

15
20

CORROZ, DIVINA GRACIA M.

ITEC 107

BSIT - SA

QUIZ # 1

2-25-25

1. A

11. T x

2. C

12. +

3. A x

13. T

4. C

14. F

5. A

15. T x

6. B x

16. Visibility, Feedback, Constraint

7. C

17. Mapping, consistency

8. B

18. Affordance

9. C

19. Early HCI (task based)

10. A x

20. Interference

Modern HCI (ux design)

Future HCI (AI driven)

18/20

CORROZ, DIVINA GRACIA M.

ITEC 101

BSIT-3A

POST-TEST

MARCH 09, 2025

1. ~~B~~ 11. ~~FALSE~~
2. ~~B~~ 12. ~~TRUE~~
3. ~~A~~ 13. ~~FALSE~~
4. ~~C~~ 14. ~~FALSE~~
5. ~~B~~ 15. ~~TRUE~~
6. ~~B~~ 16. ~~ERROR RATE~~
7. ~~A~~ 17. ~~CONSISTENCY & STANDARDS~~
8. ~~B~~ 18. ~~FLEXIBILITY & EFFICIENCY OF USE~~
9. ~~D~~ 19. ~~USER CONTROL & FREEDOM~~
10. ~~B~~ 20. ~~HELP USERS RECOGNIZE,~~
DIAGNOSE, & RECOVER FROM

CORRECTED BY:
DEMETILLO

Errors

Corro2, Divina Gracia M.

ITEC 101

BSIT-3A

POST-TEST 2

March 06, 2025

1. B

1. C

2. B

2. B

3. D

3. D

4. D

4. E

5. A

5. A

6. B

6. Focus Group

7. D

7. Journey Map

8. C

8. Usability Testing

9. A

9. Users Persona

10. A

10. Iterative Design

16

03/06/25

Ciby - Agustin

Comor, Divina Grace M.

ITEL 101

BSIT - 3A

POST-TEST 9

March 11, 2025

1. ~~B~~

11. ~~TRUE~~

2. ~~B~~

12. ~~TRUE~~

3. ~~A~~

13. ~~FALSE~~

4. ~~B~~

14. ~~TRUE~~

5. ~~B~~

15. ~~FALSE~~

6. ~~B~~

16. ~~INDIRECT INTERACTION MODEL~~

7. ~~D~~

17. ~~WIREFRAMING~~

8. ~~C~~

18. ~~PROTOTYPE~~

9. ~~C~~

19. ~~STORYBOARDING~~

10. ~~C~~

20. ~~SCENARIO BASED DESIGN~~

cby: ACANA

18 / 20

CORROZ, DNINA GRACIA M.

ITC 101

BS17-SA

QUIZ 5 POST-TEST APRIL 3, 2025

1. B ✓
2. C ✓
3. C ✓
4. B ✓
5. C ✓
6. B ✓
7. C ✓
8. A ✓
9. A ✓
10. A ✓
11. TRUE ✓
12. TRUE ✓
13. TRUE ✓
14. FALSE ✓
15. TRUE ✓
16. CARD SORTING
17. GLOBAL NAVIGATION
18. OPEN (CARE) CARD SORTING
19. HYBRID NAVIGATION
20. FIRST CLICK TESTING
- 18

CRY PHEA