



Department of Information Technology  
First Semester S.Y. 2023-2024  
ITEC 101 – Human Computer Interaction II  
Long Quiz Midterm  
SET A

21

General Instruction: Read the following questions. Wrong answer is wrong. Erasure is not allowed, and Alteration of the final answer is not permitted.

2

I. Multiple Choice (10 points)

- ~~B1.~~ What is the main goal of user-centered design?
- A. Make the system look modern  
C. Add more complex features  
B. Prioritize user needs and usability  
D. Reduce the need for user testing
- ~~C1.~~ If a website does not indicate loading progress, which usability principle is violated?
- A. Visibility of system status  
B. User control and freedom  
C. Error prevention  
D. Match between system and real world
- ~~O1.~~ Which of the following is an example of direct interaction?
- A. Using a keyboard shortcut to copy text  
B. Clicking a button to submit a form  
C. Coding a command in a terminal  
D. Using voice commands to control a system
- ~~B1.~~ Which prototype type is least expensive but still useful for testing concepts?
- A. Paper sketch  
B. High-fidelity prototype  
C. Fully functional prototype  
D. Animated prototype
- ~~A1.~~ A website with too many categories and subcategories might cause:
- A. Easy navigation  
B. Cognitive overload  
C. Increased user engagement  
D. Stronger user retention
- ~~B1.~~ What type of navigation lets users apply filters such as price, size, or brand?
- A. Hierarchical navigation  
B. Global navigation  
C. Faceted navigation  
D. Local navigation
- ~~D1.~~ What usability testing method involves observing users perform real tasks?
- A. A/B Testing  
B. Heuristic Evaluation  
C. Usability Testing  
D. Card Sorting
- ~~D1.~~ A login page does not show password requirements before the user submits their password. What heuristic is violated?
- A. Error prevention  
B. Recognition rather than recall  
C. Flexibility and efficiency of use  
D. Aesthetic and minimalist design
- ~~A1.~~ What does Fitts' Law suggest about UI design?
- A. Bigger targets are easier to hit  
B. Scrolling is better than clicking  
C. Users should always remember commands  
D. Icons should be the same size
- ~~C1.~~ What is the purpose of wireframing?
- A. Improve final product visuals  
B. Plan the layout and structure  
C. Test website speed  
D. Write user manuals

7

II. True or False (10 points)

- ~~C1.~~ ~~I~~ A user flow diagram helps visualize how a user navigates an interface.  
~~E~~ Error messages should be technical and detailed to help users debug the issue.