1. Which of the following is NOT typically true of Usability Testing?
   (a) User performance is measured on a predefined set of tasks.
   (b) **Only quantitative data can be collected.**
   (c) Can involve a combination of data gathering methods.
   (d) Are typically conducted in a controlled setting.

2. Which of the following are NOT typically true of a heuristic evaluation?
   (a) Can be used at any stage of a design project.
   (b) It is complementary to user testing.
   (c) It is an example of a ‘discount evaluation’ method.
   (d) Evaluators should go through the interface multiple times.
   (e) **Need to specify tasks during the briefing session.**

3. At which stage of a heuristic evaluation would evaluators prioritize the problems they found and suggest solutions?
   (a) The briefing session
   (b) First pass during evaluation period
   (c) **The debriefing session**
   (d) Second pass during evaluation period
   (e) None, as evaluators are not responsible for prioritizing problems

4. Cognitive walkthroughs:
   (a) are an alternative to user testing, typically involve users and not members of the design team, involve observing a user’s problem-solving process, can be modified to meet the needs of the design team.
   (b) are an alternative to user testing, typically involve members of the design team and not users, involve simulating the problem-solving process, can be modified to meet the needs of the design team.
   (c) are a form of user testing, typically involve users and not members of the design team, involve observing a user’s problem-solving process, always ask the same types of questions.
   (d) are a form of user testing, typically involve members of the design team and not users, involve simulating the problem-solving process, always ask the same types of questions.