Previous CS147 Quizzes 2019

Quiz 1

1. The best way to deal with a couch potato or hitchhiker on your team is to:
   a. Ignore the problematic team member's opinions
   b. Set firm, explicit expectations and stick to your guns
   c. Absorb the problem and get the job done
   d. Share the blame— maybe it's just a dysfunctional group

2. Which of the following does NOT determine group intelligence?
   a. Average social perceptiveness
   b. Intelligence of members
   c. Evenness of conversation
   d. Proportion of women

3. The first step of the needfinding process is
   a. Define
   b. Prototype
   c. Empathize
   d. Ideate

4. Which of the following is NOT a good way to get the most from a critique?
   a. Don't take it personally
   b. Listen with an open mind
   c. Stand your ground
   d. Decide on revisions

5. What should you NOT do during effective brainstorming?
   a. Go for quantity
   b. Everyone talk at once
   c. Pick only the good ideas
   d. Build on the ideas of others

Quiz 2

1. What are the differences between low and high-fidelity prototypes?
   a. Low-fidelity prototypes are made using Figma, but high-fidelity prototypes are made using ReactNative
   b. Low-fidelity prototypes allow users to provide feedback on colors, fonts, and alignment
   c. Low-fidelity prototypes allow users to provide feedback on interactions and overall application structure
   d. Low-fidelity prototypes are most often made using paper or whiteboards

2. What is Wizard of Oz testing?
   a. A human simulates the intended high-tech behavior of the prototype behind-the-scenes
   b. A facilitator describes the setting, so the participant feels like they are transported to the prototype's relevant circumstances
   c. There is a specific order of tasks that the participant must follow to complete the testing
   d. Magic is used to make the paper prototype feel like a high-fi prototype

3. Select all of the inventions that are credited to Engelbart.
   a. First mouse
   b. First QWERTY keyboard
   c. First word processor
   d. First commercial GUI
   e. First groupware

4. According to Scott Klemmer, which of the following is not one of the three goals of visual design?
   a. Guide - Convey structure, relative importance, relationships
   b. Pace - Draw people in, help orient, provide hooks to dive deep
   c. Message - Express meaning and style, breathe life into the content
   d. All of them are goals of visual design

Quiz 3

1. According to the model human processor (MHP), cognition was conceptualized as a series of processors combined with memory. Which of the following is not a processor in the MHP?
- a. Cognitive processor
- b. Motor processor
- c. Memory processor
- d. Perceptual processor

2. Which of the following are true statements about color perception?
- a. Rods are used to sense color, cones are used for night vision
- b. Constant refocusing on different wavelengths of light causes fatigue
- c. Saturated colors require more focusing than desaturated colors
- d. Avoid green for small text. Green makes a great background color

3. What are true statements about working memory?
- a. Huge capacity, if not unlimited
- b. Small capacity (7± 2 chunks)
- c. Rapid access (~70ms) & decay (~200ms)
- d. Slow access (~100ms) & little decay

4. Don Norman discusses the design of doors and their affordances. Which of the following are GOOD affordances that communicate how to operate doors?
- a. Knobs to indicate twisting
- b. White doors to indicate exit
- c. Large horizontal bars to indicate pushing
- d. Pictorial instructions to indicate push/pull directions

If you have any questions about the quiz/midterm, please post on Piazza.
Prof Landay or a CA will reply shortly. Good luck with your midterm!