③

SOEN 357, Winter 2018

QUIZ 1

Instructor: R. Jayakumar

Name:

ID:

USABILITY AND USER EXPERIENCE

Answer All Questions
Answers should be properly justified

A good user interface should have good usability that leads to good user experience.

(a) [1 Mark] What is the difference between usability and user experience?

Usability is the capability of doing multiple tasks using the software while user experience focus on how the user interacts with the software

Completely irrelevant
−1

(b) [1 Mark] Explain how an interface with good usability usually leads to good user experience.

Good usability means that from this given interface a variety of actions can be done. If the features are properly separated on the interface, it will lead to overall simple interactions with effective results; therefore good UX.

how? −½

(c) [1 Mark] Explain why an interface with good usability may not always lead to good user experience.

If the application can do a lot of things and all of them are crowded in a small interface, this lead to a cluttered and confusing interface. This would be a bad UX.

Completely irrelevant
−1

(d) [1 Mark] User interface design is guided by design principles and usability principles. What is the difference between design principles and usability principles?

design principles: how things look, where are they placed
usability principles: what is the interaction, what are the steps to do an action.

?? −½

(e) [1 Mark] Do design principles try to achieve good usability or good user experience? Why?

Good user experience. It focusses on how a software looks and feels.

why?/how? -½

(f) [1 Mark] Consider the principle: "An interface should have good visibility, good affordance and good feedback". How is this a design principle?

This principle affect the design of the application *how? -½*

For instance with visibility and feedback, this might require large input field with colored borders in the case of an input error.

(g) [1 Mark] How is the principle in (f) also an usability principle?

This principle also outlines how the software should behave while in use, thus impacting usability. The application should notify the user of an error is an example of feedback. *not answering the ques... -1*

(h) [1 Mark] Does an interface with good visibility try to achieve good usability or good user experience? Why?

User experience. It is linked to how thing looks and feels

completely irrelevant -1

(i) [1 Mark] Does an interface with good affordance try to achieve good usability or good user experience? Why?

Usability. With good affordance, a user can do a lot from the interface. *why? -½*

(j) [1 Mark] Does an interface with good feedback try to achieve good usability or good user experience? Why?

User experience. The lack of feedback does not reduce the user's ability to do thing with the interface. It just makes the interface confusing. Having feedback makes for an easy to understand interface; thus, it is linked to UX

*** END OF QUIZ ***

why? -½