(13) + 1 | 14/20

Panti , Ruel G.   March 6, 2025

   BSIT - 3B   post test 7

1. A —   11. F —
2. D ✗   12. T —
3. B —   13 - T —
4. C —   14. F —
5. A —   15. F —
6. D —   16.⌐ Visibility, Affordance, Consistency.
7. A ✗   17. Constraints, Mapping, Feedback
8. B —   18.⌐
9. C —   19 Text-based Interfaces
10. A ✗   20 Ux Design and Mobile Interaction

                    Brain Computer Interfaces, AI Driven UX

                              CBY. TRISHA   Ⅴ VIC

Panti, Ruel G.   Ⓑ   Mar 13, 20C5

BSIT -3B   Post test 3

1. B   13. FALSE
2. B   14. TRUE - F
3. A   15. TRUE
4. C   16. EFFICIENCY
5. A   17. CLUTTERED UI .
6. B   18. USABILITY
7. B   19. USER CONTROL AND FREEDOM
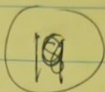8. B   20. ERROR PREVENTION
9. D
10. B   Cby: Joy
11. FALSE
12. TRUE

Panti. Ruel G.

BSIT -3B

Mar 13. 2025

(19) Post rest 2

1. B   14. E
2. B   15. A
3. D   (16) FALSE , USER TESTING
4. B   17. JOURNEY MAP
5. A   (18) USER TESTING
6. ~   19. USER PERSONAS
7. B   20. USER CENTERED DESIGN (UCD)
8. C
9. A   by : Jay
10. A
11. C
12. B
13. D

Panh, Ruel G.   Post test 4

   BSIT - 3B

                              17
                             ────
                              20

1. B   11. TRUE
2. B   12. TRUE
3. A   13. FALSE
4. B   14. TRUE
5. D   15. FALSE
6. B   16. INDIRECT INTERACTION MODEL
7. C   17. WIREFRAMING / WIREFRAMES
8. C   18. PROTOTYPE
9. C   19. STORYBOARD
10. C   20. MODEL

Panti, Ruel G.   Part test ✓

  BC17 -3B

                        16

1. B.   11. TRUE   20

2. C.   12. TRUE

3. C.   13. TRUE

4. B   14. TRUE

5. C   15. TRUE

6. B   16. JA

7. C   17. GLOBAL

8. B   18. CARD

9. A   19. HYBRID

10. A.   20. FIRST CLICK

Republic of the Philippines
CAVITE STATE UNIVERSITY
Silang Campus
Biga 1, Silang, Cavite

Department of Information Technology
MIDTERM EXAMINATION
Second Semester S.Y. 2024-2025
ITEC 101 – HUMAN COMPUTER INTERACTION II
SET B

NAME:	PANTI, RUEL G.		SCORE:	
INSTRUCTOR:	JOHNEROS P. PUYO	DATE: APRIL 16 2025	SECTION:	MIT-2A

General Directions: READ THE INSTRUCTIONS CAREFULLY. AVOID ERASURES AND ALTERATIONS OF THE FINAL ANSWERS. CHEATING IS NOT ALLOWED. WRONG SPELLING IS WRONG. USE OF PENCIL IS NOT ACCEPTED.

I. MULTIPLE CHOICE: Read the question carefully and understand, and choose the right answer from the choices (1 point)

1. A company wants to design a website that adapts to different screen sizes. What HCI principle should they prioritize?
   A. Visibility   B. Consistency   C. Responsiveness   D. Affordance

2. A user struggles to remember a 16-character password. Which usability principle can improve this experience?
   A. Error prevention   B. Recognition over recall   C. Flexibility   D. Efficiency

3. A bank app requires customers to verify their identity with a fingerprint. This improves:
   A. Cognitive load   B. Accessibility   C. Security and usability   D. Heuristic evaluation

4. A self-driving car's interface alerts the driver 10 seconds before taking control. This ensures:
   A. User freedom   B. System transparency   C. Minimalism   D. Memorability

