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.