CT-UT Trustworthy Source | CT-UT Valid Test Cram

CTI 华测检测

Test Report

Report No. A2230282598101

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Company Name shown on Report	GUANGZHOU HERDER LEATHER PRODUCTS CO.,LTD.
Address	RM707,TAIRONG COMMERCIAL BLDG., NO.63, XIZENG RD., LIWAN DISTRICT, GUANGZHOU

The following sample(s) and sample information was/were submitted and identified by/on the behalf of the applicant

Sample Name(s)	Card Holder
Buyer	Rimenti
品牌名称	Rimenti
Part No.	RLW-KF
亚洲	B0B7LQ2RPR
FNSKU	X001LUVWQR
Manufacturer Name	GUANGZHOU HERDER LEATHER PRODUCTS CO.,LTD.
Manufacturer Address	707Rm707,Tairong Commercial Bldg., NO.63, Xizeng Rd., Liwan District, Guangzhou
Supplier	GUANGZHOU HERDER LEATHER PRODUCTS CO.,LTD.
Sample Received Date	Jun. 13, 2023
Testing Period	Jun. 13, 2023 to Jun. 19, 2023
Test Requested	1.As specified by client, to screen the 235 substances of very high concern (SVHC) under Regulation (EC) No 1907/2006 of REACH in the submitted sample(s). 2.As specified by client, to screen the 1 substance published on June 1st 2021 submitted by EU Member States to ECHA for intention for identification of substance of very high concern (SVHC) under Regulation (EC) No1907/2006 of REACH in the submitted sample(s).
Test Method	Please refer to the following page(s).
Test Result(s)	Please refer to the following page(s).
Summary	1.According to the analytical results, concentrations of 235 SVHC substances are all less than 0.1% (w/w) in the submitted sample(s). 2.According to the analytical results, concentration of 1 substance for intention for identification of SVHC is less than 0.1%(w/w) in the submitted sample(s).

Date Jun. 19, 2023

Hill Zheng
Technical Manager

No. R450142739

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ISTQB CT-UT Exam Syllabus Topics:

Topic	Details
Topic 1	• Risks in Usability, User Experience and Accessibility: This domain assesses the ability of Risk Analysts to identify and analyze common risks that can affect usability, user experience, and accessibility. It differentiates between product risks—such as users being unable to use a product effectively—and project risks, including lack of expertise or insufficient usability evaluation processes. Understanding these risks helps in planning effective usability testing and evaluation.
Topic 2	• Basic Concepts: This section measures the skills of Usability Analysts and covers fundamental definitions and ideas related to usability, user experience, and accessibility. It explains what usability means in terms of effectiveness, efficiency, and satisfaction within software products. User experience concepts related to emotions, perceptions, and responses before, during, and after use are included. It also addresses accessibility, focusing on usage by people with diverse abilities.
Topic 3	• Usability Reviews: This domain evaluates the skills of Usability Testers in conducting reviews of software interfaces without user involvement. It differentiates informal reviews from expert reviews and introduces heuristic evaluation as a structured method. The section describes step-by-step approaches to preparing for and conducting reviews, emphasizing the importance of consensus and clear communication of findings.
Topic 4	• Usability Testing: This section measures the practical knowledge of Usability Testers in planning, conducting, analyzing, and reporting formal usability test sessions with users. It outlines test preparation activities including writing test plans, test scripts, and tasks, as well as considerations for test locations and pilot sessions. It explains how to moderate sessions, analyze findings, classify problems by severity, and communicate results effectively to stakeholders.
Topic 5	• Selecting Appropriate Methods: This domain helps Test Managers make decisions on which usability evaluation methods to apply depending on project context, resources, and maturity. It discusses criteria for selecting usability, user experience, and accessibility evaluation methods suited to different stages of development and organizational needs, including agile development scenarios.
Topic 6	• User Surveys: This part assesses the ability of Usability Test Analysts to design and use surveys to gather user feedback on software usability. It describes how to prepare user surveys, select appropriate questionnaires, and analyze survey responses to measure user satisfaction and other quality attributes from the user's perspective.

ISTQB Certified Tester Usability Tester Sample Questions (Q36-Q41):

NEW QUESTION # 36
Which of these basic approaches to a software development project follows all key elements of human- centered evaluation?

