

Cs408 - Human Computer Interaction
For Final Term
By Miss Kazmi
<http://vustudents.ning.com>

_____ is like the building name for a website.

▶ **Site ID** P/287

- ▶ Navigation
- ▶ Section
- ▶ None of the given

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

▶ Co-discovery

▶ **Active intervention** P/276

- ▶ Splendid research
- ▶ None of the given

_____ is the extra work that satisfies the needs to achieve our objective.

▶ Evaluation

▶ **Excise** P/245

- ▶ Testing
- ▶ None of the given

Panes, frames and other containers on screen is a kind of _____

▶ **Functional and data elements** P/206, Lect#24

- ▶ View
- ▶ Input method
- ▶ None of the given

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

▶ Audio recording

▶ **Taking notes** P/365, Lecture # 40

- ▶ Observation
- ▶ Video

Every page within a site should contain a brief _____ that accurately describes the content of the page.

▶ **Site ID.**

- ▶ Header
- ▶ Local Navigation

- ▶ Search button

_____ applications are great platforms for creating an environment rich, in visual feedback for the user.

▶ **Sovereign** P/222

- ▶ Transient
- ▶ Auxiliary
- ▶ Daemonic

What is the fifth step in defining the requirements with respect to persona-based design?

- ▶ Brainstorming.
- ▶ Identifying persona expectations
- ▶ Constructing the context scenario

▶ **Identifying needs** P/200

You can load a VCR tape the right way because of _____.

▶ **Physical constraints** (Google)

- ▶ Logical constraints
- ▶ Cultural constraints
- ▶ None of these

_____ are unintentional while _____ occur through conscious deliberation.

▶ **Slips, mistakes** P/100

- ▶ Errors, slips
- ▶ Mistakes, errors
- ▶ Mistakes, slips

What is the main strength of the Problem Space Framework as a model of human problem solving?

▶ **It operates within the constraints of the human processing system** P/91

- ▶ It explains what is involved in insight
- ▶ It allows ill-defined problems to be solved
- ▶ None of these

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- ▶ Perception and recognition

▶ **Attention** P/76

- ▶ Learning
- ▶ None of these

Over a short period of time, we find it easier to remember the string of numbers “404 894 6743” because

- ▶ Numbers are easier to remember than arbitrary characters.
- ▶ **The grouping of the numbers is significant**
- ▶ Ten numbers is not that many to have to remember from working memory.
- ▶ None of these

_____ environments are environments that are user and context aware.

- ▶ **Attentive** P/418
- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

_____ involves watching and listening to users.

- ▶ **Observation** P/361
- ▶ Evaluation
- ▶ Qualitative research
- ▶ Interaction

The name of the document should be shown on the application's _____.

- A. Menu bar
- B. Title bar**
- C. Title bar and menu bar
- D. Not Title bar and not menu bar

- ▶ **Only B** P/326
- ▶ Only D
- ▶ A and B
- ▶ A and D

The established standard suite of _____ for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.

- ▶ OS management
- ▶ **File management** P/325
- ▶ Data management
- ▶ Application management

_____ is the remarkable facility that lets us reverse a previous action.

- ▶ Redo
- ▶ **Undo** P/310
- ▶ Repeat
- ▶ Delete

Explanatory undo is, generally, a much more pleasant feature than _____.

- ▶ Single Undo
- ▶ Multiple undo
- ▶ **Blind undo** P/312

- ▶ Incremental Undo

Browser Title always contains the word '_____'.

- ▶ **Home**

P/300

- ▶ Default
- ▶ Error
- ▶ Browser

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- ▶ True

- ▶ **False**

P/176

Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning;

Roughly _____ percent of the male population has some degree of color blindness.

- ▶ **10**

P/358__ Lecture- 39

- ▶ 20
- ▶ 30
- ▶ 40

The _____ is a concrete expression of the more abstract structure of the site.

- ▶ **Skeleton**

P/306

- ▶ Scope
- ▶ Strategy
- ▶ Structure

_____ are the street signs of the web.

- ▶ Site IDs
- ▶ Home pages

- ▶ **Page Names**

P/391

- ▶ Sections

_____ is not like other pages; it has different burdens to bear, different promises to keep.

- ▶ **Homepage**

P/287

- ▶ Form
- ▶ Navigation bar
- ▶ Sections

The _____ suggests identifying goals and questions first before selecting techniques for the study

- ▶ RVM model

► **DECIDE framework**

P/367

- Usability testing
- Field study

Number of keystrokes is _____ work.

- Logical
- Mnemonic

► **Physical**

P/212 __ Lecture-25

- Structural

Recalling password is _____ work.

