

Week 2 Quiz – Design

10 questions

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1.

What is the cycle of the iterative design process?

- ☒ Requirements - Design - Development - Testing
- ☐ Design - Analysis - Testing - Refinement
- ☐ Design - Analysis - Coding - Testing
- ☐ Requirements - Development - Release

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2.

What's the difference between system centered design and user centered design

- ☐ System centered design is about analyzing systems but user centered design is about analyzing users
- ☒ System centered design is focused on what is easy to build on a platform while user centered design is focused on user needs and context.
- ☐ System centered design focuses on developing systems while user-centered sign focuses on developing user tasks.

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3.

Which of the following are NOT good ways to incorporate user-centered design in the design of security systems?

- ☒ Designing security around user tasks **Wrong Answer**
- ☐ Designing security based on the user's environment and work context
- ☐ Designing security based on what experts believe is best. **Correct Answer**

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4.

When designing error messages, which are important factors to keep in mind for usability?

- ☐ Use technical terms to fully explain the message to users
- ☒ Make the most secure options part of the user's natural task
- ☒ Provide users with clear exits to get out of a security warning
- ☐ Force users to approve security exceptions
- ☒ Use language that users will understand

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5.

If you were designing security for the entrance to a secure facility, which of the following should you consider?

- ☒ How often users enter and exit
 - ☐ What programming libraries are easy to use and freely available
 - ☐ Which algorithms are most efficient
 - ☒ What tasks the users are in the middle of when they need to access the area.
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6.

Which of the following are disadvantages of personas?

- ☐ They make potential users too "real" for designers
 - ☐ They are expensive and time-consuming to create
 - ☒ Too many personas can be difficult to create and manage.
 - ☐ All team members work with a consistent model of users
 - ☒ A diverse audience may be difficult to represent with a normal-sized set of personas
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Try it yourself mine is Wrong

7.

Which of these are advantages of low-fidelity (e.g. paper) prototypes

- ☐ They let designers see the impact of font size, color, and other visual elements
 - ☒ They can be created quickly and cheaply
 - ☒ They can be used to calculate how long it will take users to accomplish certain tasks
 - ☐ Any team member can create one, regardless of programming skills
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8.

Which of the following are present in good interface design?

- ☐ Encryption of all data transmitted on a network
 - ☒ Relies on common interaction techniques for familiarity
 - ☒ Minimal training needed for a person to use the system
 - ☒ Easy to recover from errors
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9.

Which of the following is NOT an important part of the design process

- ☐ Prepare a prototype
- ☐ Solicit user input

- ☐ Consider usability guidelines
 - ☐ Compute the efficiency of the underlying algorithms
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10.

In participatory design and co-design, which of the following is true

- ☒ Users design the system on their own based on a list of constraints provided by designers
 - ☐ Managers convey input from users to designers
 - ☐ Average users have equal standing with designers
 - ☐ Designers brainstorm and create prototypes after asking potential users questions
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Wrong Answer

Correct Answer

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Score Scored: 9/10