

### Quiz 7: The Process of Interaction Design

1. The usability goal of how safe a product is for the customer is called \_\_\_\_\_. In the text area below please state your answer. (1 point)

Answer: Safety

2. The usability goal of creating appropriate support mechanisms for users to complete the task successfully, and providing adequate information is called \_\_\_\_\_. In the text area below please state your answer. (1 point)

Answer: Effectiveness

3. The usability goal of insuring that the time taken learn a system's functionality is acceptable to users is called \_\_\_\_\_. In the text area below please state your answer. (1 point)

Answer: Learnability

4. The usability goal of ensuring that infrequent users remember how to use the system and achieve their goals is called \_\_\_\_\_. In the text area below please state your answer. (1 point)

Answer: Memorability

5. According to Eason (1987) users who use the system occasionally or via someone else are called \_\_\_\_\_ users. In the text area below please state your answer. (1 point)

Answer: Secondary

6. True or False: Those who use a competitor's project are also considered stakeholders. In the text area below please state your answer. (1 point)

Answer: True

7. In separate lines in the text area below, please state the four basic activities of the Interaction Design process. Please state your answer in the text area below. (4 points)

Answer:

Establishing Requirements

Designing Alternatives

Prototyping

Evaluating