**PRE-READING QUIZ**

This quiz covers: Week 07 pre-readings.

**Questions:**
Correct answers are in **bold**.

1. In conceptual design, the process of developing a good conceptual model should include:
   (a) considering a range of interaction types before choosing a single interaction type for all parts of the system.
   (b) considering a range of metaphors that are relevant to the problem
   (c) considering interface types, as long as you are not overly influenced by a predetermined selection.
   (d) **both (b) and (c)**
   (e) all of (a), (b) and (c)

2. Which of the following is NOT a key guiding principle of conceptual design?
   (a) Iterate often
   (b) Discuss ideas with stakeholders
   (c) **Start by selecting an interface type**
   (d) Use prototyping to get rapid feedback
   (e) Never forget the users and their context

3. Which of the following are all good features of interface metaphors?
   (a) **Provides structure; is extensible; is as relevant as possible; is easy to represent; is understandable**
   (b) Provides structure; is limited to only the current functionality; is as relevant as possible; is easy to represent; is understandable
   (c) Is flexible; is extensible; is as relevant as possible; is easy to represent; is understandable
   (d) Provides structure; is extensible; is as relevant as possible; is easy to represent; is new and unique

4. Suppose you are designing a restaurant review website. Suggest two objects that you would include in your task-based conceptual model. List at least two attributes for each object. (Pre-reading: Johnson, pp. 25-32.)
   - example answers:
     - Objects: review, rating, restaurant
     - Attributes: date, author, name, owner, location