Exam HCI Design & Evaluation

Bachelor 2 *TCS/BIT EEMCS*

Module/course code:	example questions
Date:	example questions
Time:	-
Module-coördinator:	R. Klaassen
Instructor:	R. Klaassen

Type of test:

- Closed book, multiple choice

Allowed aids during the test:

- None

Attachments:

- Multiple Choice form

Additional remarks:
The test consists of two sections:

- A section with multiple choice questions. Each multiple choice question has one correct answer.

All questions in the multiple-choice part have equal weight.
For the multiple-choice section, a standard correction for guessing is applied. For the general case of n questions and
p correct answers the formula for the score of the multiple-choice section is:
1 + 9*max ((p - 0.25*n)/(n - 0.25*n), 0)

This formula can be changed after the analysis of the answers.

Before leaving the room, you must hand in

- this question form
- the answer form for the multiple-choice questions

Each page must clearly state your name and student number.

NB Handing in the test.
Students no longer hand in their exams at the front desk in the exam hall; instead, when they are finished they raise their hand, and wait till the exam supervisor comes to them to collect the test papers.
Students are not allowed to leave the exam hall within the first 30 minutes of the exam's start time.

1. There are many ways to analyse interviews, but some are more common than others. One common approach builds on the assumption that the structure of an interviewee's comments provides meaningful hints as to what he finds important and why. What is this approach called?

(a) Exploratory analysis
(b) Content analysis
(c) Quantitative analysis
(d) Theoretical analysis

2. Ada is doing a project on how mobile apps can help farmers in their daily work. She makes connections with 2 farmers in Enschede. She follows each of them for 1 day. She asks each of them some questions at the end of each day.

What type of research method has Ada used?

(a) Contextual inquiry
(b) Improvisation
(c) Participatory design
(d) Experiment

3. What is a feature of contextual inquiry?

(a) Participant observation
(b) Experiment
(c) Quantitative analysis
(d) Affordance

4. In the interaction design process, what are the two sub-activities of designing alternatives?

(a) Conceptual design and establishing requirements
(b) Conceptual design and physical design
(c) Establishing requirements and prototyping
(d) Physical design and prototyping

5. Consider the following claims about users with impairments

(i) Proxy users are users who have a different impairment than the impairment being studied.
(ii) It is better to schedule users with impairments at their homes.

Are these statements true?

(a) Both statements (i) and (ii) are true
(b) Only statement (i) is true
(c) Only statement (ii) is true
(d) Both statements (i) and (ii) are false

6. Consider the following claims about scenarios:

(i) A good scenario describes only a sequence of actions and events in which the user is involved
(ii) "Claims analysis" regarding a scenario concerns only the negative consequences associated with the scenario, to offset a designer's tendency to think only of the positive side of their ideas.

Are these statements true?

(a) Both statements (i) and (ii) are true
(b) Only statement (i) is true
(c) Only statement (ii) is true
(d) Both statements (i) and (ii) are false

7. Consider the following claims about scenarios:

(i) Scenarios can be used to define the research questions for product evaluations
(ii) Scenarios should remain abstract because that highlights and strengthens their flexibility

Are these statements true?

(a) Both statements (i) and (ii) are true
(b) Only statement (i) is true
(c) Only statement (ii) is true
(d) Both statements (i) and (ii) are false

8. Even though prototyping is a useful tool, there are also some disadvantages. Which of the following is a disadvantage of **low-fidelity** prototyping?

(a) They take too long to build.
(b) Limited error checking.
(c) Developers are reluctant to change something they have crafted for hours.
(d) Just one bug in a prototype can bring the testing to a halt.

9. Consider the following two statements about prototyping:

(i) Prototyping is a strategy for efficiently dealing with things that are hard to predict.
(ii) Prototyping is not a suitable strategy for larger products, like airplanes or passenger boats.

Are these statements true or false?

(a) Both statements (i) and (ii) are true.
(b) Only statement (i) is true.
(c) Only statement (ii) is true.
(d) Both statements (i) and (ii) are false.

10. Consider the statements:

(i) Closed ended questions with an ordered response often allow for several answers.
(ii) Closed ended questions with an un-ordered response should never allow for several answers.

Are these statements true or false?

(a) Both statements (i) and (ii) are false.
(b) Only statement (i) is true
(c) Both statements (i) and (ii) are true.
(d) Only statement (ii) is true

Answers:

1. B, Lazar Ch. 11
2. A, Lazar Ch. 8
3. A, Lazar Ch. 8
4. B, Preece Ch. 2 page 50
5. C, Lazar Ch. 16
6. D, Senario Based Design paper
7. B, Senario Based Design paper
8. B, Lazar Ch. 8
9. B, Klemmer Lecture 2
10. A, Larar Ch. 5