

最高CTFL-UT日本語関連対策 & 資格試験のリーダー & ユニークなISQI ISTQB Certified Tester-Foundation Level - Usability Testing



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<https://drive.google.com/open?id=1ofSjtcQ3oCY3wYwRByqI9ng-YaPEn4US>

CTFL-UT試験に合格すると多くのメリットが得られることは誰もが知っていますが、ISQIすべての受験者がそれを達成するのは容易ではありません。CTFL-UTガイド急流は、すべての受験者が試験に合格するのを支援することを目的としたツールです。私たちの試験資料は、コンピュータと人の量に制限なしでインストールおよびダウンロードできます。弊社が提供するCTFL-UT学習資料が有用であり、テストに合格するのに役立つことを保証します。製品を購入すると、便利な方法を使用して、いつでもどこでもCTFL-UT試験トレントを学習できます。そのため、購入の前後に安心して、CTFL-UT学習教材にウイルスがないことを信頼してください。ISTQB Certified Tester-Foundation Level - Usability Testing当社の製品Japancertに慣れるために、CTFL-UT学習教材の機能と利点を次のようにリストします。

CTFL-UT試験に備えるには、候補者はソフトウェアテストの概念と技術について基本的な理解を持っていることが重要です。また、ユーザビリティテストの分野での経験があることも重要であり、これにより候補者は試験に合格するために必要な実践的な知識とスキルを身につけることができます。試験に備えるためのトレーニングコースや学習教材がいくつか用意されており、候補者は模擬試験やシミュレーションツールを活用して、試験形式に慣れ、出題される質問のタイプに慣れることができます。

>> CTFL-UT日本語関連対策 <<

ISQI CTFL-UT試験内容 & CTFL-UT出題範囲

CTFL-UT試験のダンプでは、鮮明な例と正確なチャートを追加して、直面する可能性のある例外的なケースを刺激します。CTFL-UTガイドTorrentは、試験資料の世界有数のプロバイダーの1つとして知られています。CTFL-UTテストの質問は、さらなるパートナーシップのために1年半の価格で無料で更新されます。

ISQI CTFL-UT試験は、ユーザビリティテストのさまざまな側面をカバーする複数選択の質問で構成されています。試験はいくつかのセクションに分かれており、それぞれがユーザビリティテストの異なる側面に焦点を当

てています。セクションには、ユーザビリティテストプロセスの理解、ユーザビリティテストの設計と実施、ユーザビリティテスト結果の分析と解釈、ユーザビリティテスト結果の伝達などのトピックが含まれます。

ISQI ISTQB Certified Tester-Foundation Level - Usability Testing 認定 CTFL-UT 試験問題 (Q38-Q43):

質問 # 38

A company distributes its products over a web shop where users can put items in their shopping cart. After they click on "checkout", the checkout process starts and users cannot go back anymore to correct possible mistakes. The only way is to hit the "back" button of the browser, which might lead to an expired session and therefore losing all items in the shopping cart.

Which of the following heuristics would best describe this usability issue?

- A. Aesthetic and minimalist design
- **B. User control and freedom**
- C. Visibility of system status
- D. Help and documentation

正解: B

解説:

The described issue violates the usability heuristic "User control and freedom," as defined by Jakob Nielsen.

This principle emphasizes that users should have the ability to undo and redo actions and navigate freely without being trapped in irreversible sequences. In the scenario, users are forced into the checkout process without a clear way to return or correct mistakes, except through the unreliable and disruptive back button.

This design flaw undermines user autonomy and can result in lost progress or frustration.

References:

Nielsen Norman Group: 10 Usability Heuristics for User Interface Design ISO 9241-110:2020 - Interaction Principles

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質問 # 39

What is a usability test task?

- A. A document specifying a sequence of actions for the execution of a usability test. It is used by the moderator to keep track of briefing and pre-session interview questions, usability test tasks, and post-session interview questions
- **B. A usability test execution activity specified by the moderator that needs to be accomplished by a usability test participant within a given period of time**
- C. A process through which information about the usability of a system is gathered in order to improve the system (known as formative evaluation) or to assess the merit or worth of a system (known as summative evaluation)
- D. A test session in usability testing in which a usability test participant is executing tests, moderated by a moderator and observed by a number of observers

正解: B

解説:

A usability test task is a clearly defined activity that a participant is asked to perform during a usability test session. These tasks are typically created by the test designer or moderator and are designed to reflect realistic user goals (e.g., "Find and buy a product").

The purpose is to observe the participant's interaction with the system and identify usability issues. Option A describes a usability test script, not a task. Option C defines usability evaluation in general, and D refers to a session, not a specific task. Therefore, B is correct.

References:

* ISO 25062:2006 - Common Industry Format (CIF) for Usability Test Reports

* Nielsen Norman Group: Writing Effective Usability Tasks

* Usability.gov: Usability Test Task Design

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質問 # 40

What location is NOT suitable for conducting a usability test?

- A. A public place, such as a cafe.
- B. A room at the place where the test participant lives or works.
- C. A room where no action of the user can be seen or recorded by any means.
- D. Two office rooms that are connected by a video link.

正解: C

解説:

The primary goal of usability testing is to observe and record user behavior while interacting with the system.

A location where user actions cannot be seen or recorded (option A) completely undermines the test's purpose and is therefore not suitable.

While options B, C, and D are not ideal in all cases, they can still be valid settings depending on the context.

Testing in a user's natural environment (B) increases ecological validity. Remote testing via video link (C) is widely accepted. Testing in a public setting (D) can be useful for mobile apps or services intended for real-world use.

References:

Usability.gov: Conducting Usability Testing

Nielsen Norman Group: Choosing a Usability Testing Location

質問 # 41

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

正解: A

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

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質問 # 42

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

正解: D

解説:

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

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