

Angelo Bullo

PUC

MB 25

BSIT - 3A

1. B
  2. B
  3. D
  4. B
  5. A
  6. B
  7. B
  8. C
  9. A
  10. A
  11. C
  12. B
  13. D
  14. E
  15. A
- ~~16. FOCUS GROUP~~
- ~~17. JOURNEY MAPPING~~
- ~~18. USABILITY TESTING~~
- ~~19. VISUAL PERSONA'S~~
- ~~20. ITERATIVE DESIGN~~
- 10
- CBYº BANGE
- 25 POC/2T

Exercise

Quiz #1

Bulls Angels

BS IT- 3A

DB User

Vigilante

- |         |                        |            |
|---------|------------------------|------------|
| 1. A    | 14. T x                | PQ         |
| 2. C    | 15. T x                |            |
| 3. B    | 16. No. Constraints    |            |
| 4. C    | 17. S x                | Visibility |
| 5. A    | 18. Consistency        |            |
| 6. A x  | 19. Affordance         |            |
| 7. A x  | 20. Mapping            |            |
| 8. B    | 21. feedback           |            |
| 9. A x  |                        |            |
| 10. A x | 19. x                  |            |
| 11. T x | Early HCI (text-based) |            |
| 12. T   | interview              |            |
| 13. T   | 3D.                    |            |

Angela Bollo

BSIT-3A

(14/20)

1. b

18. True

2. b

Q. VISIBILITY OF SYSTEM

3. a

Q. CROWN PAGE VISUAL

4. c

Q. CLARITY

5. b

Q. ERROR PREVENTION

6. b

Q. USER FEEDBACK

7. d

8. b

9. d

10. b

11. False

12. True

13. False

Angelo Bullo

BST - 3A

1. B

2. B

3. D

4. B

5. A

6. B

7. B

8. C

9. A

10. A

11. C

12. B

13. D

14. E

15. A

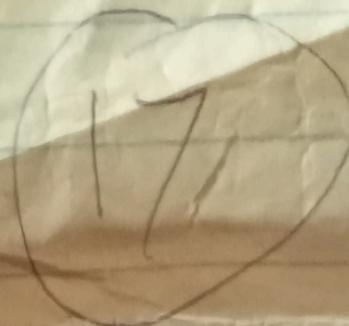
16. FOCUS GROUP

17. JOURNEY MAPPING

18. USABILITY TESTING

19. VISUAL PERSONAS

20. ITERATIVE DESIGN



CBY 0% CHANGE

R  
Loss / 50 / 2T

## Post - Test #4

03/11/25

Angelo Bullo

18

BS IT-3A

~~1. B~~~~15. FALSE~~~~2. B~~~~16. INDIRECT INTERACTION MODEL~~~~3. A~~~~17. WIRE FRAME~~~~4. B~~~~18. PROTOTYPING~~~~5. B~~~~19. STORY BOARDING~~~~6. B~~~~20.~~~~7. D~~~~8. C~~~~9. C~~~~10. C~~~~11. FALSE~~~~12. TRUE~~~~13. FALSE~~~~14. TRUE~~

CBY. Cordera

Angela Bullo

02/27/25

BSIT-3A

1. 2

2. 3

3. 2

4. 4

5. 4

6. False

7. False

8. True

9. True

10. True

11. Consistency

12. Accessibility

13. Affordance & Signifiers

14. Feedback

9

30.