

IE403 Quiz-1 (for G2)

1. Don Norman discusses the design of doors and their affordances. Which of the following are GOOD affordances that communicate how to operate doors?

- a) Knobs to indicate twisting
- b) White doors to indicate exit
- c) Large horizontal bars to indicate pushing
- d) Pictorial instructions to indicate push/pull directions

2. Gulf of evaluation is the gap in understanding whether the user did the right action for the desired task

3. An interface that is easy to recollect how to use after learning it satisfies which of the usability goals? Memorability

4. Which of the following is the most likely interface metaphor used by a Smartphone calendar?

- a) Take-out Menu
- b) A paper diary
- c) Mobile Technology
- d) A touchscreen

5. Task analysis looks at understanding the functionality and objects offered in the interface. True or False False

6. Which of the following statements is true?

- a) A good UI design doesn't save money as it is expensive
- b) Bad UI design doesn't really affect the reputation of the company
- c) A good UI design saves time and effort
- d) The UI design doesn't matter as long as the product is great