

# 18 Lecture - CS408

## Important Mcqs

**What is the main focus of Goal-Directed Design (GDD) methodologies?**

- a) Technology features
- b) User goals and needs
- c) Aesthetics of the interface
- d) Business requirements

**Answer: b) User goals and needs**

**Which of the following is a step in the Contextual Inquiry method used in GDD?**

- a) Conducting usability testing
- b) Creating personas
- c) Observing and interviewing users in their natural environment
- d) Analyzing user feedback

**Answer: c) Observing and interviewing users in their natural environment**

**What is the purpose of developing personas in GDD?**

- a) To create fictional characters for the interface
- b) To represent the goals and needs of different user types
- c) To define the technical specifications of the interface
- d) To conduct usability testing with real users

**Answer: b) To represent the goals and needs of different user types**

**How can Task Analysis contribute to GDD?**

- a) By evaluating the visual design of the interface
- b) By identifying potential challenges and opportunities for improvement

- c) By conducting user interviews and surveys
- d) By analyzing user feedback and suggestions

**Answer: b) By identifying potential challenges and opportunities for improvement**

**Which of the following is a step in Goal Modeling in GDD?**

- a) Conducting usability testing
- b) Creating wireframes and mockups
- c) Identifying and documenting user goals
- d) Analyzing user behavior data

**Answer: c) Identifying and documenting user goals**

**How can usability testing be incorporated into GDD?**

- a) By observing and interviewing users in their natural environment
- b) By analyzing user behavior data
- c) By conducting surveys with real users
- d) By evaluating the technology interface with real users

**Answer: d) By evaluating the technology interface with real users**

**What is the main purpose of usability testing in GDD?**

- a) To identify and fix visual design issues
- b) To gather feedback on the aesthetics of the interface
- c) To evaluate the efficiency and effectiveness of the interface
- d) To conduct interviews with users to gather requirements

**Answer: c) To evaluate the efficiency and effectiveness of the interface**

**How does GDD contribute to user satisfaction?**

- a) By focusing on aesthetics and visual design
- b) By incorporating user feedback in the later stages of the design process
- c) By aligning the interface with user goals and needs

d) By conducting surveys and interviews with users

**Answer: c) By aligning the interface with user goals and needs**

**What is the main benefit of using GDD methodologies?**

a) Cost-effectiveness

b) Aesthetically pleasing interfaces

c) Advanced technology features

d) User-centric approach

**Answer: d) User-centric approach**

**How can GDD save time and resources in the long run?**

a) By skipping the usability testing step

b) By ignoring user feedback

c) By aligning the interface with user goals upfront

d) By focusing solely on visual design

**Answer: c) By aligning the interface with user goals upfront**

**Note: These questions and answers are intended as a general overview of Goal-Directed Design methodologies in HCI and may vary depending on the specific context and perspective.**