

MY PORTFOLIO

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ABOUT

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Hello, I'm
Divina Gracia

Data Analyst

Download CV



ABOUT ME

Hey There!
I am **Divina Gracia Corroz**



Im a 21 year old third year college student at Cavite State University - Silang Campus. I'm currently pursuing my passion for Information Technology, with a strong interest in IT support, web design, and cybersecurity.

Technology has always fascinated me, and I love exploring ways to make digital spaces more efficient, secure, and visually engaging. I enjoy the challenge of constantly learning and improving my skills.

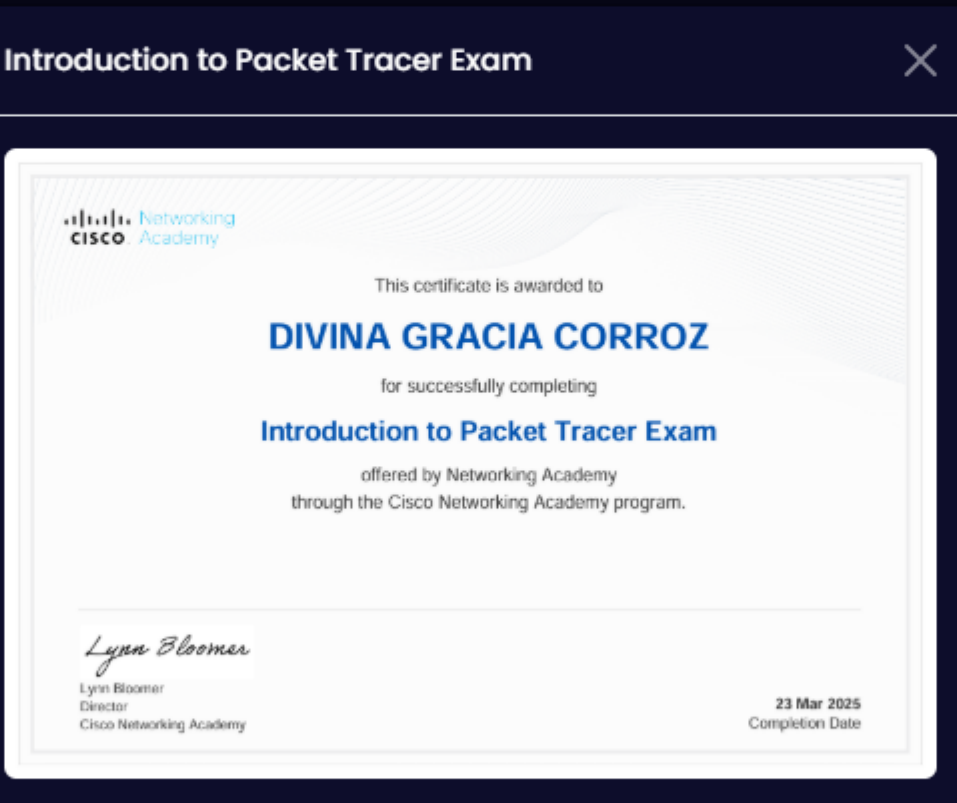
As I continue my academic journey, I'm excited to gain more hands-on experience and take on opportunities that will help me grow in the field. I'm always open to new challenges and collaborations that will allow me

