Informatics 131 Review Questions

Which of the following IS NOT associated with the usability aspects of the Four Pillars of Design?

A) User Interface Requirements  
B) User Interface Software Tools  
C) Guidelines Documents & Process  
D) Direct Manipulation in video game environments  
E) Expert Reviews & Usability Testing

Correct answer: D

The field of Human Computer Interaction changes so fast that knowing the history of it will not assist in understanding the field today.  
(a) True.  
(b) False.

Correct answer: B

Designing a command line language requires good design guidelines in which of the following ways?  
(a) A designer needs information about a user to determine which tasks occur more frequently.  
(b) A designer can learn about how to improve an application or command line language by talking to users.  
(c) A designer can use good metaphors to make an application or command line language more usable.  
(d) All of the above.  
(e) None of the above.

Correct answer: D

When designing a command line [interface]? language, designers should ignore which tasks users will be more likely to perform and instead add equal functionality for any possible task.  
(a) True.  
(b) False.

Correct answer: B

Which of the following are goals of universal usability?
(a) To make computer programs usable in any situation, such as underwater or in space.
(b) To make interfaces more usable for people with disabilities.
(c) To make a computer program usable for any task the user needs to complete.
(d) All of the above.
(e) None of the above.

Correct answer: B

Which of the following can be a good way to test an interface?
(a) Hire usability experts to perform a heuristic evaluation of the interface.
(b) Have the interface designers perform cognitive walkthroughs on their own interface.
(c) Pay end users to take part in a usability study.
(d) All of the above.
(e) None of the above.

Correct answer: D

When deciding whether to change an interface, designers need only worry about how it will improve the interface and not about displeasing current users, because current users will be happy to learn a new system if it is better.
(a) True.
(b) False.

Correct answer: B

What would an interface designer learn from a good cognitive walkthrough?
(a) Usability problems with an interface.
(b) How an end user would formulate a plan for navigating an interface and completing a task.
(c) Accurate statistics about how quickly a user will navigate through an interface.
(d) All of the above.
(e) None of the above.

Correct answer: A

Guidelines can be used to ...
(a) Help consistency throughout an interface.
(b) Evaluate an interface at each stage of production.
(c) Help organize a design team by keeping everyone working together towards the same goals.
(d) All of the above.
(e) None of the above.

Correct answer: D

Designing a form fill-in menu so that it prevents erroneous input and marks required fields can be helpful for end users.
(a) True.
(b) False.

Correct answer: A

**Which of the following are principles of Direct Manipulation?**
(a) Continuous representation of objects and actions available to the user.
(b) Fast feedback for actions.
(c) Simple syntax utilizing a physical metaphor.
(d) All of the above.
(e) None of the above.

Correct answer: D.

**Making an interface accommodate users with disabilities will make it harder to use for normal users.**
(a) True.
(b) False.

Correct answer: B

**Which of the following can be useful when designing an interface?**
(a) Information about users of an interface.
(b) Specific guidelines derived from general principles.
(c) Taxonomies to help organize relevant topics.
(d) All of the above.
(e) None of the above.

Correct answer: D

**Which of the following best characterizes the goals of a day-in-the life scenario?**
- a) To give designers specific information about how many errors end users will make on a daily basis.
- b) To show how a computer device or program could be used by an end user.
- c) To intimidate other designers and deter them from trying to make a similar interface.

Correct answer: B

**Technology can support which of the following types of interaction?**
(a) Interaction between people who are available at separate times and separate places.
(b) Interaction between people from different cultures.
(c) Interaction between people who are interacting face-to-face in the same place at the same time.
(d) All of the above.
(e) None of the above.

Correct answer: D

Which of the following characterizes ethnographic observation?
(a) A specialist observing a real end user in action.
(b) A specialist looking for common problems in a community.
(c) A specialist immersing themselves in a community to learn about it.
(d) All of the above.
(e) None of the above.

Correct answer: D

In general, experts work faster in command line interfaces than in direct manipulation interfaces that are used to accomplish the same tasks.
(a) True.
(b) False.

Correct answer: A

Which tools can be employed to gather end-user testing data?

a) eye tracking
b) cognitive walk through
c) ethnographic studies
d) a and c
e) none of the above

Correct answer: A

By employing heuristic evaluation throughout the development life-cycle, products will be successful in the marketplace.
(a) True
(b) False

When reviewing an interface design, a bird's-eye view is useful for

a) Evaluating its online documentation.
b) Determining its Return on Investment of the design.
c) Determining all of the user needs for the design.
d) Evaluating it for inconsistencies.