



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

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

32/40

I. Multiple Choice (10 points)

- B 1. What is the main goal of user-centered design?
 - A. Make the system look modern
 - B. Prioritize user needs and usability
 - C. Add more complex features
 - D. Reduce the need for user testing
- A 2. 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
- B 3. 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
- A 4. 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
- B 5. A website with too many categories and subcategories might cause:
 - A. Easy navigation
 - B. Cognitive overload
 - C. Increased user engagement
 - D. Stronger user retention
- C 6. 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
- A 7. What usability testing method involves observing users perform real tasks?
 - A. A/B Testing
 - B. Heuristic Evaluation
 - C. Usability Testing
 - D. Card Sorting
- A 8. 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
- A 9. 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
- B 10. 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

II. True or False (10 points)

11. ~~True~~ A user flow diagram helps visualize how a user navigates an interface.
12. ~~True~~ Error messages should be technical and detailed to help users debug the issue.

corrected by: auste

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Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, science and technology through quality instruction and relevant research and development activities. It shall produce professional, skilled and morally upright individuals for global competitiveness.

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13. ~~TRUE~~ A usability test should always have at least 100 participants.
14. ~~FALSE~~ A mobile app with touch gestures only follows an indirect interaction model.
15. ~~TRUE~~ Prototypes should always be high-fidelity before testing.
16. ~~TRUE~~ Users generally prefer systems that require memorization rather than recognition.
17. ~~TRUE~~ A card sorting exercise helps determine how users categorize information.
18. ~~TRUE~~ Navigation menus should be consistent across all pages.
19. ~~FALSE~~ A flat site map is best for websites with large amounts of content.
20. ~~TRUE~~ Error prevention helps users avoid making mistakes in the first place.

III. Identification with Choices (10 points)

21. ~~HEURISTIC EVALUATION~~ is a usability testing method where experts evaluate a system against guidelines.
22. ~~AFFORDANCE~~ refers to the ease with which a user can interact with a UI element.
23. ~~WIRE FRAMING~~ helps designers plan the structure of a webpage before full development.
24. ~~USER FLOW DIAGRAM~~ helps predict how users will navigate a system.
25. ~~FITTS LAW~~ suggests that larger buttons are easier to click.
26. ~~A/B TESTING~~ is used to observe real user interactions and measure usability issues.
27. ~~GLOBAL NAVIGATION~~ ensures navigation is available on every page of a website.
28. ~~FOCUS GROUP~~ is a research method where users group similar topics together.
29. ~~ERROR PREVENTION~~ prevents user errors before they occur.
30. ~~COGNITIVE WALKTHROUGH~~ simulates a step-by-step user task to identify design issues.

IV. Matching Type (31-40)

COLUMN A	ANSWER	COLUMN B
Error Rate	31. G	A. Analyzing user performance in a simulated setting
Storyboarding	32. B	B. A sequence of images to visualize a process
Hierarchical Navigation	33. C	C. A structured way to organize content
A/B Testing	34. D	D. Comparing two UI versions for effectiveness
Recognition vs. Recall	35. E	E. Making information visible rather than requiring memorization
First Click Testing	36. F	F. Evaluating the first action a user takes
Heuristic Evaluation	37. A	G. Testing a UI against usability principles
Affordance	38. H	H. Design properties that suggest an element's function
User Control & Freedom	39. I	I. Allowing users to undo or redo actions
Learnability	40. J	J. How easily new users understand a system

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BSIT-SA

APRIL 3, 2025

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Department of Information Technology
MIDTERM EXAMINATION
Second Semester S.Y. 2024-2025
ITEC 101 – HUMAN COMPUTER INTERACTION II
SET B

B

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		SECTION:	IT-3A

General Directions: READ THE INSTRUCTIONS CAREFULLY. AVOID ERASURES AND ALTERATIONS OF THE FINAL ANSWERS. CHEATING IS NOT ALLOWED. WRONG SPELLING IS WRONG. USE OF A PENCIL IS NOT ACCEPTED.