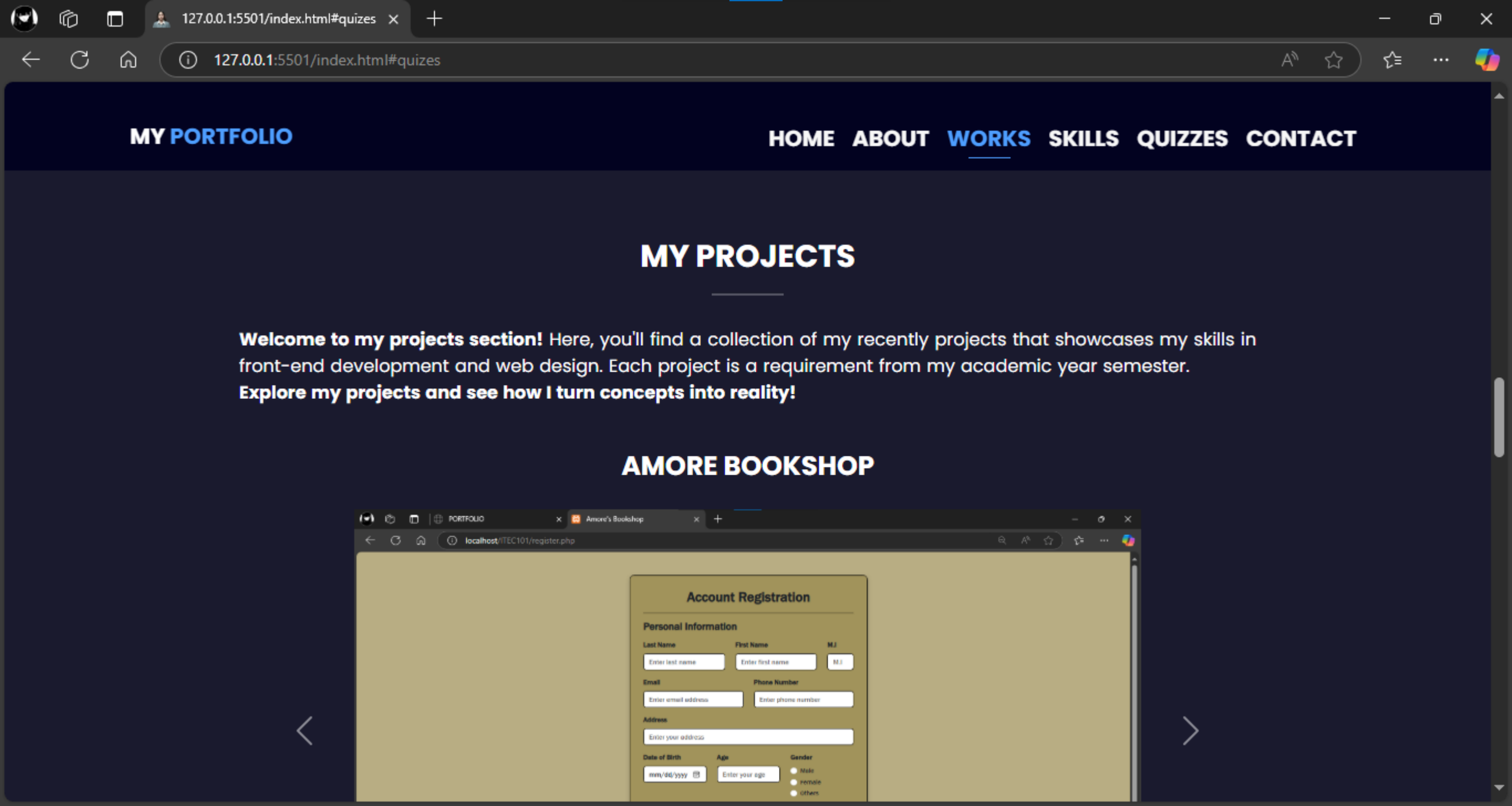
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showcasing my expertise
demonstrating my ability to
this Course, equipping me
reflect my commitment to





MY PORTFOLIO

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MY PROJECTS

Welcome to my projects section! Here, you'll find a collection of my recently projects that showcases my skills in front-end development and web design. Each project is a requirement from my academic year semester. **Explore my projects and see how I turn concepts into reality!**

AMORE BOOKSHOP

PORTFOLIO x Amore's Bookshop x

localhost/ITEC101/register.php

Account Registration

Personal Information

Last Name	First Name	M.I.
<input type="text" value="Enter last name"/>	<input type="text" value="Enter first name"/>	<input type="text" value="M.I."/>
Email	Phone Number	
<input type="text" value="Enter email address"/>	<input type="text" value="Enter phone number"/>	
Address		
<input type="text" value="Enter your address"/>		
Date of Birth	Age	Gender
<input type="text" value="mm/dd/yyyy"/>	<input type="text" value="Enter your age"/>	<input type="radio"/> Male <input type="radio"/> Female <input type="radio"/> Others

MY SKILLS



HTML



CSS



JavaScript

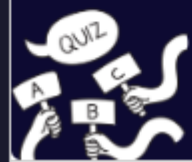
I use Bootstrap to build responsive layouts quickly with pre-built tools.

35%

MY QUIZZES

QUIZ TIME!

ITEC 101
POST-TESTS



View My Scores

QUIZ TIME!

