Question 1		50 / 50 pts
Please order the steps in the usability process.		
Collect data about the target audience	1	
Write persona	2	
Write scenario	3 <b>Y</b>	
Identify evaluation criteria	4	
First draft of executive summary	5 <b>Y</b>	
Iterative design	δ Ψ	
Create prototypes	7	
Write the specification	8	
Implementation	9	
Make hypotheses about the design as built	10 ▼	
Create experiments to collect data about hypotheses	11 V	
Create a usability script	12 <b>v</b>	
Conduct a usability study	13 ▼	
Use qualitative data analysis tools to evaluate usability data	14 ¥	
Make recommendations for improvement based on hard data	15 <b>v</b>	

Please match the term with the definition from the Interaction Framework  The ability of the user to understand the system's symbols and/or metaphores  Interpretation  What the user wishes to accomplish  Goal  The user's plan for accomplishing a task  Specify Sequence  The user's data or the state of the system is shown to the user  The process of the user relating the information of the interface to what he is trying to do  Evaluation  The process of the user inputting data to the system  Energy for the user to observe what the interface is telling him  Perception  Perception	25 / 25 pt			Question 2
What the user wishes to accomplish  Goal  The user's plan for accomplishing a task  Specify Sequence  The user's data or the state of the system is shown to the user  The process of the user relating the information of the interface to what he is trying to do  Evaluation  The process of the user inputting data to the system  Execute Sequence  The ability of the user to observe what the interface is telling him  Perception  The process of the user to observe what the interface is telling him				Please match the term with the definition from the Interaction Framework
The user's plan for accomplishing a task  Specify Sequence  The user's data or the state of the system is shown to the user  Presentation  The process of the user relating the information of the interface to what he is trying to do  Evaluation  The process of the user inputting data to the system  Execute Sequence  The ability of the user to observe what the interface is telling him  Perception  The process of the user to observe what the interface is telling him		,	Interpretation   ▼	The ability of the user to understand the system's symbols and/or metaphores
The user's data or the state of the system is shown to the user  Presentation  The process of the user relating the information of the interface to what he is trying to do  Evaluation  The process of the user inputting data to the system  Execute Sequence  The ability of the user to observe what the interface is telling him  Perception  Perception		•	Goal ▼	What the user wishes to accomplish
The process of the user relating the information of the interface to what he is trying to do  Evaluation  The process of the user inputting data to the system  Execute Sequence  The ability of the user to observe what the interface is telling him			Specify Sequence ▼	The user's plan for accomplishing a task
The process of the user inputting data to the system  Execute Sequence  The ability of the user to observe what the interface is telling him			Presentation ▼	The user's data or the state of the system is shown to the user
The ability of the user to observe what the interface is telling him  Perception  V			Evaluation <b>v</b>	The process of the user relating the information of the interface to what he is trying to do
and Copper to the Copper to th		,	Execute Sequence ▼	The process of the user inputting data to the system
		,	Perception ▼	The ability of the user to observe what the interface is telling him
What the system needs to do so the user's needs can be accomplished  Intention			Intention ▼	What the system needs to do so the user's needs can be accomplished

Question 3	25/25 pts
Match the term with the definition from the Variables of Usability	
The amount of confidence the user has when using the system	Trust 🔻
The path to becoming proficient	Learnability
The amount the user needs to know to master the system	Simplicity ▼
The amount of effort or time required to perform a task	Efficiency ▼
Does the user want to use the system?	Motivation ▼
The degree in which the interface resembles something with which the user has used before	Familiarity •
Clues within the design encouraging the user to form a consistent mental model of the system	Mapping v
The degree in which the functionality of the data of the system is available to the user when he needs it	Visibility ▼