1.3 - Sprint 1 Learning Quiz

Due Jul 5 at 11:59pmPoints 10Questions 20Available until Jul 5 at 11:59pmTime Limit None

Allowed Attempts Unlimited

Instructions

- The purpose of this guiz is to help you learn this Sprint's material.
- · Take the quiz at least twice.
 - On the first attempt, do NOT use notes. Assess your learning.
- Your latest score will be kept.



This quiz was locked Jul 5 at 11:59pm.

Attempt History

	Attempt	Time	Score	
KEPT	Attempt 3	14 minutes	10 out of 10	
LATEST	Attempt 3	14 minutes	10 out of 10	
	Attempt 2	113 minutes	9.5 out of 10	
	Attempt 1	27 minutes	8 out of 10	

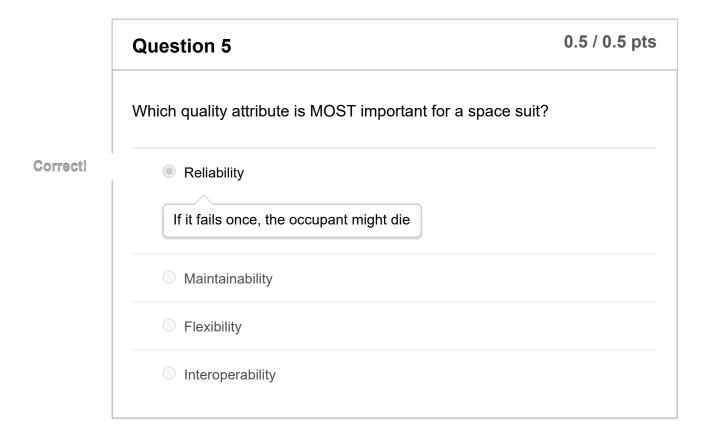
Score for this attempt: 10 out of 10

Submitted Jun 29 at 3:29pm This attempt took 14 minutes.

Question 1	0.5 / 0.5 pts
What is a non-functional requirement?	

Correct!	A description of how well the software must perform	
	A description of what the software must do	
	A description of how the software can fail	
	A requirement that isn't working out very well	
	Question 2	0.5 / 0.5 pts
	Which is NOT a quality attribute?	
	Flexibility	
	Efficiency	
	Usability	
Correct!	99% uptime	
	Question 3	0.5 / 0.5 pts
	Which is part of INVEST?	
Correct!	independence	
	integrity	
	interoperability	
	individuality	

Which quality attribute is MOST important for a system that, once started, continuously removes pollutants from the air? Testability We need to know whether it's working, otherwise it could be doing nothing Usability Reusability Flexibility



	Question 6	0.5 / 0.5 pts
	Which is part of INVEST?	
Correct!	negotiable	
	onon-functional	
	onon-negative	
	nuanced	

	Question 7	0.5 / 0.5 pts
	Which is part of INVEST?	
Correct!	testable	
	○ traceable	
	○ tailorable	
	○ transparent	

Question 8 O.5 / 0.5 pts If a user interface design prototype is hand-drawn, which fidelity is it most likely to be? Select the MOST CORRECT answer.

Correct!	Low-fidelity	_
	Medium-fidelity	
	O High-fidelity	
	Question 9 0.5 / 0.5 pts	>
	It's important for paper prototypes to look beautiful. True or false?	
	O True	_
Correct!	False	
	Question 10 0.5 / 0.5 pts	>
	Which are benefits of paper prototyping?	
	Select ALL correct answers.	
Correct!	Catching design flaws before expensive implementation has been done	
Correct!		_
	Easy to capture information about the user interface (by adding directly on the prototypes)	
Correct!	Can show what happens during interaction without programming the interaction	

~

Can communicate design concepts without distraction of specfic graphic design choices (Ex: colors, styles, etc.)

Question 12 0.5 / 0.5 pts	
Which are drawbacks of paper prototyping? Select ALL correct answers.	
✓ User experience can be hard to demonstrate (Ex: page load time).	
You have to be a graphic designer to create them.	
☐ There are no drawbacks.	
Can't show interaction.	
	Which are drawbacks of paper prototyping? Select ALL correct answers. User experience can be hard to demonstrate (Ex: page load time). You have to be a graphic designer to create them. There are no drawbacks.

	Question 13	0.5 / 0.5 pts
	How might providing different ways to accomplish a tas Select the BEST answer.	k affect Abi?
	Abi will always feel overwhelmed by this.	
Correct!	Abi might appreciate having an alternate approach if anothout.	ner isn't working
	Abi always likes to explore and tinker; They will feel en	couraged.

How might providing different ways to accomplish a task affect users with high computer self-efficacy? Select the BEST answer. They will always feel overwhelmed by this. They might appreciate having an alternate approach if another isn't working out. They might be able to solve problems in multiple ways

Question 15 0.5 / 0.5 pts

Correct!

	How might Tim send an email from an unfamiliar site without a undo button? Select the MOST LIKELY answer.
	They might notice the lack of undo button, be worried about making mistakes, and find a different email service
Correct!	They might navigate to the compose email text area, type their message, and send (perhaps with mistakes)
	They might try out some of the settings and text formatting only to get frustrated with the site when there was no undoing the changes

	Question 16	0.5 / 0.5 pts
	Why is it important to provide options for process-orier Select the MOST CORRECT answer.	nted learners?
	So that they will feel comfortable with the software	
	To support their progress	
	 So that they can choose the path they want 	
Correct!	All of these options are correct	

Which personas benefit from having undo/redo and backtracking options? Select the BEST answer. Only Abi and Pat Only Abi Only Abi and Tim Abi, Pat, and Tim

	Question 18	0.5 / 0.5 pts
	Which are the cognitive problem-solving facets? Select ALL correct answers.	
Correct!	Motivations (task completion vs. interest)	
	Gender (man vs. woman vs. non-binary)	
Correct!	☑ Information Processing Style (comprehensive vs. selective)	
Correct! Style of Learning (by process vs. by tinkering)		
	Age (young vs. old)	
Correct!	Computer Self-Efficacy (low vs. high)	
Correct!	Attitude Toward Risk (risk-averse vs. risk-tolerant)	

	Question 19	0.5 / 0.5 pts
	Undo/redo and backtracking options help Tim because:	
	Select the MOST CORRECT answer.	
	Knowing that actions are reversible helps them be comfortable	proceeding
	They don't help Tim	
Correct!	Reversible actions help them backtrack and recover from m	nistakes

	Question 20	0.5 / 0.5 pts
	Why provide a path through a task? Select the MOST CORRECT answer.	
	To help the user stay focused.	
Correct!	To help process-orientated learners proceed step-by-step.	
	There's no reason to.	

Quiz Score: 10 out of 10