- Logical

► **Mnemonic**

P/212 __ Lecture-25

- Physical
- Structural

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

► **Served**

P/159

- Negative

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

1. Scenario

2. Persona

P/187 __ Lecture-22

3. Prototype

The difference between the intentions and allowable actions is the:

1. Gulf of Execution

P/103 __ Lecture -12

2. Gulf of Evaluation

3. None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

1. Possibilities available

P/76

2. Time Available

3. None of these

The goals of HCI are :

1. Usability and User Experience

2. Learn ability and Comfort

3. Tasks and Goals.

While there can be wide variations in where and how you conduct a usability test, every usability test shares:

1. Three Characteristics

2. Five Characteristics

P/270

3. Seven Characteristics

WYSIWYG stands for _____.

? Where you see is where you get

? What you see is what you get

P/36, Lecture-4

? When you see it when you get

_____ is proportional to the amplitude of the sound.

➤ Pitch

➤ Loudness

P/70, Lecture-8

➤ Timber

Persona is not context specific, so it can be reused easily.

? True

? False

P/189, Lecture_22

_____ is the extra work that satisfies the needs to achieve our objective.

Evaluation

Excise

P/245

Testing

In an email application configuring a new email server is a key path activity.

▶ True

▶ False

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

▶ Postural

▶ Structural

P/217

▶ Behavioral

▶ Mnemonic

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

▶ True

▶ False

P/256

Hence the way people carry out an activity (e.g., preparing a report) in

the real world is very different from how it may be observed in a laboratory (page:256)

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

▶ **Usability testing**

P/264

- ▶ Field study
- ▶ Predictive evaluation
- ▶ DECIDE framework

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- ▶ Usability testing

▶ **Field study**

P/264

- ▶ Predictive evaluation
- ▶ DECIDE framework

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- ▶ Surface
- ▶ Structure

▶ **Skeleton**

P/306, Lecture_35

- ▶ Scope

Roughly _____ percent of the male population has some degree of color blindness.

▶ **10**

P/358__ Lecture- 39

- ▶ 20
- ▶ 30
- ▶ 40

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

▶ **Buttons**

P/133

- ▶ Pointers
- ▶ Menus
- ▶ Windows

The _____ function came into being as the result of the implementation model for undo

▶ **Redo**

P/314

- ▶ Undo
- ▶ Repeat
- ▶ Delete

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

▶ **Explicitly**

P/327

- ▶ Implicitly
- ▶ Habitually
- ▶ Properly

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework

▶ Include, Functional

▶ **Exclude, Functional**

P/343, Lecture-38

- ▶ Include, Non-Functional
- ▶ Exclude, Non-Functional

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- ▶ Videos
- ▶ Documentation

▶ **Interview questions**

P/371

- ▶ Contextual enquiry

Conventional wisdom says that _____ tell the user when he has made some mistake.

- ▶ Program crash
- ▶ System stuck

▶ **Error messages**

P/382

- ▶ Metadata

People frequently counter the idea of _____ feedback with arguments that users don't like it

▶ **Audible**

P/393

- ▶ Video
- ▶ Walkthroughs
- ▶ Questions

_____ environments are environments that are user and context aware.

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

▶ **Attentive**

P/418

User personas that are not primary or secondary are _____ personas.

- ▶ Served
- ▶ Negative

▶ Customer

▶ **Supplemental**

P/188

Which of the following is the comparison of what happened in the world with what we wanted to happen?

▶ Action

▶ **Evaluation**

P/99

▶ Execution

▶ None of these

The size and shape of a compact disk, is a type of _____ constraint.

▶ **Physical**

P/106

▶ Logical

▶ Cultural

▶ None of these

_____ Research can tell you about what, how, many and why in rich, multivariate detail

▶ Quantitative

▶ **Qualitative**

P/166

▶ SME

▶ None of these

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

▶ Audio recording.

▶ **Taking notes.**

P/365

▶ Observation

▶ Video

Panes, frames and other containers on screen is a kind of _____

▶ **Functional and data elements**

P/206

▶ View

▶ Input method

▶ None of the given

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

▶ Co-discovery

▶ **Active intervention**

P/276

▶ Splendid research

▶ None of the given

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

▶ **Repeat**

P/229

- ▶ Infrequent
- ▶ Nonuser
- ▶ None of the given

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

▶ **Formative** P/258

- ▶ Summative
- ▶ Relative
- ▶ None of the given

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

▶ More, Less

▶ **Less, more** P/232

- ▶ Less, less
- ▶ None of the given

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31__ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not a secondary color?

Select correct option:

Green

Orange

Purple

Blue P/63_- Lecture-8

Which of the following device can not be useful for a visually impaired person?

Select correct option:

a typical keyboard

a typical monitor

a typical speaker

a typical processor

Which of the following requires less cognitive effort than others?

Select correct option:

Listening P/87_- Lecture -10

Speaking
Hearing
None of the given

We are deficient in our development _____, not in our development _____
(respectively).

