

CTFL-UT最新関連参考書、CTFL-UT日本語サンプル



P.S. JpexamがGoogle Driveで共有している無料かつ新しいCTFL-UTダンプ：https://drive.google.com/open?id=1YMGKhEM5waCcd0fpEPb_s6bEdYs212py

日常から離れて理想的な生活を求めるには、職場で高い得点を獲得し、試合に勝つために余分なスキルを習得する必要があります。同時に、社会的競争は現代の科学、技術、ビジネスの発展を刺激し、CTFL-UT試験に対する社会の認識に革命をもたらし、人々の生活の質に影響を与えます。CTFL-UT試験問題は、あなたの夢をかなえるのに役立ちます。さらに、CTFL-UTガイドトレントに関する詳細情報を提供する当社のWebサイトにアクセスできます。

ISQI CTFL-UT（ISTQB認定テスターファウンデーションレベル - ユーザビリティテスト）認定試験は、ソフトウェア製品、ウェブサイト、またはモバイルアプリケーションのテストと評価に関与する専門家にとって重要な認定です。ユーザビリティテストにおける個人の知識とスキルを検証し、専門能力開発へのコミットメントを実証します。CTFL-UT認定を達成することは、雇用市場で競争上の優位性を提供し、キャリアの進歩の機会につながる可能性があります。

ISQI CTFL-UT（ISTQB Certified Tester-Foundation Level - Usability Testing）試験は、ユーザビリティテストに特化したプロフェッショナル向けに設計された国際的に認められた認定プログラムです。この認定は、ユーザビリティテストのスキルを開発し、この分野でのキャリアの見通しを向上させたい人に最適です。CTFL-UT認定プログラムは、候補者のユーザビリティテストに関する知識とスキルを検証し、仕事の課題に対応できるようにすることを目的としています。

>> CTFL-UT最新関連参考書 <<

ISQI CTFL-UT Exam | CTFL-UT最新関連参考書 - 確かに100%合格 CTFL-UT: ISTQB Certified Tester-Foundation Level - Usability Testing 試験

CTFL-UT学習ガイドの高品質と高効率、同じ業界の製品で際立っています。私たちの教材は常にユーザーのために考慮されています。CTFL-UT試験問題を選択すると、より良い自己になります。CTFL-UT実際の試験では、輝かしい未来に貢献したいと考えています。私たちの教材は常に改善されています。良いアイデアがあれば、私たちの教材は喜んで受け入れます。CTFL-UT試験資料は、このファミリーに参加するパートナーを増やすことを楽しみにしています。私たちは一緒に進歩し、より良くなります。

ISQI CTFL-UTは、ISTQB認定テスターファウンデーションレベル - ユーザビリティテスト試験としても知られ、ユーザビリティテストのプロフェッショナルとしての能力を証明したい個人を対象とした認定試験です。この認定試験は、世界的に認められており、個人がユーザビリティテストの原則と実践を理解していることを証明します。

ISQI ISTQB Certified Tester-Foundation Level - Usability Testing 認定 CTFL-UT 試験問題 (Q26-Q31):

質問 # 26

Which of these basic approaches to a software development project follows all key elements of human-centered evaluation?

- A. Define requirements, develop the software, and perform acceptance test
- **B. Interview users, iteratively develop prototypes, and evaluate the software**
- C. Interview users, develop the software, and perform acceptance test
- D. Iteratively develop prototypes, perform expert reviews, and integrate found issues

正解: B

解説:

Human-centered design, as defined by ISO 9241-210, emphasizes early user involvement, iterative design, and continuous usability evaluation. Option D aligns with this model as it begins with understanding user needs (interview users), proceeds through iterative prototyping (which allows for continuous improvement), and involves user evaluation. This ensures that the final product is shaped by real user input and feedback.

Options A and B lack iteration and continuous evaluation, while option C, although partially aligned, lacks explicit user involvement in the evaluation process, focusing only on expert reviews.

References:

ISO 9241-210:2019 - Human-Centered Design

Nielsen Norman Group: Human-Centered Design Principles

Usability.gov: Human-Centered Design Process

#####

質問 # 27

During a usability test, a user suggested that a quick search box on every page would help a lot for several of the main tasks. You added this finding to the list.

