第一次测验

1、Which one is interactive design life cycle model? (C)

A.Rapid application development

B.Prototyping

C.Star life cycle model

D.Waterfall process

2、可用性并不是软件产品唯一的属性，也可能在某些系统中并不是最重要的属性。 (对)

对

错

3、Which one is not the key feature of IxD? （B）

A.Stable usability standards

B.Meet the requirement

C.Iteration

D.User centered

4、Which is not academic disciplines contributing to IxD? （A）

A.Arts .

B.Computing Sciences

C.Psychology

D.Social Sciences

5、User interface is the space where interaction between machines and machines occurs. (错)

对

错

6、Interaction design cannot help to focus on certain things: （A）

A.Participant

B.Goals

C.Trade-off

D.Constraints

7、图形用户界面是UI的一种。 （对）

对

错

8、Customers may not be the users. （对）

对

错

9、Why user interfaces are hard to design? （D）

A.Most software engineers themselves as the users.

B.UI is about communicating with the computers.

C.Consistent problems are the user's fault.

D.Sometimes users don't know which is the best choice.

10、User can get feedback from the UI of machine which aids the operator in making operational decisions. （对）

对

错

11、Which of the following description is wrong ? （C）

A.Usable software sells better.

B.User's time isn't getting cheaper.

C.User's time is getting cheaper.

D.Design it correctly now, or pay for it later.

12、IxD involves users in the design process. （对）

对

错

13、A user interface is well-designed when the program behaves exactly how the programmer thought it would. （错）

对

错

14、We can divided users into novices or experts clearly. （错）

对

错

15、GUI不包含文本。 (错)

对

错

16、Cognitive engineering is interdisciplinary field in IxD. （对）

对

错

17、Usability is how well user can use the system's functionality. （对）

对

错

18、Cognitive Ergonomics is not interdisciplinary field in IxD. （错）

对

错

19、The trade-off of IxD is choosing which goals or constraints can be relaxed so that others can be met. （对）

对

错

20、Which design practices is not contributing to IxD? (A)

A.Architectural design

B.Graphic design

C.Product design

D.Artist design

第二次测验

1、Participatory design needs establish a master-apprentice relationship.

所选答案:错

2、下列对于以用户为中心的设计描述，哪项是正确的?

所选答案: A、要较早的关注用户和任务，尽早做好用户和任务分析。

3、What is a good interface can be defined by developer.

所选答案:错

4、Which is not the basic tenants of user-centered design?

所选答案: B、Early focus on design details

5、下列哪种方法不是用户分析(User Analysis)的方法?

所选答案: C、根据自己的经验进行猜想。

6、Task analysis often helps to start with sub goals of the system and then compose the overall goal.

所选答案:错

7、User and Task analysis must be done before system design.

所选答案:对.

8、Low fidelity prototype is the cheapest prototype.

所选答案:对

9、Prototyping allows users to react to the design and suggest changes.

所选答案:对

10、Duplicating a bad existing procedure in software is a danger of task analysis.

所选答案:对

11、软件产品的评估应该由最终的实际用户来完成，并根据用户的反馈信息进行下一次的产 品开发迭代。

所选答案:错

12、High fidelity prototypes are more useful than Low fidelity prototypes.

所选答案:错

第三次测验

1、According to the information processing model of human cognitive activity, which of the following happens to information from the outside world immediately after it is perceived

by the perceptual processor?

所选答案: B、It is deposited into working memory.

2、How many chunks of information can working memory hold at one time?

所选答案: A、3

3、Which of the following is a description of Fit's Law?

所选答案:A、The timne it takes to point to a target is directly related to the distance to that target.

4、Fast decay is one property of long memory.

所选答案:错

5、Which is not the property of memory?

所选答案: D. Color

6、Which is the simplest type of decision making in cognitive processing?

所选答案: D、Skill-based

7、White text on black background looks fuzzy and hurts to read.

所选答案:错

8、Rods are sensitive to low light.

所选答案:对

9、Attention is a resource that can be divided among diferent tasks simultaneously.

所选答案:对

10、The ideal frame rate of a movie is primarily determined by the cycle time of the:

所选答案:D、perceptual processor

第四次测验

1、下列哪个视觉变量的长度最长?

所选答案: B、形状

2、Which visual variable can not be selected?

所选答案:A、Shape

3、Which is not the technique for Contrast?

所选答案:C、Find a way for one element to play multiple roles.

4、Which is not the guideline for good graphic design?

所选答案:C、Complex

5、在表现对比时，同时使用多种视觉变量是没有任何必要的。

所选答案:错

6、视觉变量中的位置变量是具有数量特性的。

所选答案:对

7、下列哪项描述是正确的?

所选答案:B、尺寸和亮度不具有相关性

8、White space can be used for user interface elements grouping.

所选答案:对

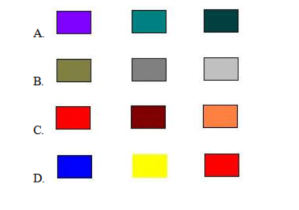
9、在界面中可以使用留白来实现分组。

所选答案:对

10、下列哪个视觉变量具有顺序特性?

所选答案: A. 亮度

11、假设在表现出对比效果的界面中可以选用3种颜色，下列哪个选项更合适?



所选答案:D、 D

12、Position and shape are not associative visual variables. .

所选答案:错

13、在一片五颜六色、大小各异的三角形的海洋中很难辨识出-个具体的三角形的原因是什么?

所选答案: C、形状不具有选择性.

14、用户界面的简单就意味着界面中不应该包含任何修饰元素。

所选答案:错

15、在界面中出现的数字，如果不包含小数就应该采取右对齐的方式:如果包含小数。应该在小数位对齐。

所选答案:对