5. Which method is most effective for evaluating how users interact with a new prototype?
   A. Heuristic evaluation   B. A/B testing   C. Card sorting   D Affordance testing

6. A social media platform wants to reduce fake accounts while keeping the signup process simple. What approach is best?
   A. Require lengthy verification processes   B. Implement a CAPTCHA test
   C. Request multiple forms of ID   D. Ask security questions

7. A healthcare app provides voice-based navigation for visually impaired users. This feature enhances:
   A. Learnability   B. Accessibility   C. Consistency   D. Minimalism

8. A productivity app provides users with keyboard shortcuts and drag-and-drop functionality. This follows the principle of:
   A. Affordance   B. Flexibility & efficiency   C. Error prevention   D. Memorability

9. A smart home system allows users to set automated schedules for appliances. What principle does this represent?
   A. User control & freedom   B. Feedback   C. Visibility   D. Efficiency

10. A food delivery app allows users to track the location of their order. This supports:
    A. System feedback   B. Customization   C. Learnability   D. Memorability

11. A travel booking website displays available flight options with a progress bar showing seat availability. This improves:
    A. Learnability   B. Visibility of system status   C. Accessibility   D. Minimalism

12. A new gaming console uses a UI similar to previous versions to help returning users adapt quickly. This demonstrates:
    A. Consistency   B. Aesthetic appeal   C. Affordance   D. Error prevention

13. A customer service chatbot provides instant responses and suggests possible solutions before connecting to a human agent. This is an example of:
    A. Cognitive overload   B. User control   C. Efficiency   D. Heuristic evaluation

14. A messaging app allows users to unsend a message within 10 seconds. This feature supports:
    A. Memorability   B. Error recovery   C. Minimalism   D. Affordance

15. A news website uses infinite scrolling. This can negatively impact:
    A. Accessibility   B. System feedback   C. Cognitive load   D. Error prevention

Department of Information Technology
First Semester S.Y. 2023-2024
ITEC 101 – Human Computer Interaction II
Long Quiz Midterm
SET A

General Instruction: Read the following questions. Wrong answer is wrong. Erasure is not allowed, and Alteration of the final answer is not permitted.

I. _____ Multiple Choice (10 points)

1. What is the main goal of user-centered design?
A. Make the system look modern
B. Prioritize user needs and usability
C. Add more complex features
D. Reduce the need for user testing

2. If a website does not indicate loading progress, which usability principle is violated?
A. Visibility of system status
B. User control and freedom
C. Error prevention
D. Match between system and real world

3. Which of the following is an example of direct interaction?
A. Using a keyboard shortcut to copy text
B. Clicking a button to submit a form
C. Coding a command in a terminal
D. Using voice commands to control a system

4. Which prototype type is least expensive but still useful for testing concepts?
A. Paper sketch
B. High-fidelity prototype
C. Fully functional prototype
D. Animated prototype

5. A website with too many categories and subcategories might cause:
A. Easy navigation
B. Cognitive overload
C. Increased user engagement
D. Stronger user retention

6. What type of navigation lets users apply filters such as price, size, or brand?
A. Hierarchical navigation
B. Global navigation
C. Faceted navigation
D. Local navigation

7. What usability testing method involves observing users perform real tasks?
A. A/B Testing
B. Heuristic Evaluation
C. Usability Testing
D. Card Sorting

8. A login page does not show password requirements before the user submits their password. What heuristic is violated?
A. Error prevention
B. Recognition rather than recall
C. Flexibility and efficiency of use
D. Aesthetic and minimalist design

9. What does Fitts' Law suggest about UI design?
A. Bigger targets are easier to hit
B. Scrolling is better than clicking
C. Users should always remember commands
D. Icons should be the same size

10. What is the purpose of wireframing?
A. Improve final product visuals
B. Plan the layout and structure
C. Test website speed
D. Write user manuals

II. _____ True or False (10 points)

11. _____ A user flow diagram helps visualize how a user navigates an interface.

12. _____ Error messages should be technical and detailed to help users debug the issue.

CBV. CANJA