I. MULTIPLE CHOICE: Read the question carefully and understand, and choose the right answer from the choices (1 point)

- ☒ 1. A company wants to design a website that adapts to different screen sizes. What HCI principle should they prioritize?
 - A. Visibility
 - B. Consistency
 - C. Responsiveness
 - D. Affordance
- ☒ 2. A user struggles to remember a 16-character password. Which usability principle can improve this experience?
 - A. Error prevention
 - B. Recognition over recall
 - C. Flexibility
 - D. Efficiency
- ☒ 3. A bank app requires customers to verify their identity with a fingerprint. This improves:
 - A. Cognitive load
 - B. Accessibility
 - C. Security and usability
 - D. Heuristic evaluation
- ☒ 4. A self-driving car's interface alerts the driver 10 seconds before taking control. This ensures:
 - A. User freedom
 - B. System transparency
 - C. Minimalism
 - D. Memorability
- ☒ 5. Which method is most effective for evaluating how users interact with a new prototype?
 - A. Heuristic evaluation
 - B. A/B testing
 - C. Card sorting
 - D. Affordance testing
- ☒ 6. A social media platform wants to reduce fake accounts while keeping the signup process simple. What approach is best?
 - A. Require lengthy verification processes
 - B. Implement a CAPTCHA test
 - C. Request multiple forms of ID
 - D. Ask security questions
- ☒ 7. A healthcare app provides voice-based navigation for visually impaired users. This feature enhances:
 - A. Learnability
 - B. Accessibility
 - C. Consistency
 - D. Minimalism
- ☒ 8. A productivity app provides users with keyboard shortcuts and drag-and-drop functionality. This follows the principle of:
 - A. Affordance
 - B. Flexibility & efficiency
 - C. Error prevention
 - D. Memorability
- ☒ 9. A smart home system allows users to set automated schedules for appliances. What principle does this represent?
 - A. User control & freedom
 - B. Feedback
 - C. Visibility
 - D. Efficiency
- ☒ 10. A food delivery app allows users to track the location of their order. This supports:
 - A. System feedback
 - B. Customization
 - C. Learnability
 - D. Memorability
- ☒ 11. A travel booking website displays available flight options with a progress bar showing seat availability. This improves:
 - A. Learnability
 - B. Visibility of system status
 - C. Accessibility
 - D. Minimalism
- ☒ 12. A new gaming console uses a UI similar to previous versions to help returning users adapt quickly. This demonstrates:
 - A. Consistency
 - B. Aesthetic appeal
 - C. Affordance
 - D. Error prevention
- ☒ 13. A customer service chatbot provides instant responses and suggests possible solutions before connecting to a human agent. This is an example of:
 - A. Cognitive overload
 - B. User control
 - C. Efficiency
 - D. Heuristic evaluation
- ☒ 14. A messaging app allows users to unsend a message within 10 seconds. This feature supports:
 - A. Memorability
 - B. Error recovery
 - C. Minimalism
 - D. Affordance
- ☒ 15. A news website uses infinite scrolling. This can negatively impact:
 - A. Accessibility
 - B. System feedback
 - C. Cognitive load
 - D. Error prevention

33. ~~A~~ A site shows unclear error messages when a card is declined; users can't tell what went wrong.
34. ~~D~~ Two buttons (Cancel and Continue) are close together, causing frequent misclicks.
35. ~~B~~ A trash bin icon is used to delete photos, making its function obvious.
36. ~~A~~ The system uses green for success and red for errors on every page.
37. ~~G~~ A travel app offers both a quick search and advanced filter for different users.
38. ~~L~~ A prompt appears asking, "Are you sure?" before permanently deleting a file.
39. ~~E~~ An app saves automatically without showing confirmation or progress.
40. ~~J~~ An interface includes technical terms like "API calls" that confuse average users.
41. ~~H~~ A design includes keyboard shortcuts for expert users to speed up actions.
42. ~~D~~ Users must click through 5 menus to find the logout button.
43. ~~C~~ A document editing tool lets users undo or redo recent changes.
44. ~~E~~ A form marks empty required fields in red and explains how to fix them.
45. ~~D~~ A system uses the same icons and layout across all screens.
46. ~~J~~ A new app walks users through its features step by step when first launched.
47. ~~G~~ A user navigates back without losing entered form data.
48. ~~H~~ A website has flashy animations that distract from the actual content.
49. ~~H~~ An app uses icons without labels, confusing first-time users.

IV. Read each statement carefully. Write TRUE if the statement is correct and FALSE if not, based on the application of interaction design and prototyping principles.

