PRETEST1 ADVANCE HCI

Total points   5/15   ?

Instructions: Answer the following **10 challenging questions** to assess your knowledge of **Advanced Human-Computer Interaction (HCI)** concepts.

0 of 0 points

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COURSE AND SECTION

BSIT-3A

MULTIPLE CHOICE   5 of 5 points

(Choose the best answer.)

?

✓   Which **HCI model** describes how users form goals, execute actions, and *1/1
evaluate system responses?

⦿ Norman's Seven Stages of Action   ✓

◯ Hick's Law

◯ Fitts' Law

◯ Gestalt Principles

◯ Other:

✓ **GOMS (Goals, Operators, Methods, and Selection Rules)** is a model used *1/1
to:

◯ Improve system security

⦿ Predict the time it takes for a user to complete a task   ✓

◯ Design color schemes for interfaces

◯ Replace traditional usability testing

◯ Other:

✓   According to **Hick's Law**, what happens when a user is given more   *1/1
      choices in an interface?

◯   Decision time decreases

◯   Users select options more accurately

◉   Decision time increases logarithmically   ✓

◯   Users prefer more choices over fewer ones

◯   Other: ....

✓   Which of the following is an example of a **natural user interface (NUI)?** * 1/1

◯   Using a mouse to drag files on a desktop

◯   Typing commands into a terminal

◉   Controlling a device through hand gestures   ✓

◯   Clicking a drop-down menu with a cursor

◯   Other: ....

✓   **Which usability evaluation method** requires expert reviewers to analyze   *1/1
      an interface using a set of predefined principles?

○   Cognitive Walkthrough

◉   Heuristic Evaluation   ✓

○   A/B Testing

○   Eye-Tracking Study

○   Other:

IDENTIFICATION   0 of 10 points

USE ALL CAPITAL LETTER ONLY, WRONG ANSWER IS WRONG

✗   _____ is a psychological principle stating that users recognize   *···/2
      patterns and group similar objects together, helping them interpret
      interfaces more effectively.

Gestalt Principles   ✗

Correct answer

GESTALT PRINCIPLE

✕   _____ refers to the study of how humans interact with computers,   *···/2
focusing on usability, accessibility, and improving user experiences.

Human-Computer Interaction (HCI)   ✕

Correct answer

HUMAN COMPUTER INTERACTION

✕   *···/2

_____ is an HCI concept that describes a system's ability to prevent
errors before they occur.

Error Prevention   ✕

Correct answer

ERROR PREVENTION

✕   *···/2

_____ refers to the method of analyzing the way users scan and
process visual elements on a screen, often measured with heatmaps.

Eye-Tracking   ✕

Correct answer

EYE TRACKING

✕   _____ is a law in HCI that predicts the time required to move to a target area based on the distance and size of the target.   *.../2

Fitts' Law   ✕

Correct answer

FITTS LAW

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