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 [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 *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 the knowledge required for precise behaviour:

T	F	
ⓧ	☐	A. It can be distributed partly in the world.
○	[x]	B. It can be distributed partly in the constraints of the head.
ⓧ	☐	C. It can be distributed partly in the head.
○	[x]	D. It can only be distributed using labels and instructions.

2. Regarding the measurement of usability attributes:

T	F	
○	[x]	A. Reliability is measured by performing common use cases.
ⓧ	☐	B. Errors are measured by counting minor and catastrophic errors made by users.
ⓧ	☐	C. Sample expert users are needed to measure efficiency.
○	[x]	D. Learnability is determined by measuring the time it takes to explain an interface to a new user.

3. *Formative Evaluation*:

T	F	
ⓧ	☐	A. helps improve an interface design.
○	[x]	B. helps test concrete performance requirements.
ⓧ	☐	C. involves collecting process data.
ⓧ	☐	D. helps find reasons for things that went wrong.

4. When brainstorming, which of the following are recognised techniques for getting unstuck:

T	F	
○	[x]	A. Pretend it's not important.
ⓧ	☐	B. Pretend it's magic.
ⓧ	☐	C. Pretend it's human.
ⓧ	☐	D. Renaming.

5. Regarding *paper prototypes*:

T	F		
ⓧ	☐	A.	Low-fidelity paper prototypes are hand-drawn sketches.
ⓧ	☐	B.	Low-fidelity paper prototypes are designed to be thrown away.
ⓧ	☐	C.	High-fidelity paper prototypes look too much like a finished design.
ⓧ	☐	D.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.

6. *Cognitive Walkthrough*:

T	F		
◯	☒	A.	is a summative evaluation method.
ⓧ	☐	B.	always tracks the correct action sequence.
ⓧ	☐	C.	focuses explicitly on learnability.
◯	☒	D.	is performed by a single evaluator, who walks through a typical task.

7. What are the pros (advantages) of using a *thinking aloud test*?

T	F		
ⓧ	☐	A.	Finds *why* problems occur.
ⓧ	☐	B.	Usable early in development cycle.
◯	☒	C.	Provides bottom-line data.
ⓧ	☐	D.	Requires only a small number of test users.

8. A *diary study*:

T	F		
ⓧ	☐	A.	involves self-reporting of activities by users.
ⓧ	☐	B.	provides insight into how software is used.
◯	☒	C.	is a summative evaluation method.
◯	☒	D.	involves time-consuming manual analysis of user sessions.

9. Rolf Molich's Comparative Usability Evaluation (CUE) studies:

T	F		
◯	☒	A.	show there is a large amount of overlap between findings from different teams.
◯	☒	B.	show that usability testing finds all known problems.
ⓧ	☐	C.	show many teams found more problems than they chose to report.
◯	☒	D.	use the Common Industry Format (CIF) for usability reports.

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.