

Week 1 Quiz

Due May 24 at 11:59pm **Points** 10 **Questions** 10
Available May 21 at 12am - May 24 at 11:59pm 4 days **Time Limit** 20 Minutes

This quiz was locked May 24 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	5 minutes	8 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **8** out of 10

Submitted May 22 at 11:55am

This attempt took 5 minutes.

Question 1

1 / 1 pts

According to the Stanford study shown in the video, multitasking is far superior to single tasking.

☐ True

☒ False

Incorrect

Question 2

0 / 1 pts

According to Raskin, waiting a long time for a computer to start is an example of a humane interface.

☒ True☐ False**Question 3****1 / 1 pts**

Users often perceive the user interface as being the computer system.

☒ True☐ False**Question 4****1 / 1 pts**

Items in short term memory persist for a long time, hours if not days.

☐ True☒ False**Question 5****1 / 1 pts**

Short term memory has a limited capacity.

☒ True☐ False

Question 6**1 / 1 pts**

Attention has limited capacity and is affected by your state (e.g., exhaustion, inebriation).

☒ True

☐ False

Question 7**1 / 1 pts**

The Gestalt law of _____ states that we tend to make our experience as complete as possible.

☐ Figure and Ground

☐ Proximity

☐ Similarity

☐ Continuation

☒ Closure

Question 8**1 / 1 pts**

Multimodal information increases usability and memory and is a use of depth of processing.

☒ True

☐ False

Incorrect

Question 9

0 / 1 pts

Norman's "gulf of execution" is the mismatch between the system's representation and the user's expectations.

☒ True

☐ False

Question 10

1 / 1 pts

Human motivation is well understood by psychologists.

☐ True

☒ False

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Quiz Score: 8 out of 10

Week 2 Quiz

Due Jun 2 at 11:59pm **Points** 10 **Questions** 10
Available May 28 at 12am - Jun 2 at 11:59pm 6 days **Time Limit** 20 Minutes

This quiz was locked Jun 2 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	7 minutes	9 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **9** out of 10

Submitted Jun 2 at 1:05pm

This attempt took 7 minutes.

Question 1

1 / 1 pts

In the United States, a 1998 amendment to the Rehabilitation Act requires all companies doing business in the US to assure access to Information Technology for users with disabilities.

☐ True

☒ False

Question 2

1 / 1 pts

Proponents of situated action and distributed cognition stress the value of simple experiments.

☐ True☒ False**Question 3****1 / 1 pts**

_____ interaction style, shortens learning and reduces keystrokes.

☐ command language☐ natural language☐ form completion☐ direct manipulation☒ menu selection**Question 4****1 / 1 pts**

_____ interaction style relieves the burden of learning the syntax of the application.

☐ menu selection☐ form completion☐ direct manipulation☐ command language☒ natural language

Question 5**1 / 1 pts**

Second life and other virtual reality based systems relies heavily on the direct manipulation interaction style.

☒ True

☐ False

Question 6**1 / 1 pts**

Often User Experience design involves tradeoffs, for example increasing the speed of performance may result in _____ (consider all possibilities).

☒ a higher error rate

☐ Increased time to learn

☐ all of the above

☐ decreased satisfaction

Incorrect**Question 7****0 / 1 pts**

Evaluation should only be done in the later stages of User Centered Design.

☒ True☐ False**Question 8****1 / 1 pts**

In User Centered Design one should strive to optimize all of the 5 E's in your design.

☐ True☒ False**Question 9****1 / 1 pts**

In User Centered Design it is a recommended technique to consider yourself as the typical user.

☐ True☒ False**Question 10****1 / 1 pts**

In using personas one should try to design with the broadest definition of the user population.

☐ True

☒ False

Quiz Score: **9** out of 10

Week 3 Quiz

Due Jun 7 at 11:59pm**Points** 10**Questions** 10**Available** Jun 4 at 12am - Jun 7 at 11:59pm 4 days**Time Limit** 20 Minutes

This quiz was locked Jun 7 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	4 minutes	8 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **8** out of 10

Submitted Jun 7 at 11:23am

This attempt took 4 minutes.

Question 1

1 / 1 pts

Undo can be used to permit the pattern safe exploration in an app.

☒ True

☐ False

Question 2

1 / 1 pts

The game Angry Birds is an example of the Microbreaks pattern.

☒ True

☐ False

Question 3**1 / 1 pts**

Avoid ranking, if possible, in questionnaire design.

☒ True

☐ False

Incorrect**Question 4****0 / 1 pts**

It is a sign of a well designed questionnaire if your data exhibits the Apple Pie Phenomenon.

