

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