Tutorial Group: _____ Family Name: _____ First Name: _____ Matr.Nr.: _____

Human-Computer Interaction (HCI)

(INH.02021UF 3VU Human-Computer Interaction SS 2025)

Multiple Choice Test (15 Minutes)

- Place your student id on the desk in front of you.
- Write your tutorial group (e.g. T1), family name, first name, and MatrNr at the top of the page.
- For each choice, clearly mark either the circle (×) if that choice is correct (true, T), or the box [×] if that choice is incorrect (false, F). [Mark one or the other. Do not mark both, do not leave both empty.]
- If you make a mistake, clearly write the word "true" or "false" in the margin to the left of 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. For full points, you must correctly identify each choice as true or false.]
- A *printed* English (or English-other language) dictionary may be used.
  Otherwise, no books, lecture notes, or any other materials are allowed.
- No mobile phones, calculators, or any other electronic devices are allowed.
- You are *not* allowed to take photographs of this test sheet.

1. *Affordances* are:

T F
- ◯ ☐ A. the range of possible physical actions by a user on an artefact.
- ◯ ☐ B. the costs of buying user interface components.
- ◯ ☐ C. the completion times for a typical task.
- ◯ ☐ D. classified into real and perceived affordances.

2. Which of these are attributes of usability?

T F
- ◯ ☐ A. Learnability.
- ◯ ☐ B. Usefulness.
- ◯ ☐ C. Generalisability.
- ◯ ☐ D. Satisfaction.

3. How do you perform *user research* in the usability engineering lifecycle?

T F
- ◯ ☐ A. Draw up a user profile for each class of user.
- ◯ ☐ B. Run a thinking aloud test.
- ◯ ☐ C. Assume the role of an apprentice learning from the master craftsman.
- ◯ ☐ D. Observe representative end users.

4. Concerning *competitive analysis*:

T F
- ◯ ☐ A. Two groups of usability testers compare their results for the same interface.
- ◯ ☐ B. It is used for usability benchmarking.
- ◯ ☐ C. It is an online between-groups experiment.
- ◯ ☐ D. Competing products or interfaces are analysed heuristically or empirically.

5. A *persona* in the context of interaction design:

T F
- ◯ ☐ A. is used to role-play through an interface design.
- ◯ ☐ B. is a real person.
- ◯ ☐ C. represents a particular type of user.
- ◯ ☐ D. is chosen to represent each of the most elastic users.

6. Which of the following are recognised kinds of *prototype*:

T F
- ◯ ☐ A. Interactive prototypes.
- ◯ ☐ B. Conceptual models.
- ◯ ☐ C. Beta versions.
- ◯ ☐ D. Low-fidelity paper prototypes.

7. In a *heuristic evaluation*:

T F
- ◯ ☐ A. A group of usability experts judges an interface with a detailed checklist of guidelines.
- ◯ ☐ B. A group of test users conducts a formal experiment.
- ◯ ☐ C. A single evaluator finds only a small subset of potential problems.
- ◯ ☐ D. A group of usability experts reviews a user interface according to a small set of general principles.

8. Thinking aloud testing:

T F
- ◯ ☐ A. slows down the user by about 17%.
- ◯ ☐ B. cannot provide performance data.
- ◯ ☐ C. cannot provide process data.
- ◯ ☐ D. is a formative evaluation method.

9. Regarding a *formal experiment*:

T F
- ◯ ☐ A. Process data are collected.
- ◯ ☐ B. Objective measurements are made.
- ◯ ☐ C. A larger number of test users is needed.
- ◯ ☐ D. A fully implemented system is required.

10. Regarding *usability reporting*:

T F
- ◯ ☐ A. In the ten CUE studies, there is significant overlap between team findings.
- ◯ ☐ B. From the CUE-2 study, it is recommended to always list problems with a severity rating.
- ◯ ☐ C. CIF refers to standardised report formats for both thinking aloud tests and formal experiments.
- ◯ ☐ D. UsabML is a standardised XML format for heuristic evaluation and thinking aloud test reports.