☒ True

☐ False

Question 5**1 / 1 pts**

It is best to construct as many questions as possible when developing questionnaires so that you not only collect essential information but information that might be used at some later time, information that is "nice to know."

☐ True

☒ False

Question 6**1 / 1 pts**

Less than 1% of men are color blind.

☐ True

☒ False

Question 7**1 / 1 pts**

An example of the personal recommendation pattern is the web site, stackexchange.com.

☐ True

☒ False

Question 8**1 / 1 pts**

Guest logins are one technique to implement the pattern deferred choices.

☒ True

☐ False

Question 9**1 / 1 pts**

In questionnaire design, if possible, avoid open ended questions and instead try to formulate them as blank completion.

☒ True☐ False**Incorrect****Question 10****0 / 1 pts**

Ethnography is studying users in a simulated setting.

☒ True☐ False**Quiz Score: 8 out of 10**

Week 4 Quiz

Due Jun 16 at 11:59pm**Points** 10**Questions** 5**Available** Jun 11 at 12am - Jun 16 at 11:59pm 6 days**Time Limit** 10 Minutes

Instructions

Only 5 questions this week - each worth 2 points so you only have 10 min to complete the quiz.

This quiz was locked Jun 16 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	3 minutes	6 out of 10

❗ Correct answers are no longer available.

Score for this quiz: **6** out of 10

Submitted Jun 14 at 12:46pm

This attempt took 3 minutes.

Question 1

2 / 2 pts

Users with disabilities form an important part of the population with some studies reporting that between 15 and 35% of the population have a disability or impairment.

☒ True

☐ False

Incorrect

Question 2

0 / 2 pts

One way to accomplish the organize Law of Simplicity is to use a card sorting technique.

☐ True

☒ False

Incorrect

Question 3

0 / 2 pts

Maeda praises technologists for their use of white space in design.

☒ True

☐ False

Question 4

2 / 2 pts

Maeda avoids repetition fearing the user will lose interest.

☐ True

☒ False

Question 5

2 / 2 pts

Maeda's SLIP strategy is an excellent guide for dealing with

_____.

☐ persona development☐ experimental design☒ card sorting☐ statistical analysis

Quiz Score: **6** out of 10

Week 5 Quiz

Due Jun 24 at 11:59pm**Points** 10**Questions** 10**Available** Jun 18 at 12am - Jun 24 at 11:59pm 7 days**Time Limit** 20 Minutes

This quiz was locked Jun 24 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	5 minutes	10 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **10** out of 10

Submitted Jun 21 at 3:23pm

This attempt took 5 minutes.

Question 1

1 / 1 pts

If two variables are correlated it means that manipulating one variable causes a direct effect in the other variable.

☐ True

☒ False

Question 2

1 / 1 pts

It is a good practice to report both measures of central tendency and measures of dispersion when presenting data.

☒ True☐ False**Question 3****1 / 1 pts**

What is the mode for this series: 7,7,5,5,5,5,2,2,1?

☐ 4.3☐ 7☐ 2☒ 5**Question 4****1 / 1 pts**

If there are outliers in you data, a few extreme values, the median is the better choice to measure central tendency.

☒ True☐ False**Question 5****1 / 1 pts**

According to Fitts Law time for hand movement is solely a function of distance moved.

☐ True

☒ False

Question 6

1 / 1 pts

Strive for consistency and reduce short term memory load are two of the 8 golden rules.

☒ True

☐ False

Question 7

1 / 1 pts

In an expert review the expert only reviews the high level details of the design.

☐ True

☒ False

Question 8

1 / 1 pts

When a user's command latency (waiting time) goes over 10 seconds, the system should provide both a visual and auditory indication when completed.

☒ True

☐ False

Question 9

1 / 1 pts

In Discount Usability Testing 3 participants are the maximum.

☐ True

☒ False

Question 10

1 / 1 pts

A women is more likely to be color blind than a man.

☐ True

☒ False

Quiz Score: **10** out of 10

Week 6 Quiz

Due Jun 28 at 11:59pm**Points** 10**Questions** 10**Available** Jun 25 at 12am - Jun 28 at 11:59pm 4 days**Time Limit** 20 Minutes

This quiz was locked Jun 28 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	7 minutes	10 out of 10

Score for this quiz: **10** out of 10

Submitted Jun 28 at 10:37am

This attempt took 7 minutes.

Question 1

1 / 1 pts

Incomplete feedback is an issue with Teleoperation.

