Module 5

LATEST SUBMISSION GRADE

100%

1. Neilsen's set of 10 heuristics was designed to meet all of the following criteria *except:*   1 / 1 point

   ◉ The heuristics are exhaustive and detailed enough to tell a designer exactly what elements to include in every possible part of every possible user interface

   ○ The heuristics are applicable to a wide range of different platforms and interaction modalities (e.g., mouse-and-keyboard, touch-based mobile, speech)

   ○ The heuristics are compact enough to be taught to a non-expert within a few hours

   ○ The heuristics are backed up by systematic research showing that the set of heuristics could explain a range of usability problems observed across numerous usability tests with multiple systems

   ✓ Correct

2. For a system's response to user input to be perceived as "instantaneous" by the user, what is the maximum time that can elapse between the user's action and the system response?   1 / 1 point

   ○ 10 milliseconds

   ◉ 100 milliseconds

   ○ 1 second

   ○ 1 minute

   ✓ Correct

3. Using obscure system codes or non-intuitive imagery to represent system features and/or feedback violates which heuristic?

    ○ User control and freedom

    ○ Flexibility and efficiency of use

    ○ Aesthetic and minimalist design

    ● Match between system and the real world

1 / 1 point

    ✓ Correct

4. Because some users learn how to use a system through trial and error, it is important to:

    ○ provide extensive documentation to ensure that users always do the right thing

    ○ force users to undergo training before using a system so they don't break anything

    ○ provide users with only one option at a time so that they cannot make mistakes

    ● support "undo" and "redo" to help users recover from mistakes

1 / 1 point

    ✓ Correct

5. According to Nielsen's heuristics, "platform standards" are important to support in user interface design because:

    ○ Platform standards are always better than anything you could come up with on your own

    ● Supporting standards allows users to leverage "schemas" they have developed through prior experiences with similar systems

    ○ Platform owners may refuse to allow your system to run on their platform if you do not conform

    ○ You can use pre-existing code libraries, which saves development time

1 / 1 point

    ✓ Correct

6. Some web forms give instantaneous feedback about the validity of data entered into a form field every time a user types a character. This type of "in-process feedback" helps usability because:

`1 / 1 point`

○ It can be used to manipulate users into providing data they didn't intend to provide

○ It encourages users to look up help and documentation to understand how the system works

◉ It helps prevent errors before they happen

○ It keeps users focused on the current task rather than getting distracted

✓ Correct

7. According to Wikipedia, a "direct manipulation interface" is one that features "continuous representation of objects of interest and rapid, reversible, and incremental actions and feedback." The "continuous representation of objects of interest" is best aligned with which principle of good UI design?

`1 / 1 point`

○ Prevent errors before they happen

◉ Support recognition over recall

○ Employ aesthetic and minimalist design

○ Support user control and freedom

✓ Correct

8. A recommended technique for supporting "flexibility and efficiency of use" is:

`1 / 1 point`

◉ the use of keyboard "accelerator" shortcuts

○ make sure all commands are represented graphically on the screen

○ streamline the design to minimize page load times

○ eliminate as many commands as possible to prevent possible errors

✓ Correct

9. From a usability point of view, it's important to use an "aesthetic and minimalist design" because: **1 / 1 point**

○ a pleasing design can increase brand awareness, which can increase sales

◉ reducing clutter and organizing information makes it easier for people to find what they are looking for

○ a simpler design is more cost-effective to develop and maintain

○ an ugly design will provoke users to make errors on purpose, as a form of protest

✓ Correct

10. Nielsen provides several recommendations for help and documentation. Which of the following is *not* one of his recommendations? **1 / 1 point**

○ help should be focused on users' tasks

○ help should be small and searchable

○ help should include step-by-step instructions

◉ help should be written from the system developers' point of view

✓ Correct