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

Answer: D

Explanation:
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

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NEW QUESTION # 37

A large customer complained that a business application developed by your company sometimes transfers the wrong amount of money to clients, although there are no complaints of the actual users. The expected amount differs from the actually transferred amount by a factor of 10 or 100. After analyzing the log files, you found out that the application itself works fine. The problem seems to be caused by confusing text fields and labels for the decimal place, leading to user errors.

Which usability risk should be reasonably addressed for the next release?

- A. Users resist using a software product which is essential for their daily work because it lacks usability
- B. Users buy the software product but repeatedly need to call support because they don't understand how to use it
- C. Users won't buy or use the software product because it lacks effectiveness, efficiency or satisfaction
- D. Increased liability through risk to financial loss caused by a poorly designed or deceptive user interface

Answer: D

Explanation:

The scenario describes a situation where the interface misleads users into making serious financial mistakes due to poor design, such as confusing decimal separators. Even though the system functions correctly, it facilitates critical user errors. This constitutes a major usability risk with potential legal and financial consequences. Therefore, the correct risk to address is increased liability due to financial loss caused by a poorly designed or deceptive interface (option D). The other options focus on usability-related dissatisfaction, resistance, or lack of adoption, which are not the key concern in this scenario.

References:

ISO 9241-210:2019 - Risk Management in Usability Engineering

Nielsen Norman Group: Error Prevention in UI Design

IEEE 1028: Standard for Software Reviews and Risk-Based Usability

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NEW QUESTION # 38

As an expert for usability, you're in charge of the usability part of the development of a business application for a large customer. You have worked as a usability expert with the development team for two years and are operating well together; the developers value your feedback and give their bests implementing your suggestions. The product is in an early stage, so there's only a rudimentary prototype available.

Given this information, what is the best approach to verify the usability at the current stage?

- A. Usability maturity assessment
- B. Unmoderated usability test
- C. Usability review
- D. Usability test in the lab

Answer: C

Explanation:

At an early development stage where only a rudimentary prototype exists, a usability review (e.g., expert or heuristic review) is the most effective method. It allows usability specialists to identify potential usability issues without the need for a fully functioning product. Reviews can provide immediate, actionable feedback to guide design improvements before moving into more resource-intensive usability testing. An unmoderated usability test (B) or lab test (D) may be impractical at this stage due to limited interactivity. A usability maturity assessment (C) evaluates organizational processes and is not applicable to evaluating a specific prototype.

References:

Nielsen Norman Group: When to Use Heuristic Evaluation

ISO 9241-210:2019 - Human-Centered Design Processes
Usability.gov: Usability Evaluation Types

NEW QUESTION # 39
Which of the following is a key activity in a usability test session?

- A. Talk to the participant during the completion of a task
- B. Test the set up and modify the test script if needed
- C. Moderate the usability test
- D. Extract usability findings and recommendations

Answer: C

Explanation:
Moderating the usability test is a core activity during the actual usability test session. The moderator guides participants through tasks, ensures the session stays on track, and avoids introducing bias. Option A (testing the setup) happens before the session, during preparation. Option C (extracting findings) occurs during analysis, after the test. Option D (talking during task execution) should be minimized unless necessary, to avoid influencing user behavior. Therefore, option B is the only correct answer aligned with best practices in usability testing.
References:
Nielsen Norman Group: Role of the Usability Test Moderator
ISO 25062:2006 - Usability Test Documentation
Usability.gov: Conducting a Usability Test
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NEW QUESTION # 40
You are asked to evaluate the usability of a software application for a law firm. Due to time and budget constraints, it is not possible to include users in the evaluation process.
Which of the following is a valid approach for evaluating the usability in this case?

- A. Usability Review
- B. User surveys
- C. Usability testing
- D. Accessibility Evaluation

Answer: A

Explanation:
When actual users cannot be included, a usability review (often an expert or heuristic evaluation) is the most practical method. Trained evaluators examine the interface against usability principles and standards to identify potential issues. Surveys require user input, and usability testing cannot proceed without users.
Accessibility evaluation targets inclusivity for users with impairments, which is related but not a substitute for overall usability evaluation. Therefore, option A is the only valid method under these constraints.
References:
Nielsen Norman Group: Heuristic Evaluation
Usability.gov: Expert Reviews and Inspections
ISO 9241-110 - Usability Principles

NEW QUESTION # 41
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