

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.