

CTFL-UT유효한인증덤프 - CTFL-UT최신버전시험대 비공부문제



그 외, Fast2test CTFL-UT 시험 문제집 일부가 지금은 무료입니다: https://drive.google.com/open?id=1Fme9fbKcTx_LVu04TGlcE7L3ySEU3auK

Fast2test의ISQI인증CTFL-UT자료는 제일 적중률 높고 전면적인 덤프임으로 여러분은 100%한번에 응시로 패스하실 수 있습니다. 그리고 우리는 덤프를 구매 시 일년무료 업데이트를 제공합니다. 여러분은 먼저 우리 Fast2test사이트에서 제공되는ISQI인증CTFL-UT시험덤프의 일부본인 데모 즉 문제와 답을 다운받으셔서 체험해보실 수 있습니다.

ISQI CTFL-UT (ISTQB Certified Tester-Foundation Level- 유용성 테스트) 시험은 소프트웨어 테스트 분야에서 경력을 쌓는 데 관심이있는 개인을 위해 설계된 인증 프로그램입니다. 이 인증은 특히 사용자 테스트에 관심이있는 사람들에게 특히 유용하며, 이는 최종 사용자의 관점에서 소프트웨어를 평가하는 프로세스입니다. 이 시험은 유용성 테스트 분야에서 개인의 지식과 기술을 테스트하도록 설계되었으며 소프트웨어 테스트와 관련된 광범위한 주제를 다룹니다.

>> CTFL-UT유효한 인증덤프 <<

시험패스 가능한 CTFL-UT유효한 인증덤프 덤프데모 다운로드

우리Fast2test에는 아주 엘리트 한 전문가들로 구성된 팀입니다 그들은 끈임 없는 연구와 자기자신만의 지식으로 많은 IT관련 덤프자료를 만들어 냈으므로 여러분의 꿈을 이루어드립니다, 기존의 시험문제와 답과 시험문제분석 등임

니다. Fast2test에서 제공하는ISQI CTFL-UT시험자료의 문제와 답은 실제시험의 문제와 답과 아주 비슷합니다. Fast2test덤프들은 모두 보장하는 덤프들이며 여러분은 과감히 Fast2test의 덤프를 장바구니에 넣으세요. Fast2test에서 여러분의 꿈을 이루어 드립니다.

ISQI CTFL-UT 자격증은 소프트웨어 개발 내에서 사용성 테스트에 대한 전문 지식을 입증하는 뛰어난 방법입니다. 이 자격증은 사용성 테스트와 관련된 다양한 주제를 다루며 전 세계적으로 인정받고 있습니다. 이 자격증을 취득하려는 개인은 소프트웨어 개발 및 테스트 관행에 대한 기본적인 이해력이 필요하며, 시험 내용과 구조에 익숙해져야합니다. 적절한 준비를 통해 개인은 CTFL-UT 자격증을 취득하고 진로를 발전시킬 수 있습니다.

최신 iSQI Software Testing & Quality CTFL-UT 무료샘플문제 (Q12-Q17):

질문 # 12

Your project manager asked you for your advice. A recent project failed because the users were not satisfied with the final product, although your project manager claimed that she followed the human-centered design process. She interviewed users at the start of the project, created a first prototype and evaluated that prototype.

Which part of the human-centered design process did she miss?

- A. The "iterate"-part
- B. The "evaluate"-part
- C. The "analyze"-part
- D. The "design"-part

정답: A

설명:

The human-centered design process emphasizes iterative development-testing and refining designs through multiple cycles. In the scenario, the project manager interviewed users and evaluated a prototype but did not iterate based on feedback. Skipping iteration likely resulted in unmet user needs. Human-centered design, per ISO 9241-210, includes: understanding context of use, specifying requirements, producing design solutions, and evaluating-repeated iteratively. Hence, option D ("iterate") is correct.

References:

ISO 9241-210:2019 - Human-Centered Design Processes

Usability.gov: Human-Centered Design Activities

Nielsen Norman Group: Iterative Design in UX

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질문 # 13

How can the approach for conducting user surveys be summarized best?

- A. Write survey plan, write schedule, select questionnaire, recruit users, remind users, communicate
- B. Write survey plan, write schedule, select questionnaire, recruit users, analyze, communicate
- C. Write survey plan, interview users and stakeholders, select questionnaire, deploy questionnaire, analyze, communicate
- D. Write survey plan, interview users and stakeholders, select questionnaire, recruit users, remind users, communicate

정답: C

설명:

Conducting user surveys involves a structured approach that ensures data collection is effective, reliable, and meaningful. The process typically starts with writing a survey plan, which defines the objectives, scope, target population, and methodology. Next, interviewing users and stakeholders is important to gather qualitative insights, refine survey questions, and align the survey with business goals and user needs.

Selecting or designing the questionnaire follows, which includes crafting clear, unbiased questions to capture the desired data. After that, deploying the questionnaire to the recruited participants is essential; this can be done via email, online tools, or in-person, depending on the context. Once the data is collected, it must be analyzed to extract meaningful patterns, trends, and insights. Finally, communicating the findings to stakeholders completes the process by informing decision-making.

Other options miss critical steps such as deploying the questionnaire (Option C), or combine steps incorrectly (Options A and D). Importantly, the step of interviewing users and stakeholders prior to deployment ensures the survey is well-informed and targeted, enhancing the quality and relevance of data collected.

References:

Usability.gov, Surveys in User Research

Nielsen Norman Group, How to Conduct User Surveys

질문 # 14

Which of the following is the correct distinction between formative and summative usability evaluation?

- A. Summative evaluations focus on improvement, formative evaluations assess the outcome
- B. Summative evaluations mostly rely on experts, formative evaluations require users
- **C. Summative evaluations assess the outcome, formative evaluations focus on improvement**
- D. Summative evaluations mostly rely on user tests, formative evaluations require experts

정답: C

설명:

Formative usability evaluation is conducted during the development process to identify usability problems and improve the product iteratively. It is diagnostic and improvement-focused. Summative evaluation, on the other hand, is done after development to assess the final product's usability, measuring how well it meets defined usability goals. Therefore, the correct distinction is that formative evaluation focuses on improvement, and summative evaluation assesses the outcome. This distinction aligns with widely accepted models such as those defined by ISO 9241-210 and usability.gov.

References:

ISO 9241-210:2019 - Human-Centered Design for Interactive Systems

Usability.gov: Usability Evaluation Basics

Nielsen Norman Group: Formative vs Summative Usability Testing

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질문 # 15

A "usability requirement" is:

- A. A requirement needed to define the size of a mobile phone used in a usability test
- B. A requirement how to conduct a usability test
- C. A requirement needed for a usability tester
- **D. A requirement on the usability of a component or system**

정답: D

설명:

A usability requirement specifies how usable a product or component must be, often in terms of effectiveness, efficiency, and user satisfaction, as defined in ISO 9241-11. These requirements ensure that the product meets specific human-centered design goals, such as allowing users to complete tasks accurately and quickly.

Options A and C describe procedural or test setup elements, not actual usability requirements. Option B refers to personnel qualifications, which are not the same as usability requirements related to system behavior or performance.

References:

ISO 9241-11:2018 - Usability: Definitions and Concepts

ISO/IEC 25010:2011 - Product Quality Model (Usability as a quality characteristic) Usability.gov: Defining Usability Requirements

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질문 # 16

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

정답: A

설명:

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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질문 # 17

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CTFL-UT최신버전 시험대비 공부문제 : <https://kr.fast2test.com/CTFL-UT-premium-file.html>

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