MM 350 Quiz Three

Name: _____

Multiple Choice: For each question, carefully choose the **best** answer based on the guidelines given in class lectures and observations in class discussion. Multiple choice questions are 2-1/2 points each.

_____1) Making a user interface "transparent"
A) means that *anyone* using the product will find it easy.
B) requires analysis of the user population and content.
C) results in the user's admiring the designer's skill.
D) requires the adoption of unique icons and graphics.

_____2) Esthetic and practical guidelines for screen design would suggest that we
A) allow no more than five or six typefaces on a screen.
B) use nine-point type for large bodies of text.
C) double- or triple- space text on the screen.
D) limit ourselves to one or two types of buttons.

_____3) An interface is <u>direct</u> if
A) each action gives the user a sense of making progress.
B) there is exactly one way to accomplish each task.
C) navigation only goes sequentially through material.
D) the product recovers gracefully from user errors.

_____ 4) The "Golden Ratio" suggests that
A) buttons should be arrayed on one side or the other of a screen.
B) the focal point of a screen be about one third from the edge.
C) the number of buttons should be about seven.
D) one third of the text should take up half the screen.

_____ 5) A screen is centered, with matching graphical elements on both sides. What kind of balance does this illustrate?
A) Crystalline
B) Radial
C) Asymmetric
D) Symmetric

_____ 6) A screen has a large, light colored design element in the upper left quadrant. Which of the following would help maintain balance in the appearance?
A) A large, dark colored design element in the lower right quadrant.
B) A smaller, dark-colored design element in the lower right quadrant.
C) A vertical line down the center of the screen.
D) Another large, light element in the lower left quadrant.

_____ 7) Give two examples of human-factors or interface design blunders you have seen recently. Your examples may be physical examples or software. Describe each example clearly, including your rationale for considering it a problem.