USABILITY MCQ’s

Part -1 :

**Question 1**

Ergonomics is the study of the

1. Human body
2. Human posture
3. The arrangement of objects for ease of use
4. All of the mentioned

**Question 2**

The P in PACT is for

1. People
2. Person
3. Picture
4. None

**Question 3**

………………… is the ability of a system or system component to gather information about its environment at any given time and adapt behaviors accordingly.

1. Context awareness
2. Awareness
3. System awareness
4. All of above

**Question 4**

HTA as a framework for

1. Task analysis
2. Goal analysis
3. Requirement analysis
4. Feasibility analysis

**Question 5**

Design is………

1. The creative process of specifying something new
2. The artefacts that are produced along the way
3. Both a and b
4. None

**Question 6**

The relationships between controls and their effects on a system are called

1. Mappings
2. Iterations
3. Turing tests
4. Domains

**Question 7**

Prototyping is a waste of time in designing for usability.

1. True
2. False

**Question 8**

Transfer of information from short term memory into long term memory is affected by

1. The emotional importance of the information
2. Rehearsal and re-use
3. Both a and b
4. None

**Question 9**

................are physical, cultural or logical limits on the number of possibilities for an object’s use

1. Constraints
2. Design
3. Affordances
4. Conventions

**Question 10**

Affordances for a pair of scissors is:

1. Small hole for thumb, big hole for several fingers.
2. holes for putting fingers in
3. Cost of scissors
4. All of above

**Question 11**

Flowchart provide a map of the information architecture

1. True
2. False

**Question 12**

………………..is the centre of design, technology and usability.

1. People
2. Occidental
3. Oriental
4. None of the above

**Question 13**

Good design principles for human centred systems are derived from

1. Careful examination of user experience
2. Understanding of user cognitive psychology
3. Both a and b
4. None of the above

**Question 14**

Task decomposition means

1. Splitting task into subtasks
2. Combine task
3. Alter Task
4. All of the above

**Question 15**

Which of the following is NOT a type of design review?

1. Heuristic evaluation
2. Task analysis
3. Standalone design critique
4. UX Expert review

**Question 16**

Which of the following field is not an influence in HCI

1. Ergonomics
2. Cognitive Physiology
3. Computer science
4. All of the above are an influence on HCI

**Question 17**

How you can test rapid prototypes with users

1. With the help of Black Box Testing
2. With the help of Unit Testing
3. With the help of Wizard of Oz technique
4. With the help of boundary testing

**Question 18**

Low fidelity paper prototypes are

1. Vague and incomplete
2. Complete and specific
3. Clear and finished
4. none of the mentioned

**Question 19**

Unconscious mind process vastly more information then conscious mind by using shortcut

1. True
2. False

**Question 20**

Which of the following is true of quantitative research

1. It typically requires just 5 users.
2. It is used mostly for formative purposes, in the early stages of a design to inform design decisions.
3. It produces statistically meaningful results that are likely to be replicated in a different study.
4. It allows for flexible study conditions that can be adjusted from session to session according to the team’s needs.

Part : 2

1. A user interface is well-designed when the program behaves exactly how the user thought it would.
2. True
3. False
4. Why you will be doing a usability test
5. How do people interact with the system you are testing?
6. What is difficult or easy for people to do?
7. What makes sense about it? What is exciting about it?
8. What changes would users like to see?
9. All of above
10. Usability testing does not have a well-defined test plan.
11. True
12. False
13. Usability testing is a technique for ensuring that the intended users of a system can carry out the intended tasks efficiently, effectively and satisfactorily.
14. True
15. False
16. The technique applied for usability testing is.
17. White box
18. Grey box
19. Black box
20. d) Combination of all
21. Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?
22. Site navigation
23. Site organization
24. Site style
25. Site personality
26. All of the above
27. Which of the following usability-test setups describes a between-subjects study design?
28. A pair of two different people collaborate during a test session.
29. Two different people work separately on the same tasks in different rooms at the same time.
30. The same participant tests all different versions of the design.
31. Different people test each version of the design, so that each person is only exposed to a single version.
32. Which of the following is a POST-TEST rather than a post-task questionnaire?
33. Single Ease Questionnaire
34. System Usability Scale (SUS)
35. NASA-TLX
36. Subjective Mental Effort Questionnaire (SMEQ)
37. Which of the following is NOT a type of design review?
38. Heuristic evaluation
39. Task analysis
40. Standalone design critique
41. UX Expert review
42. Which of the following stages of persona creation is likely to take the most time?
43. Stage I: Gathering data for personas
44. Stage II: Analyzing the data gathered in Stage I
45. Stage III: Crafting the actual personas
46. All stages typically take the same amount of time
47. What is the negativity bias?
48. Humans’ tendency to give less weight to negative experiences than to positive ones
49. Humans’ tendency to give more weight to negative experiences than to positive ones
50. Humans’ tendency to ignore all negative aspects on a website and focus on the positive
51. Humans’ tendency to rebel against unreasonable requests such as filling in a long form on a website
52. Which of the following is NOT a type of micro content?
53. Page title
54. Headline
55. Tagline
56. Email body
57. Which of the following best describes the false-consensus effect
58. People tend to assume that others share their beliefs and responses to a given situation**.**
59. Designers think that their favorite web-design patterns are more widespread than they are in reality.
60. People assume that their needs are unique most of the time, and that only in exceptional situations they will react in the same way as others.
61. Members of a team tend to act cohesively to give outsiders the illusion of consensus**.**
62. Long-term memory is the memory of the
63. Past memory
64. Present memory
65. Future memory
66. User- centered design comprises of which of these principles?
67. Stakeholder focus
68. Empirical Evaluation
69. Iteration
70. All of the mentioned
71. In Design phase, which is the primary area of concern?
72. Architecture
73. Data
74. Interface
75. All of the mentioned
76. In Design phase, which is the primary area of concern?
77. Architecture
78. Data
79. Interface
80. All of the mentioned
81. Digital prototyping it falls into
82. Throw-away prototyping
83. Incremental prototyping
84. Both a and B
85. None of the mentation
86. Paper prototyping is a very expensive tool for analysis.
87. True
88. False
89. Logical paradigm based on a problem solving approach that considers
90. A small portion of the available data at any given time
91. All part of the available data at any given time
92. A small portion of the available data at unlimited time period
93. None of the above

Extra:

1.Why you will be doing a usability test

a) How do people interact with the system you are testing?

b) What is difficult or easy for people to do?

c) What makes sense about it? What is exciting about it?

d) What changes would users like to see?

e) All of above

2. A user interface is well-designed when the program behaves exactly how the user thought it would.  
  
A) True  
B) False

3.Usability testing does not have a well-defined test plan.

a) True

b) False

4.Usability testing can be carried out at various stages of the design process. In the early stages, however, techniques such as ............ are often more appropriate.  
  
A) sample tests  
B) SRSs  
C) walkthroughs  
D) Both A & B

5.Usability testing is a technique for ensuring that the intended users of a system can carry out the intended tasks efficiently, effectively and satisfactorily.

a) True

b) False

6.The technique applied for usability testing is.

a) White box

b) Grey box

c) Black box

d) Combination of all

7.Google Website Optimizer can be used for usability testing.

a) True

b) False