

Final

Due Dec 22, 2020 at 11:59pm

Points 100

Questions 22

Available Dec 10, 2020 at 12am - Dec 22, 2020 at 11:59pm 13 days

Time Limit 75 Minutes

Instructions

Good luck! Please do not cheat or plagiarize. Thanks!

This quiz was locked Dec 22, 2020 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	73 minutes	94 out of 100

❗ Correct answers are no longer available.

Score for this quiz: **94** out of 100

Submitted Dec 10, 2020 at 11:19pm

This attempt took 73 minutes.

Question 1

4 / 4 pts

Only acknowledge user initiated actions when necessary.

☐ True

☒ False

Incorrect

Question 2

0 / 4 pts

An earcon is for sound as an icon is for vision.

☐ True

☒ False

Question 3

4 / 4 pts

A major principle of mobile design is to respect and preserve user entered data.

☒ True

☐ False

Question 4

4 / 4 pts

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

☒ True

☐ False

Question 5

4 / 4 pts

An example of 1 dimensional data representation is a word cloud.

☒ True

☐ False

Question 6

4 / 4 pts

The Amazon mechanical turk is an example of crowd sourcing.

☒ True

☐ False

Question 7

4 / 4 pts

Term meaning the place or source of an object, news item or collection of data.

☐ originance

☐ satisficing

☒ provenance

☐ accessibility

☐ sustainability

Question 8

4 / 4 pts

Visual analytics is calculating derived data as part of an interactive system involving the user.

☒ True

☐ False

Question 9

4 / 4 pts

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

☐ feedback

☐ loops and modes

☐ rules

☒ triggers

Question 10

4 / 4 pts

An example of a MMORPG is Angry Birds.

☐ True

☒ False

Question 11**4 / 4 pts**

When coordinated action is either rare or non existent, there is a high level of nascence.

☐ True

☒ False

Question 12**4 / 4 pts**

Causality can be determined from simple correlations.

☐ True

☒ False

Question 13**4 / 4 pts**

Rules in microinteractions are unrelated to the goal of the micro interaction

☐ True

☒ False

Question 14**4 / 4 pts**

An example of an asynchronous application is a phone call.

☐ True

☒ False

Question 15

4 / 4 pts

A taxonomy, ordering and categorizing, is often a first step in many sciences

☒ True

☐ False

Question 16

4 / 4 pts

Buttons were the first widely used micro interaction

☒ True

☐ False

Question 17

4 / 4 pts

In user studies involving sensitive personal information there is no need to anonymize the data.

☐ True

☒ False

Question 18

4 / 4 pts

Humans react faster to sound than to vision.

☒ True

☐ False

Question 19

4 / 4 pts

One issue with Direct Manipulation is that many error messages are needed to guide the user.

☐ True

☒ False

Question 20

4 / 4 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 21

10 / 10 pts

Name your project and provide 2 examples of microinteractions in your project

Your Answer:

My semester project is Travel Logic.

Microinteraction Example 1: The "Search" button and the "Get Started" button on home page.

Trigger: The buttons

Rule: Direct user to specific page on website

Feedback: Website loads the corresponding page (search result page or recommendation survey page)

Loops/Modes: One time action = no loops

Microinteraction Example 2: Use of check boxes and radio buttons in the recommendation survey.

Triggers: The check boxes and radio buttons

Rule: Show user they have selected a particular response on the survey

Feedback: Check box or radio button is marked/filled

Loops/Modes: User can update their answer so the check boxes/radio buttons have to toggle between default state or selected state

nice, complete answer

Question 22

8 / 10 pts

Provide a critique of the GOMS model. Would it have been useful in assessing your project? Why or why not? Please name your class project in the answer.

Your Answer:

My semester project is Travel Logic.

GOMS (goals, operators, method, and selection) model can be used to predict how long an experienced user will take to do a particular operation with a given interface by calculating the sum of times it takes to do the serial elementary gestures (K: keying, P: pointing, H: Homing, and M: Mentally Preparing). I think GOMS model is a useful tool as it can be used to quantitatively determine the efficiency of an interface design and therefore can then be used to compare multiple interface designs. For example, if one interface requires user to move their mouse frequently to click on different components and another interface requires less mouse movement, then the second interface might be the better design to use. I think GOMS model would have been useful for the project especially since our target E was efficiency so the GOMS model could have been another metric we used to see if our website was improving our target E.

Unfortunately it measures low level key presses and pointing requiring an extensive number of users to validate

Quiz Score: **94** out of 100