

## Feedback — Quiz 2

You submitted this quiz on **Wed 14 Nov 2012 1:35 AM PST -0800**.  
You got a score of **2.00** out of **3.00**. However, you will not get credit for it, since it was submitted past the deadline.

This quiz is about the material covered in Lectures 2 and 3 so we recommend you to watch all the videos before submitting your answers.

### Question 1

You are a researcher interested in finding out what times of the day people are the sleepest. Which technique would allow you to collect the most data from the greatest number of people with the greatest accuracy?

Your Answer	Score	Explanation
<input checked="" type="radio"/> experience sampling/pager studies	✓ 1.00	
<input type="radio"/> participant observation		
<input type="radio"/> interview		
<input type="radio"/> survey		
Total	1.00 / 1.00	

### Question 2

Imagine you're designing the world's first voice-guided navigation system for a car GPS. At this stage in the design process, you want to find out if drivers can **understand and respond to your voice directions** while driving a car. Which prototype would you build for this purpose?

Your Answer	Score	Explanation
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☐ Have pre-determined turn-by-turn directions for a particular route written on a notepad. The experimenter reads out the right directions while the participant drives on the route.

☐ A paper prototype of the GPS display with multiple “screens” that each shows the map at a different part of a route. The participant evaluates the prototype in a lab. For each screen, the experimenter speaks out the turn directions, and asks the participant what she would do (e.g. “I’d take the next exit”).

☐ Create a fully functional system (with a database of routes, directions and voice-clips etc.) on a laptop, and put the laptop in the car. The participant drives the car along the route, and hears the turn directions from the laptop.

☒ Create a video of a person driving on a route, and then add your instructions as voiceover. Show participants this video, and pause the video after each instruction, and ask what participants would do. ✗ 0.00

Total 0.00 / 1.00

## Question 3

When prototyping with a team, what are the benefits of sharing multiple designs with your team members, compared to sharing only one design? Check all that apply.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> Sharing multiple designs leads to increased group rapport.	✓ 0.25	
<input checked="" type="checkbox"/> Sharing multiple designs leads to more sharing of features between designs.	✓ 0.25	
<input checked="" type="checkbox"/> Sharing multiple designs leads to more individual exploration of the space of possible designs.	✓ 0.25	
<input checked="" type="checkbox"/> Sharing multiple designs provides a vocabulary for talking with the team about the space of possible designs.	✓ 0.25	

Total	1.00 / 1.00
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