# PRE-TEST4 - Interaction Design & Prototyping

Total points   11/15   ?

**Instructions:** Answer the following **10 challenging questions** to assess your knowledge of **Interaction Design & Prototyping**.

0 of 0 points

FULLNAME (LASTNAME, FIRSTNAME, MIDLENAME)

FRANCISCO, WENDY M

STUDENT NUMBER

202106917

COURSE AND SECTION

BSIT-3A

Multiple Choice                                                5 of 5 points

Choose your answer.

✓ In **interaction design**, which cognitive principle suggests that users should recognize options rather than recall information?    *1/1

○ Hick's Law

● Recognition Rather Than Recall         ✓

○ Fitts' Law

○ Miller's Law

○ Other:

---

✓ According to **Fitts' Law**, which of the following will result in **faster** interaction?    *1/1

○ Increasing the distance between buttons

○ Reducing the size of clickable elements

● Making target buttons larger and closer to the user's reach         ✓

○ Placing frequently used buttons in different locations on each screen

○ Other:

✓ In a **high-fidelity prototype**, which of the following elements is **most essential**?    *1/1

○ Placeholder text and simple wireframes

● Interactive components that closely resemble the final product    ✓

○ Hand-drawn sketches with minimal detail

○ A text-based storyboard without visuals

○ Other: ......................................................................................

✓ Which **interaction model** requires users to rely on an intermediary device, such as a mouse or keyboard, to perform actions?    *1/1

○ Direct Interaction

● Indirect Interaction    ✓

○ Multi-Touch Interaction

○ Natural User Interface

○ Other: ......................................................................................

✓   Which **prototyping method** is best for conducting **A/B testing** to compare  *1/1
    user behavior on two different designs?

○   Low-Fidelity Sketching

○   Paper Prototyping

⦿   Interactive Digital Prototyping                                          ✓

○   Storyboarding

○   Other: _____

Identification                                          6 of 10 points

WRONG ANSWER IS WRONG

✓   _____ is the principle that predicts the time required for a user to    *2/2
    move to a target area, considering the distance and size of the target.

FITTS LAW                                                                     ✓

✓   _____ refers to the process of designing interactions that are        *2/2
    intuitive, engaging, and meet user expectations.

INTERACTION DESIGN                                                           ✓

✕   _____ is a user research method where designers analyze a user's    *⋯/2
step-by-step journey through a system to identify pain points and
inefficiencies.

TASK ANALYSIS                                                              ✕

**Correct answer**

COGNITIVE QALKTHROUGH

✓                                                                         *2/2
_____ is a prototyping technique that allows designers to quickly test
and iterate ideas using **non-digital** tools like paper and sticky notes.

PAPER PROTOTYPING                                                          ✓

✕                                                                         *⋯/2
_____ is an interaction model where users can directly manipulate
digital elements on a screen through touch or gestures without an
intermediary device.

DIRECT INTERACTION                                                        ✕

**Correct answer**

DIRECT INTERATION

This form was created inside of Cavite State University.
Does this form look suspicious? Report

Google Forms