What's the correct classification for these kinds of findings?

- A. Functional problem
- B. Positive finding
- **C. Good idea**
- D. Usability problem

正解: C

解説:

In usability evaluations, a distinction is made between actual usability problems (where a user struggles to complete a task or is confused by the interface) and suggestions or ideas that users provide based on their preferences or perceived improvements. When a participant offers a new feature idea (such as a quick search box), this is classified as a "good idea" or "feature suggestion," not necessarily a usability problem. It may inform future design enhancements but does not indicate a failure in usability for existing functionality.

References:

Usability.gov: Types of Usability Findings

Nielsen Norman Group: Reporting Usability Test Results

ISO 25062:2006 - Usability Test Reports

#####

質問 # 28

What is good accessibility?

- A. Good usability regardless of disturbances like bright sunlight, noise or wind
- **B. Good usability of a software product by people with limited vision, hearing, dexterity, cognition or physical mobility**
- C. Good usability of a software product by people with limited knowledge of the software
- D. Good usability of a software product on all devices (smart phone, computer, etc.)

正解: B

解説:

Accessibility refers to designing products so that people with disabilities or limitations (permanent or temporary) can use them

effectively. According to the Web Content Accessibility Guidelines (WCAG) and ISO standards, accessibility focuses on ensuring that users with vision, hearing, cognitive, or mobility impairments can access digital interfaces. Option D captures this intent accurately. The other options relate to general usability or responsiveness (e.g., device adaptability or user experience in noisy environments) but do not address the inclusive nature of accessibility as defined by official guidelines.

References:

WCAG 2.1 Guidelines - W3C

ISO 9241-171:2008 - Guidance on software accessibility

Usability.gov: Accessibility Basics

#####

質問 # 29

You're redesigning the web shop of a customer and found out that they are using legacy web design techniques like HTML tables for design matters, making the website hard to be operated using alternative input and output devices (e.g. screen readers).

Which kind of risk is most likely to occur?

- A. Usability risk
- **B. Accessibility risk**
- C. User experience risk
- D. There's no risk predictable

正解: B

解説:

The use of HTML tables for layout instead of proper semantic HTML and responsive design violates accessibility guidelines, particularly those defined in the Web Content Accessibility Guidelines (WCAG).

Such a design makes it difficult or impossible for users relying on screen readers, keyboard navigation, or other assistive technologies to interact effectively with the site. Therefore, this creates a significant accessibility risk, which is distinct from general usability or user experience risks. Accessibility ensures inclusion of users with physical or cognitive impairments, making option B the correct choice.

References:

* W3C: Web Content Accessibility Guidelines (WCAG) 2.1

* ISO 9241-171:2008 - Software Accessibility

* Usability.gov: Accessibility Guidelines

#####

質問 # 30

Which of the following is a principal task of the usability tester role?

- A. Discuss findings from usability test
- B. Define testing tasks
- **C. Communicate with test participant**
- D. Perform pre-session briefing of participants

正解: C

解説:

The usability tester, often synonymous with the usability test moderator in practice, is primarily responsible for interacting directly with the test participants during the usability testing sessions. This role includes communicating with participants to guide them through test tasks, answering questions without leading responses, and ensuring the session runs smoothly. Effective communication is essential to facilitate participant comfort, elicit genuine user behaviors, and capture accurate usability data.

Performing the pre-session briefing (Option A) may be done by the usability tester but is often a shared responsibility or part of test facilitation protocols. Discussing findings (Option C) typically falls to analysts or usability experts after testing sessions are completed and data analyzed. Defining testing tasks (Option D) is usually done by test designers or analysts during test planning, not during the test execution.

Therefore, communicating with test participants during testing is a core, principal task of the usability tester role.

References:

Usability.gov, Usability Testing Basics

Nielsen Norman Group, Moderating Usability Tests

ISO 9241-210:2019 Ergonomics of human-system interaction - Usability testing roles and responsibilities

#####

• • • • •

[illegible]

P.S.JpexamがGoogle Driveで共有している無料の2026 ISQI CTFL-UTダンプ: https://drive.google.com/open?id=1YMGKhEM5waCcd0fpEPb_s6bEdYs212py