Select correct option:

Process, Tools

P/23, Lecture-3

Tools, Process
Tools, Methodology
None of these

Which of the following is not true regarding “cones”?

Select correct option:

A type of receptor in eye more sensitive to light

P/60, Lecture-7

Different types of cones are sensitive to different wavelengths of light
Eye has approximately 6 million cones

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries
Leading to efficiencies
Making our life convenient

Depending so much on computers may give fatal results

The gulf of execution refers to _____.

Select correct option:

The user's difficulty in understanding the feedback from the system
The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii)

(i), (ii) & (iv)
(ii) & (iii)
(ii) & (iv)

Which of the following is not true?

Select correct option:

Utility refers to the functionality of a system

Usability is concerned with adding complexity to the system P/30__ Lecture-4

Usability is concerned with making systems easy to use

Poorly designed computer system can be extremely annoying to users

The command line interface is used because

Select correct option:

It is easy to understand

It is demanded by DOS

It is offered by Unix systems

It is powerful and flexible (Google)

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31__ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not one of the primary colors?

Select correct option:

Red

Yellow

Blue

Green P/63_ - Lecture-8

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Select correct option:

Psychology

Sociology

Statistics

Computer Science

HCI deals with

Select correct option:

Design of interactive system only

Evaluation of interactive system only

Implementation of interactive system only

All of the given choices

Human beings interact with outside world, using their

Select correct option:

input channels

output channels

sense of sight

All of the given

P/54

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

P/23, Lecture-3

Tools, Process

Tools, Methodology

None of these

Visually impaired persons can interact with outside world using their

Select correct option:

Sense of sight

Sense of hearing

Both sense of touch and sense of hearing

Sense of touch

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

Reasoning

Decision Making

Attention

P/76, Lecture-9

_____ refers to the relationship between controls and their effects in the world.

Visibility

Affordance

Mapping

P/107, Lecture- 12

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

Human computer Interaction

P/14

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

Effectiveness

P/31

Efficiency

Utility

. _____ is what goes on in out heads when we carry out our everyday activities.

Cognition

P/47

Learnability

Memeorability

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

Decision Making

Reasoning

P/89

Problem Solving

_____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

Qualitative, Quantitative

P/167

Quantitative, Qualitative

None of them

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

▶ **Paper work and computer work**

▶ Spatial and temporal organizations

▶ Organizational memory

▶ None of these

Using icons on the desktop to represent operations is a type of _____ constraint.

- ▶ Physical
- ▶ Logical
- ▶ **Cultural**
- ▶ None of these

(Google)

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ **Affordance**
- ▶ Constraint
- ▶ None of these

P/105

_____ minimizes errors.

- ▶ Affordance
- ▶ **Visibility**
- ▶ Constraints
- ▶ None of these

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ **Loudness**
- ▶ Timber
- ▶ None of these

P/70, Lecture-8

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ **Human Computer Interaction**
- ▶ None of these

P/14

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- ▶ **Primary**
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

P/159

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ **Palette**
- ▶ Title bar

P/133

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- ▶ Primary
- ▶ Secondary
- ▶ **Served**
- ▶ Negative

P/159

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ **Modeling, analysis**
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

P/159

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ **Linear**
- ▶ Iterative
- ▶ Analytical

P/149

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ **Generate and evaluate the design**
- ▶ None of the given

(Google)

What is a semantic network?

- ▶ **A model of long-term memory** P/82
- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ **Sight, hearing and touch**

_____ refers to the way a system supports users in carrying out their tasks.

Efficiency P/31

Effectiveness
Utility

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models
Conceptual Models

Interface Metaphors P/51

_____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken P/87

Spoken, written
None of the given choices

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical P/143

None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew

P/153

Websterfg
Barry Boehm
Hartson

XYZ Ltd is well reputed software house; they make a significant investment in building ----- that encourages greater customer loyalty.

Visual Symbols
Grouping

Brand Equity

P/353

Harmony

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World

Worldwide Web
Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____ .

Analytic mode, synthetic mode

P/153

Evaluation mode, testing mode
Analyze mode, feedback mode
Implementation mode, task mode

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation
Modeling, Research
Research, Implementation

Research, Modeling

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary

Transient

Information

Miss Kazmi

<http://vustudents.ning.com>

Sovereign

_____ are dragged down from the title at the top of the screen.

Pull Down Menus

Main Menus

Icons

Buttons

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

P/78

Involuntary attention

Divided Attention

Drive a vehicle while holding a conversation with a passenger is the example of

_____ .

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

P/78

GOMS stands for

Goals operation methods and selection rules

P/50

Goals objects models and selection rules

Goals operations methods and state rules

Goals operations models and state rules

Which of the following is/are the main component(s) of color?

Hue

Intensity

Saturation

All of the given

P/59

Hue

Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

Intensity

Intensity is the brightness of the color.

