

ISQI CTFL-UT최고품질덤프샘플문제, CTFL-UT최신버전시험공부



우리 Fast2test에서는 여러분을 위하여 정확하고 우수한 서비스를 제공하였습니다. 여러분의 고민도 덜어드릴 수 있습니다. 빨리 성공하고 빨리ISQI CTFL-UT인증시험을 패스하고 싶으시다면 우리 Fast2test를 장바구니에 넣으시죠. Fast2test는 여러분의 아주 좋은 합습가이드가 될것입니다. Fast2test로 여러분은 같고 싶은 인증서를 빠른시일내에 얻게될것입니다.

CTFL-UT 인증을 받으면 소프트웨어 테스트 분야의 개인에게 많은 이점이 있습니다. 신뢰성을 높이고 유용성 테스트에 대한 전문 지식을 보여줄 수 있습니다. 이 인증은 또한 새로운 경력 기회를 열고 수입 잠재력을 높일 수 있습니다. 또한 인증 프로세스를 통해 얻은 지식과 기술은 소프트웨어 제품의 품질을 향상시켜 고객 만족도를 높이고 비즈니스 결과를 향상시킬 수 있습니다.

>> ISQI CTFL-UT최고품질 덤프샘플문제 <<

CTFL-UT최신버전 시험공부, CTFL-UT최고품질 덤프샘플문제 다운

Fast2test 에서 출시한ISQI인증CTFL-UT 덤프는ISQI인증CTFL-UT 실제시험의 출제범위와 출제유형을 대비하여 제작된 최신버전 덤프입니다. 시험문제가 바뀌면 제일 빠른 시일내에 덤프를 업데이트 하도록 최선을 다하고 있으며 1년 무료 업데이트서비스를 제공해드립니다. 1년 무료 업데이트서비스를 제공해드리기에 시험시간을 늦추어도 시험성적에 아무런 폐를 끼치지 않습니다. Fast2test에 믿음을 느낄수 있도록 구매사이트마다 무료샘플 다운가능기능을 설치하였습니다. 무료샘플을 체험해보시고Fast2test를 선택해주세요.

최신 iSQI Software Testing & Quality CTFL-UT 무료샘플문제 (Q30-Q35):

질문 # 30

What location is NOT suitable for conducting a usability test?

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

정답: A

설명:

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

질문 # 31

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

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

정답: A

설명:

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

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질문 # 32

Which of the following is a key activity in a usability test session?

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

정답: A

설명:

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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질문 # 33

In the last project, the usability tests substantially exceeded the budget of the test plan. Which quality control task could have been used to avoid this?

- A. Check that the usability test plan has been properly reviewed
- **B. Check consumed resources regularly and compare with the estimates**
- C. Check that findings are communicated to the stakeholders
- D. Check whether the usability test report conforms to the best practices

정답: B

설명:

To prevent usability testing from exceeding budget, active monitoring and control of project resources are critical. The best practice is to regularly check consumed time, costs, and effort against the original estimates, allowing timely adjustments to scope or resources. This is a classic quality control practice aligned with ISO

9001 principles and standard project management methodologies. Option A relates to test preparation, option C concerns reporting and communication, and option D applies after test execution. Only option B deals directly with budget control during the test.

References:

* ISO 9001:2015 - Quality Management Systems

* ISTQB: Usability Testing Guidelines

* Nielsen Norman Group: Budgeting for Usability Testing

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질문 # 34

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

정답: B

설명:

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:

- CTFL-UT최고품질 덤프샘플문제 인기시험 덤프 샘플문제 □ 무료 다운로드를 위해 지금 {
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