

# 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
<b>LATEST</b>	<a href="#">Attempt 1</a>	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**