

Name:

F/Name:

Id:

Part I) Single Choice (12 points)

Please fill the table in the end of this part with your answers.

1. Which of the following is not a goal of usability in interaction design?
 - a. Easy to learn
 - b. Effective to use
 - c. Easy to find bugs
 - d. Safe to use
2. People who are involved in the design of all the interactive aspects of a product:
 - a. Usability engineers
 - b. User experience designers
 - c. Interaction designers
 - d. Web designers
3. Degree to which a product is usable by as many people as possible
 - a. Durability
 - b. Accessibility
 - c. Maintainability
 - d. Consistency
4. Designing interfaces to have similar operations and use similar elements for similar tasks, refers to:
 - a. Visibility
 - b. Consistency
 - c. Affordance
 - d. None
5. Technology that allows a person to give the appearance of being present at a location other than his or her true physical location
 - a. Co-presence
 - b. Construction: physical computing
 - c. Storyboards
 - d. Telepresence
6. Usability goal that refers to how good a product is at doing what it is supposed to do
 - a. Efficiency
 - b. Effectiveness
 - c. Accessibility
 - d. Utility
7. The gap between the user's goal of action and the means to execute that goal
 - a. Gulf of evaluation
 - b. Gulf of execution
 - c. Both
 - d. None
8. Designing operations, interfaces, etc., to be the same across applications and devices

- a. External consistency b. Internal consistency
c. Global consistency d. A & C
9. Technologies that enable co-located groups to collaborate more effectively when working, learning and socializing
- a. Cognitive processes b. co-presence
c. The User Experience d. Storyboards
10. Selecting things to concentrate on at a point in time from the mass of stimuli around us
- a. Attention b. Perception
c. Reasoning d. Decision making
11. The first stage of memory
- a. Attention b. Decoding
c. Encoding d. Thinking
12. Design principle that Help prevent user from selecting incorrect options
- a. Constraints b. Feedback
c. Visibility d. Consistency

Single Choice Answer Table

exampl e a	1	2	3	4	5	6	7	8	9	10
	11	12								

Part II) Matching (3 points)

1. _____ The User Experience	A. -attention -perception -memory -learning -reading, speaking and listening -problem-solving, planning, reasoning and decision making
2. _____ Cognitive processes	
3. _____ Conceptual Model	
4. _____ Design Principles: Feedback	B. -a high-level description of how a system is organized and operates

5. _____ Goals of interaction design	<ul style="list-style-type: none">-Enables designers to straighten out their thinking before they start laying out their widgetsC. -develop usable products that are easy to learn, effective to use, and provide enjoyable experience.<ul style="list-style-type: none">-involve users in the design processD. -How a product behaves and is used by people in the real world<ul style="list-style-type: none">-Cannot design a user experience, only design for a user experienceE. -Sending information back to the user about what has been done<ul style="list-style-type: none">-Includes sound, highlighting, animation and combinations of these
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Part III) Definition (5 points)

1. Name four design principles you know.
2. What is a claim. Explain using an example.
3. Describe what a mental model is by providing an example
4. Write down the four interaction types
5. What are the components of a conceptual model