Correct!☒ True☐ False

Question 2

1 / 1 pts

The principle of _____ states that the user can apply his or her intellect directly to the task, the tool effectively disappears.

☐ augmentation☐ immersion

Correct!☐ participation☒ transparency☐ virtuality**Question 3****1 / 1 pts**

Virtual reality keeps users in normal surroundings but adds a transparent overlay to the world.

☐ True☒ False**Correct!****Question 4****1 / 1 pts**

The Direct Manipulation Style provides for ease in initial learning and in assimilating advanced features.

☒ True☐ False**Correct!****Question 5****1 / 1 pts**

The actor was supposedly performing a memory task in the Milgram experiment.

Correct!☒ True☐ False**Question 6****1 / 1 pts**

When implementing Direct Manipulation the usability expert should provide numerous error messages to keep the user on track.

☐ True**Correct!**☒ False**Question 7****1 / 1 pts**

Running human experiments in the University requires permission from a University oversight board.

Correct!☒ True☐ False**Question 8****1 / 1 pts**

There are no consumer products that use Speech Recognition and Text to Speech as their user interface.

☐ True

Correct!☒ False**Question 9****1 / 1 pts**

Form completion and menu selection are Styles heavily used in web interfaces.

Correct!☒ True☐ False**Question 10****1 / 1 pts**

The use of style guides for usability is discouraged since it inhibits creativity.

Correct!☐ True☒ False**Quiz Score: 10** out of 10

Week 7 quiz

Due Jul 5 at 11:59pm**Points** 10**Questions** 10**Available** Jul 2 at 12am - Jul 5 at 11:59pm 4 days**Time Limit** 20 Minutes

This quiz was locked Jul 5 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	6 minutes	8 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **8** out of 10

Submitted Jul 4 at 5:12pm

This attempt took 6 minutes.

Question 1

1 / 1 pts

Setting digital watches possibly involves encountering the mode error type.

☒ True

☐ False

Incorrect

Question 2

0 / 1 pts

When users continue within the interface past task completion, they are committing a/an _____.

☐ loss of activation error

☐ mode error

☐ overrun error

☐ slip

☒ none of the above

Question 3

1 / 1 pts

Many types of errors have a common root, lack of attention.

☒ True

☐ False

Question 4

1 / 1 pts

Error prevention mechanisms should start from the top down.

☐ True

☒ False

Question 5

1 / 1 pts

The active user paradox refers to users who are too busy to learn therefore their skills remain mediocre.

☒ True

☐ False

Question 6

1 / 1 pts

It is not necessary to test documents for usability.

☐ True

☒ False

Incorrect

Question 7

0 / 1 pts

A great pointing device for a kiosk is a track ball.

☐ True

☒ False

Question 8

1 / 1 pts

According to Norman, seldom does a major accident occur without numerous errors.

☒ True☐ False**Question 9****1 / 1 pts**

Fitts law is a model of human head movement.

☐ True☒ False**Question 10****1 / 1 pts**

Employing the concept of affordances when designing user interfaces is a good practice.

☒ True☐ False**Quiz Score: 8 out of 10**

MegaQuiz

Due Aug 2 at 11:59pm**Points** 30**Questions** 30**Available** Jul 30 at 12am - Aug 2 at 11:59pm 4 days**Time Limit** 40 Minutes

This quiz was locked Aug 2 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	18 minutes	28 out of 30

❗ Correct answers are no longer available.

Score for this quiz: **28** out of 30

Submitted Aug 1 at 10:38pm

This attempt took 18 minutes.

Incorrect

Question 1

0 / 1 pts

Only acknowledge user initiated actions when necessary.

☒ True

☐ False

Question 2

1 / 1 pts

An example of an invisible trigger is a hover or rollover.

☒ True

☐ False

Question 3

1 / 1 pts

The best system triggers often use data about the user.

☒ True

☐ False

Question 4

1 / 1 pts

In the 4 parts of a microinteraction, the _____ determines how it works.

☐ feedback

☐ triggers

☐ loops and modes

☒ rules

Question 5

1 / 1 pts

Feedback is very powerful and can make or break a microinteraction,

☒ True

☐ False

Incorrect

Question 6

0 / 1 pts

A single toggle can represent more than two states

☒ True

☐ False

Question 7

1 / 1 pts

According to microinteraction advocates, the design of your product is only as good as the smallest part.

☒ True

☐ False

Question 8

1 / 1 pts

In the 4 parts of a microinteraction, the _____ are metarules that affect the interaction.

