Regarding *software logging*:

T F

○ □   A. A larger sample of test users (20-50+) can be recruited.

○ □   B. The software must be instrumented to log all user interactions.

○ □   C. It involves live debugging while a user uses the software.

○ □   D. The log file data is objective.

10. Regarding font sizes and styles:

T F

○ □   A. 1 pt = $\frac{1}{32}$ inch.

○ □   B. Examples of serif fonts include Times Roman and Helvetica.

○ □   C. Examples of sans serif fonts include Arial and Verdana.

○ □   D. A serif is a slight embellishment at the end of a letter stroke.