ITEC 101
PRE-TESTS



View My Scores

MIDTERM

ITEC-101 EXAM
& LONG QUIZ



View My Scores

PDF FILES

SCREENSHOTS &
REFLECTION



View My Scores

EXAM & LONG QUIZ

EXAM

Republic of the Philippines
CAVITE STATE UNIVERSITY
Silang Campus
Riga I, Silang, Cavite

Department of Information Technology
MIDTERM EXAMINATION
Second Semester 2024-2025
ITEC 101 - HUMAN-COMPUTER INTERACTION I
SET B

NAME: JOHNNIE P. PUYO SCORE: 38/70
INSTRUCTOR: JOHNNIE P. PUYO DATE: 2024.11.15 SECTION: 27-30

General Directions: READ THE INSTRUCTIONS CAREFULLY. AVOID BRASURES AND ABUSATIONS OF THE FINAL ANSWER. CHATGPT IS NOT ALLOWED. WORKING 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. Usability 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 well-running car's interior alerts the driver 10 seconds before exiting a turn. 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. Distance testing

6. A social media platform wants to reduce fake accounts while keeping the sign-up 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. Usability B. Accessibility C. Customization D. Minimalism

8. A productivity app provides users with keyboard shortcuts and drag-and-drop feedback. 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. Usability D. Minimalism

11. A travel booking site offers flight options with a progress bar showing seat availability. This improves:
A. Usability B. Visibility of system status C. Accessibility D. Minimalism

12. A new parking app uses a color-coded system to help returning users find their spot. 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 send 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

EXAM

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.

1. A website should include help functional info and animations to delight user experience. **TRUE**

2. From prototyping is a cost-effective way to gather early feedback from users. **TRUE**

3. When users struggle to complete a task during testing, it usually means the interface needs to be redesigned. **TRUE**

4. It is best to avoid any user feedback during the prototyping stage to keep the design process fast. **FALSE**

5. A clickable prototype is a simulation of how users will navigate through a system even without functional functionality. **TRUE**

6. Interaction design only deals with the appearance of the interface, not how users interact with it. **FALSE**

7. A high-fidelity prototype can closely mimic the look and feel of the final product. **TRUE**

8. Storyboarding helps designers visualize the user's journey and interactions with a system. **TRUE**

9. Prototypes are not useful unless they are fully functional. **FALSE**

10. Iterative design should involve how early users can complete tasks with minimal frustration. **TRUE**

11. Usability testing should only be done after the final product is launched. **FALSE**

12. Making design decisions based on user feedback leads to more effective interactive designs. **TRUE**

13. Using too many different features in a prototype can distract users from learning its basic usability. **FALSE**

14. Creating a well-structured question checklist and follow the specific instructions provided. **TRUE**

15. Discover and compare two types of navigation systems are: website or app design. **TRUE**

For the types of navigation systems (between global, local, contextual, or hybrid), provide:

- A brief description of each (2 sentences per type)
- An example of where each navigation type would be used in a real-world website or app
- Describe its full and brief

16. Define information Architecture (IA) and explain its significance in user experience design. **TRUE**

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

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

Prepared by: JOHNNIE P. PUYO Instructor
Checked and Reviewed by: HERNIE A. BAGAUSA Program Head, BSIT
Approved by: ERWIN L. CHAMPA Chairman, CIT

EXAM

1. A student portal uses a dashboard with icons representing different services instead of a text-based menu. This improves:
A. Error prevention B. Recognition over recall C. Minimalism D. Consistency

2. A ride-hailing app provides estimated arrival times and progress updates. This feature aligns with:
A. Minimalism B. System visibility C. Customization D. Efficiency

3. A smartwatch provides haptic feedback for incoming notifications. This feature improves:
A. Accessibility B. Error prevention C. Aesthetic design D. Usability

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.

Column A	Column B
1. User Control & Freedom	A. Prioritizing a system by having experts check for usability issues based on established principles.
2. Flexibility & Efficiency	B. Ensuring that a design works for people with different abilities, including those with disabilities.
3. Usability Testing	C. The study of users to navigate and correct mistakes without frustration.
4. Accessibility	D. The process of testing a product with end-users to identify usability problems.
5. Cognitive Load	E. The mental effort required to use a system, which should be minimized for better usability.
6. Heuristic Principles	F. Gathering a product based on repeated testing and user feedback to improve experience.
7. Minimalist Design	G. Features that suggest how an object should be used, such as buttons that look clickable.
8. Feedback	H. Ensuring that related elements behave and appear the same throughout the system.
9. User Feedback	I. Prioritizing intuitive elements over making users remember steps or commands.
10. Iterative Design	J. A design principle that removes unnecessary elements for a cleaner, more efficient interface.
11. Recognition over Recall	K. Providing messages or alerts to help users understand system status or their actions.
12. Consistency	L. Customizing interactions so that beginners and expert users can perform tasks effectively.
13. Error Prevention	M. Designing systems to prevent mistakes rather than simply allowing users to undo them.