☐ rules

☐ feedback

- ☐ triggers
- ☒ loops and modes

Question 9**1 / 1 pts**

_____ is the physical or digital control or condition that starts a micro interaction.

- ☐ loops and modes
- ☒ triggers
- ☐ feedback
- ☐ rules

Question 10**1 / 1 pts**

Tesler's law states that you can only simplify a process to a certain point.

- ☒ True
- ☐ False

Question 11**1 / 1 pts**

In microinteractions constraints are to be avoided.

☐ True☒ False**Question 12****1 / 1 pts**

An example of an invisible trigger is a speech trigger.

☒ True☐ False**Question 13****1 / 1 pts**

An example of bringing the data forward is placing the number of unread emails on the email button icon.

☒ True☐ False**Question 14****1 / 1 pts**

Fewer options and thus fewer rules result in more understandable micro interactions.

☒ True

☐ False

Question 15**1 / 1 pts**

Feedback in microinteractions should be driven by user need.

☒ True

☐ False

Question 16**1 / 1 pts**

Any object can have at most 2 states in microinteractions.

☐ True

☒ False

Question 17**1 / 1 pts**

A visual signal is faster to perceive than a sound signal.

☐ True

☒ False

Question 18**1 / 1 pts**

An earcon is an "icon" for sound.

☒ True☐ False**Question 19****1 / 1 pts**

Invisible triggers should be learnable, always available or available under certain conditions.

☒ True☐ False**Question 20****1 / 1 pts**

Rules in microinteractions are unrelated to the goal of the microinteraction.

☐ True☒ False**Question 21****1 / 1 pts**

Haptics are a good method for conveying complex messages.

☐ True

☒ False

Question 22

1 / 1 pts

It is a good practice to make geons visually complex so that they are very distinctive.

☐ True

☒ False

Question 23

1 / 1 pts

Humans react faster to sound than to vision.

☒ True

☐ False

Question 24

1 / 1 pts

Never have feedback convey a personality.

☐ True

☒ False

Question 25**1 / 1 pts**

Microcopy uses small fonts to make the message seem smaller.

☐ True

☒ False

Question 26**1 / 1 pts**

User experience designers encourage extensive use of modes.

☐ True

☒ False

Question 27**1 / 1 pts**

Buttons were the first widely used micro interaction

☒ True

☐ False

Question 28**1 / 1 pts**

In the 4 parts of a microinteraction, the _____ illuminates the rules

☒ feedback☐ loops and modes☐ rules☐ triggers**Question 29****1 / 1 pts**

An affordance is an object or symbol that shouts for it to be used in a certain manner, e.g., a button affords pushing.

☒ True☐ False**Question 30****1 / 1 pts**

The most important part of the rule is the action of the rule.

☐ True☒ False

Quiz Score: **28** out of 30

Week 13 Quiz

Due Aug 16 at 11:59pm**Points** 10**Questions** 10**Available** Aug 13 at 12am - Aug 16 at 11:59pm 4 days**Time Limit** 20 Minutes

This quiz was locked Aug 16 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	6 minutes	10 out of 10

⚠ Correct answers are hidden.

Score for this quiz: **10** out of 10

Submitted Aug 13 at 11:57am

This attempt took 6 minutes.

Question 1

1 / 1 pts

In terms of Grudin's groupware categories, Canvas would be considered (ignore the team meetings and note place means physical place not virtual place)

- ☐ different place (predictable), same time
- ☐ same place, same time
- ☐ same place, different time (unpredictable)
- ☒ different place (unpredictable), different time (unpredictable)

Question 2

1 / 1 pts

Social computing includes collaboration and competition as well as gaming and romance.

☒ True

☐ False

Question 3

1 / 1 pts

Social computing research methods are basically data science and contend with issues such as ethics, privacy and anonymization

☒ True

☐ False

Question 4

1 / 1 pts

A taxonomy is usually the last step in the formation of a science.

☐ True

☒ False

Question 5

1 / 1 pts

Nascence in social computing refers to the level of which coordinated action i established or routine, or if unestablished new and developing.

☒ True

☐ False

Question 6

1 / 1 pts

Email is an example of a synchronous communication application.

☐ True

☒ False

Question 7

1 / 1 pts

One of the benefits having a sustaining core of members in social computing is having members that can consult with new users.

☒ True

☐ False

Question 8

1 / 1 pts

A Facebook post is an example of ephemeral communication.

☐ True☒ False**Question 9****1 / 1 pts**

Amazon's mechanical turk provides artificial intelligence agents to do tasks.

☐ True☒ False**Question 10****1 / 1 pts**

Collaborative filtering refers to matching folks likes,for example netflix.

☒ True☐ False**Quiz Score: 10** out of 10