

PRETEST3- Usability Principles & Heuristic Evaluation

Total points 10/15 ?

Instructions: Answer the following **10 challenging questions** to assess your understanding of **Usability Principles & Heuristic Evaluation**.

0 of 0 points

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COURSE AND SECTION

BSIT-3A

MULTIPLE CHOICE

4 of 5 points

(Choose the best answer.)

✗ Which of the following best defines usability in an interactive system? * 0/1

- ☐ The speed of the system's response time
- ☐ The degree to which a system is error-free
- ☒ The ease with which users can learn, use, and find satisfaction in a system ✗
- ☐ The aesthetic appeal of a system's interface
- ☐ Other:

Correct answer

- ☒ The speed of the system's response time

✓ Which of Nielsen's 10 Usability Heuristics states that users should always *1/1 be informed about what is happening in the system?

- ☐ Flexibility and Efficiency of Use
- ☒ Visibility of System Status ✓
- ☐ Consistency and Standards
- ☐ Recognition Rather than Recall
- ☐ Other:

✓ Which of the following usability heuristics emphasizes reducing memory load for users? *1/1

- ☐ Error Prevention
- ☒ Recognition Rather Recall
- ☐ User Control and Freedom
- ☐ Match Between System and Real World
- ☐ Other:



✓ In heuristic evaluation, how many usability experts are typically recommended for an effective review? *1/1

- ☐ 1-2 experts
- ☒ 3-5 experts
- ☐ 6-10 experts
- ☐ 10+ experts
- ☐ Other:



✓ Which usability metric measures how quickly users can complete a task after first encountering the system? *1/1

☐ Effectiveness

☒ Learnability



☐ Efficiency

☐ Satisfaction

☐ Other:

IDENTIFICATION

6 of 10 points

USE ALL CAPITAL LETTER ONLY, WRONG ANSWER IS WRONG

✓ _____ is a method where usability experts evaluate an interface based on predefined usability principles to identify issues. *2/2

HEURISTIC EVALUATION



✓ _____ is the principle stating that a system should prevent problems before they occur rather than just handling errors afterward. *2/2

ERROR PREVENTION



✗ _____ is a usability principle that ensures interfaces use familiar language and concepts that users can easily understand. *.../2

MATCH BETWEEN SYSTEM AND REAL WORLD ✗

Correct answer

MATCH BETWEEN SYSTEM AND REAL WORLD

✓ _____ is a usability metric that measures how successfully a user can achieve their goal within a system without errors. *2/2

EFFECTIVENESS ✓

✗ _____ is a usability evaluation method that involves real users performing tasks while observers record usability issues. *.../2

USER TESTING ✗

Correct answer

USABILITY TESTING

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