

ISTQB CT-UT日本語認定 & CT-UT PDF



BONUS!!! Xhs1991 CT-UTダンプの一部を無料でダウンロード: <https://drive.google.com/open?id=1t55RRtsI2WXOuj6k6UcjLekEnbQJEoeW>

もしあなたはまだ合格のためにISTQB CT-UTに大量の貴重な時間とエネルギーをかかって一生懸命準備し、ISTQB CT-UT「ISTQB Certified Tester Usability Tester」認証試験に合格するの近道が分からなくて、今はXhs1991が有効なISTQB CT-UT認定試験の合格の方法を提供して、君は半分の労力で倍の成果を取るの与えています。

ISTQB CT-UT 認定試験の出題範囲:

トピック	出題範囲
トピック 1	• 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.
トピック 2	• Usability and Accessibility Standards: This part addresses the knowledge required by Compliance Officers regarding standards and guidelines that govern usability and accessibility. It introduces ISO standards like ISO 9241-110 and ISO 9241-171, manufacturer guidelines from major platforms, and web accessibility guidelines such as WCAG. It also touches on legislation relevant to accessibility requirements, such as the UK Equality Act and the Americans with Disabilities Act.
トピック 3	• 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.
トピック 4	• 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.
トピック 5	• 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.

- **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.

>> ISTQB CT-UT日本語認定 <<

100% 合格率のCT-UT日本語認定試験-試験の準備方法-便利なCT-UT PDF

初心者でも経験豊富な人でも、Xhs1991学習教材は、長年にわたる試験概要の変化と業界の傾向に基づいて編集された専門家にとって最適な選択です。CT-UTテストトレントは、学習の効率を向上させるのに役立つだけでなく、レビュー時間を最大数か月から1か月、さらには2週間または3週間に短縮するのにも役立ちます。最大の改善を得る。そして、CT-UT試験問題により、ISTQB、あなたのISTQB Certified Tester Usability Tester成功が保証されます。

ISTQB Certified Tester Usability Tester 認定 CT-UT 試験問題 (Q26-Q31):**質問 # 26**

In a short conversation, a potential customer mentions that accessibility is of great importance to them. What does this mean?

- **A. They also seek to address users with limitations**
- B. They use prototyping in their development process
- C. They focus on agile development
- D. They focus on quantitative usability evaluations

正解: A

解説:

When a customer emphasizes the importance of accessibility, it means they are concerned with ensuring that users with disabilities or limitations are not excluded from using their products or services. Accessibility is about inclusiveness-providing equal access and opportunity to all users regardless of physical or cognitive ability. Option C directly reflects this understanding. The other options (A, B, and D) are aspects of usability or development methodologies but do not relate to addressing the needs of users with disabilities, which is the core focus of accessibility.

References:

W3C: Accessibility Fundamentals

ISO 9241-171 and 210 - Accessibility and Human-Centered Design

ADA (Americans with Disabilities Act) in Digital Accessibility Contexts

質問 # 27

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

正解: D

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

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質問 # 28

A web shop owner used Google Analytics to gather information about her users. She found out that most users take about five minutes to place an order. Is the usability of the website good or bad?

- A. The usability of the website is bad - five minutes is way too long
- B. That depends on the accessibility of the website
- C. That depends on the context of use as users may have different expectations
- D. The usability of the website is good - five minutes is a fair amount of time

正解: C

解説:

Usability is defined in ISO 9241-11 as the extent to which a system can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction in a specified context of use. Without knowing the context-such as product complexity, user familiarity, device type, or purchasing habits-it is impossible to judge whether five minutes is good or bad. For complex items, five minutes may be reasonable, while for one-click purchases, it may be excessive. Thus, usability cannot be assessed solely based on one metric like time-it must be evaluated within its full usage context.

References:

ISO 9241-11:2018 - Usability Definitions and Concepts

Nielsen Norman Group: Context of Use in Usability Testing

Usability.gov: Usability and Context of Use

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質問 # 29

What is a usability test task?

- A. 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
- B. 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)
- C. 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
- D. 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

正解: C

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 # 30

Which of the following are common mistakes made in usability testing?

- i. The user is too active
- ii. Critical results are ignored
- iii. No observers involved
- iv. Scheduling too late
- v. Incorrect focus

- A. ii, iv & v are true, i & iii are false
- B. i, ii & iii are true, iv & v are false
- C. ii & iv are true, i, iii & v are false
- D. i & iii are true, ii, iv & v are false

正解: A

解説:

Common mistakes in usability testing include:

Ignoring critical results (ii): A significant issue if findings are not acted upon.

Scheduling the test too late (iv): This can lead to usability problems being discovered too late to be addressed effectively.

Having the wrong focus (v): For instance, focusing on aesthetics instead of usability goals.

Option i ("user is too active") is not a problem-active participation is necessary. Option iii ("no observers involved") is not a typical mistake, since tests can still be valid even with recorded sessions and later review.

Hence, the correct answer is A: ii, iv & v are true.

References:

Nielsen Norman Group: Common Mistakes in Usability Testing

ISO 9241-210:2019 - Human-Centered Design

Usability.gov: Planning and Conducting Usability Testing

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質問 # 31

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あなたが悲しいとき、勉強したほうがいいです。勉強があなたに無敵な位置に立たせます。Xhs1991のISTQBのCT-UT試験トレーニング資料は同様にあなたに無敵な位置に立たせることができます。このトレーニング資料を手に入れたら、あなたは国際的に認可されたISTQBのCT-UT認定試験に合格できるようになります。そうしたら、金銭と地位を含むあなたの生活は向上させることができます。そのとき、あなたはまだ悲しいですか。いいえ、あなたはきっと非常に誇りに思うでしょう。Xhs1991がそんなに良いトレーニング資料を提供してあげてくれることを感謝すべきです。Xhs1991はあなたが方途を失うときにヘルプを提供します。あなたの独自の品質を向上させるだけでなく、完璧な人生価値を実現することも助けます。

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