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

Scenario	Principle/Heuristic
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
F. Usability Testing	K. Heuristic Evaluation
G. Accessibility	

HOME

NEXT

MIDTERM EXAM

31. ~~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. ~~I~~ 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. ~~F~~ 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. ~~TRUE~~ 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. ~~TRUE~~ 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 (4-5 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

EXAM

Republic of the Philippines
CAVITE STATE UNIVERSITY
Silang Campus
Riga I, Silang, Cavite

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

NAME	ORANGE	GREEN	BLUE	DATE	TIME	SECTION
INSTRUCTOR	JOHANNES P. RUJO					

General Directions: READ THE INSTRUCTIONS CAREFULLY. ANSWER BRIEFLY AND ACCURATELY. SHOWING OR CHATGPT IS NOT ALLOWED. WORKING SILENTLY IS MANDATORY. USE OF A PHONE, SMARTPHONE, OR ANY OTHER DEVICE IS STRICTLY PROHIBITED.

I. MULTIPLE CHOICE: Read the question carefully and understand, and choose the right answer.

1. A user wants to design a website that adapts to different screen sizes. What HCD principle is most relevant?

A. Usability B. Consistency C. Responsiveness D. Flexibility

2. A user struggles to remember a 15-character password. Which usability principle can help?

A. Error prevention B. Recognition over recall C. Flexibility D. Consistency

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. System transparency

4. A well-designed onboarding experience for a new user should include:

A. User feedback B. System transparency C. Minimalism D. Personalization

5. When method is most effective for evaluating how users interact with a new prototype?

A. Heuristic evaluation B. A/B testing C. Card sorting D. Content analysis

6. A social media platform wants to reduce fake accounts while keeping the sign-up process simple.

A. Require lengthy verification process 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 focuses on:

A. Usability B. Accessibility C. Consistency D. Minimalism

8. A productivity app provides users with keyboard shortcuts and drag-and-drop functionality. This improves:

A. Efficiency B. Flexibility & efficiency C. Error prevention D. Consistency

9. A smart home system allows users to set voice-activated schedules for appliances. What does this improve?

A. User control & feedback B. Feedback C. Usability D. Efficiency

10. A food delivery app allows users to track the location of their order. This supports:

A. System feedback B. Customization C. Usability D. Minimalism

11. A travel app provides users with a progress bar showing how many destinations they have visited. This improves:

A. Usability B. Visual feedback C. Accessibility D. Minimalism

12. A new parking app uses a color-coded system to help users find parking spots. This improves:

A. Consistency B. Aesthetic appeal C. Affordance D. Usability

13. A customer service chatbot provides instant responses and suggests possible solutions to help users. This is an example of:

A. Cognitive overload B. User control C. Efficiency D. Consistency

14. A messaging app allows users to send a message within 10 seconds. This feature supports:

A. Memorability B. Error recovery C. Minimalism D. Usability

15. A news website uses infinite scrolling. This negatively impacts:

A. Accessibility B. System feedback C. Cognitive load D. Usability

EXAM

Read with care, remembering different services issued off a text-based menu. The following are some of the services issued off a text-based menu.

Recognition over recall C. Minimalism D. Consistency

Feedback for system status and progress updates. This feature aligns with:

A. System feedback B. Customization C. Usability D. Efficiency

Feedback for system status and progress updates. This feature aligns with:

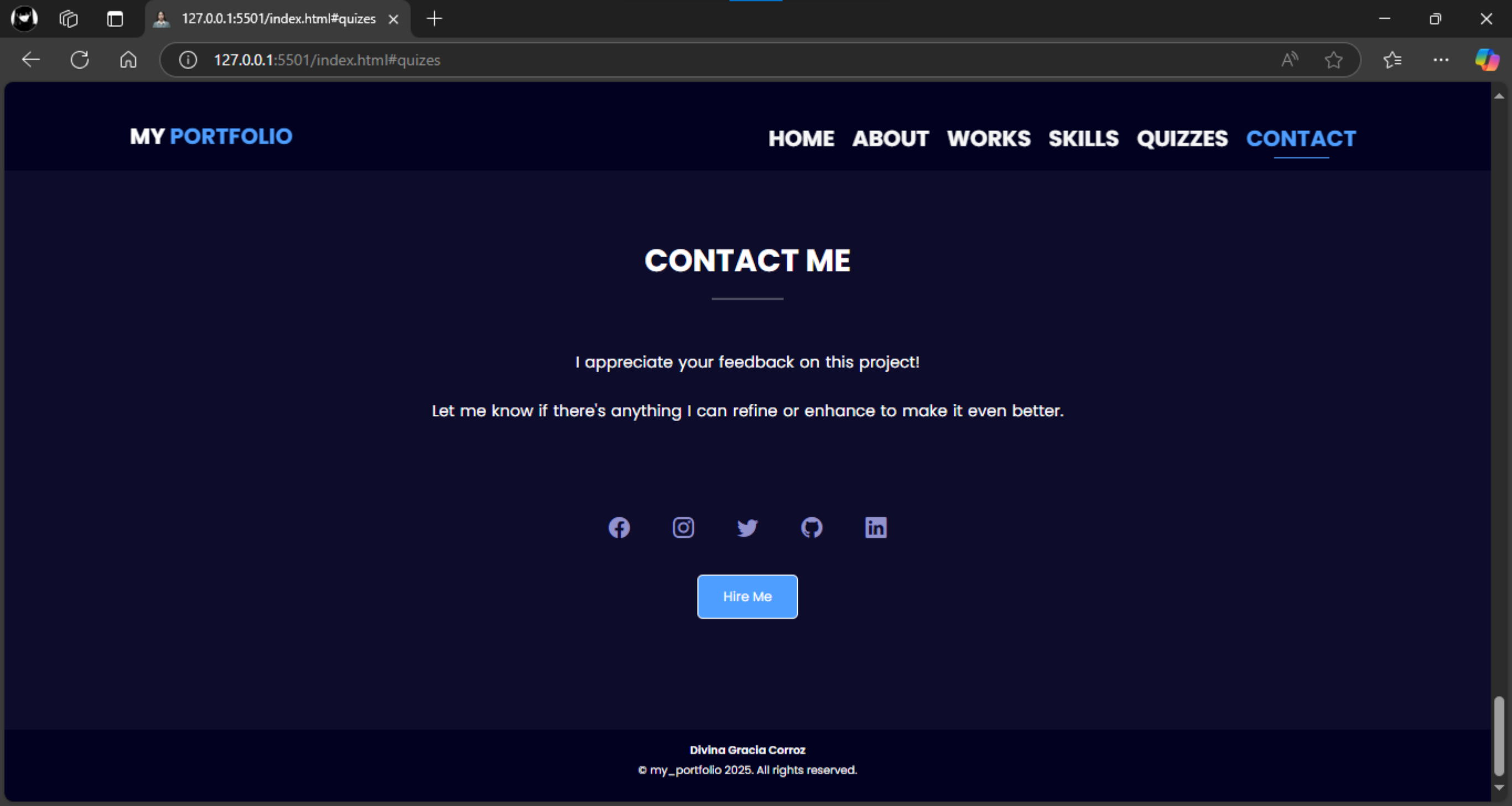
A. System feedback B. Customization C. Usability D. Efficiency

Concepts with the most appropriate description in Column B. Write the letter of the column.

	A. Prototyping a system by having experts check for usability issues based on established principles.
1.	B. Creating a design system for people with different abilities, including those with disabilities.
2.	C. The ability of users to navigate and correct mistakes without frustration.
3.	D. The process of testing a product with end-users to identify usability problems.
4.	E. The mental effort required to use a system, which should be minimized for better usability.
5.	F. Following a workflow based on repeated testing and user feedback to improve experiences.
6.	G. Features that suggest how an object should be used, such as buttons that look clickable.
7.	H. Ensuring that related elements behave and appear the same throughout the system.
8.	I. Prioritizing relative elements over making every screen a step or a screen.
9.	J. A design principle that removes unnecessary elements for a cleaner, more efficient interface.
10.	K. Providing messages or alerts to help users understand system status or their actions.
11.	L. Customizing interactions so that beginners and expert users can perform tasks effectively.
12.	M. Designing systems to prevent mistakes rather than simply allowing users to undo them.

Write carefully. Each item describes a situation related to Usability Principles or Heuristics. Most items are based on your own or from the World Bank and write it on the blank.

	K. Recognition rather than recall
	L. Flexibility and efficiency of use
	M. Aesthetic and minimalist design
	N. Help users recognize, diagnose, and recover from errors
	O. Help and documentation
	P. Heuristic Evaluation



CONTACT ME

I appreciate your feedback on this project!

Let me know if there's anything I can refine or enhance to make it even better.



Hire Me