50. ~~FALSE~~ A wireframe should include fully functional links and animations to simulate user experience.
51. ~~TRUE~~ Paper prototyping is a cost-effective way to gather early feedback from users.
52. ~~TRUE~~ When users struggle to complete a task during testing, it usually means the interface needs to be redesigned.
53. ~~FALSE~~ It is best to avoid any user feedback during the prototyping stage to keep the design process fast.
54. ~~TRUE~~ A clickable prototype helps demonstrate how users will navigate through a system even without backend functionality.
55. ~~FALSE~~ Interaction design only deals with the appearance of the interface, not how users interact with it.
56. ~~TRUE~~ A high-fidelity prototype can closely mimic the look and feel of the final product.
57. ~~TRUE~~ Storyboarding helps designers visualize the user's journey and interactions with a system.
58. ~~FALSE~~ Prototypes are not useful unless they are fully functional.
59. ~~TRUE~~ Interaction design should consider how easily users can complete tasks with minimal frustration.
60. ~~FALSE~~ Usability testing should only be done after the final product is launched.
61. ~~TRUE~~ Making design decisions based on user feedback leads to more effective interaction designs.
62. ~~TRUE~~ Using too many advanced features in a prototype can distract users from evaluating its basic usability.

V. Creating: Read each question carefully and follow the specific instructions provided.

63-66. Describe and compare two types of navigation systems used in website or app design.

Instructions:

For two types of navigation systems (choose from: global, local, contextual, or faceted), provide:

- A brief definition of each (1-2 sentences per type)
 - An example of where each navigation type would be used in a real-world website or app
- Answer in full sentences.

67-70. Define Information Architecture (IA) and explain its significance in user experience design.

Instructions:

Write a short paragraph (4-6 sentences) that includes:

- A clear definition of Information Architecture (IA)
- Two benefits of IA in digital product design
- One specific example of how IA helps users interact with a website or application

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D 16. A student portal uses a dashboard with icons representing different services instead of a text-based menu. This enhances:

- A. Error prevention B. Recognition over recall C. Minimalism D. Consistency

B 17. A ride-hailing app provides estimated arrival times and progress updates. This feature aligns with:

- A. Minimalism B. System visibility C. Customization D. Efficiency

C 18. A smartwatch provides haptic feedback for incoming notifications. This feature improves:

- A. Accessibility B. Error prevention C. Aesthetic design D. Learnability

II. Analyzing: Analyze Column A (Concepts) with the most appropriate description in Column B. Write the letter of the correct answer in the space provided.

M 19.	User Control & Freedom	A. Evaluating a system by having experts check for usability issues based on established principles.
L 20.	Flexibility & Efficiency	B. Ensuring that a design works for people with different abilities, including those with disabilities.
D 21.	Usability Testing	C. The ability of users to navigate and correct mistakes without frustration.
B 22.	Accessibility	D. The process of testing a product with <u>real users</u> to identify usability problems.
E 23.	Cognitive Load	E. The mental effort required to use a system, which should be minimized for better usability.
A 24.	Heuristic Evaluation	F. Refining a product based on repeated testing and user feedback to improve experience.
J 25.	Minimalist Design	G. Features that suggest how an object should be used, such as buttons that look clickable.
G 26.	Affordance	H. Ensuring that related elements behave and appear the same throughout the system.
F 27.	User Feedback	I. Prioritizing intuitive elements over making users <u>remember</u> steps or commands.
K 28.	Iterative Design	J. A design principle that removes <u>unnecessary</u> elements for a cleaner, more efficient interface.
I 29.	Recognition over Recall	K. Providing messages or alerts to help users understand system status or their actions.
H 30.	Consistency	L. Customizing interactions so that beginners and expert users can perform tasks effectively.
C 31.	Error Prevention	M. Designing systems to prevent mistakes rather than simply allowing users to undo them.

III. Identification: Read each scenario carefully. Each item describes a situation related to Usability Principles or Heuristic Evaluation. Please choose the correct letter corresponding to your answer from the Word Bank and write it on the blank provided

A. Visibility of System Status	F. Recognition Rather Than Recall
B. Match Between System and the Real World	G. Flexibility and Efficiency of Use
C. User Control and Freedom	H. Aesthetic and Minimalist Design
D. Consistency and Standards	I. Help Users Recognize, Diagnose, and Recover from Errors
E. Error Prevention	J. Help and Documentation
K. Usability Testing	L. Heuristic Evaluation
M. Accessibility	