Saturation

Saturation is the amount of whiteness in the colors.

_____ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

End goals

P/192

Experience goals

Life goals

Miss Kazmi

<http://vustudents.ning.com>



MUHAMMAD FAISAL

MIT 4th Semester

Al-Barq Campus (VGJW01) Gujranwala

faisalgrw123@gmail.com

**Reference MCQ's For MIDTERM EXAMS
CS408 - HUMAN COMPUTER INTERACTION**

Question No: 1 (Marks: 1) - Please choose one

_____ are unintentional while _____ occur through conscious deliberation.

- **Slips, mistakes (page 100)**
- Errors, slips
- Mistakes, errors
- Mistakes, slips

Question No: 2 (Marks: 1) - Please choose one

What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system (page 91)**
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

Question No: 3 (Marks: 1) - Please choose one

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition
- **Attention (page 76)**
- Learning
- None of these

Question No: 4 (Marks: 1) - Please choose one

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- True
- **False (page 176)**

Question No: 5 (Marks: 1) - Please choose one

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 6 (Marks: 1) - Please choose one

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- Scenario
- **Persona (page 187)**
- Prototype

Question No: 7 (Marks: 1) - Please choose one

The difference between the intentions and allowable actions is the:

- **Gulf of Execution (page 103)**
- Gulf of Evaluation
- None of these

Question No: 8 (Marks: 1) - Please choose one

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

- **Possibilities available (page 76)**
- Time Available
- None of these

Question No: 9 (Marks: 1) - Please choose one

The goals of HCI are:

- **Usability and User Experience (page 30)**
- Learn ability and Comfort
- Tasks and Goals

Question No: 10 (Marks: 1) - Please choose one

WYSIWYG stands for _____.

- Where you see is where you get
- **What you see is what you get (page 36)**
- When you see it when you get

Question No: 11 (Marks: 1) - Please choose one

_____ is proportional to the amplitude of the sound.

- Pitch
- **Loudness (page 70)**
- Timber

Question No: 12 (Marks: 1) - Please choose one

Persona is not context specific, so it can be reused easily.

- True
- **False (page 189)**

Question No: 13 (Marks: 1) - Please choose one

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 14 (Marks: 1) - Please choose one

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental (page 196)**

Question No: 15 (Marks: 1) - Please choose one

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 16 (Marks: 1) - Please choose one

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 17 (Marks: 1) - Please choose one

_____ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

Question No: 18 (Marks: 1) - Please choose one

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 19 (Marks: 1) - Please choose one

Which of the following is not a secondary color?

- Green
- Orange
- Purple
- **Blue (page 63)**

Question No: 20 (Marks: 1) - Please choose one

Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- **a typical monitor**
- a typical speaker
- a typical processor

Question No: 21 (Marks: 1) - Please choose one

Which of the following requires less cognitive effort than others?

- **Listening (page 87)**
- Speaking
- Hearing
- None of the given

Question No: 22 (Marks: 1) - Please choose one

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 23 (Marks: 1) - Please choose one

Which of the following is not true regarding “cones”?

- **A type of receptor in eye more sensitive to light (page 56)**
- Different types of cones are sensitive to different wavelengths of light
- Eye has approximately 6 million cones

Question No: 24 (Marks: 1) - Please choose one

Which of the following does not count as one of the advantages of computers?

- Computers are enabling new discoveries
- Leading to efficiencies
- Making our life convenient
- **Depending so much on computers may give fatal results (page 9)**

Question No: 25 (Marks: 1) - Please choose one

The gulf of execution refers to _____ .

The user's difficulty in understanding the feedback from the system

The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Question No: 26 (Marks: 1) - Please choose one

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii) (page 31)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

Question No: 27 (Marks: 1) - Please choose one

Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system (page 31)**
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Question No: 28 (Marks: 1) - Please choose one

The command line interface is used because:

- It is easy to understand
- It is demanded by DOS
- It is offered by UNIX systems
- **It is powerful and flexible (page 127)**

Question No: 29 (Marks: 1) - Please choose one

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 30 (Marks: 1) - Please choose one

Which of the following is not one of the primary colors?

- Red
- Yellow
- Blue
- **Green (page 63)**

Question No: 31 (Marks: 1) - Please choose one

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- **Psychology (page 43)**
- Sociology
- Statistics
- Computer Science

Question No: 32 (Marks: 1) - Please choose one

HCI deals with:

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- **All of the given choices (page 15)**

Question No: 33 (Marks: 1) - Please choose one

Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- **All of the given (page 54)**

Question No: 33 (Marks: 1) - Please choose one

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 34 (Marks: 1) - Please choose one

Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing**
- Sense of touch

Question No: 35 (Marks: 1) - Please choose one

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

- Reasoning
- Decision Making
- **Attention (page 76)**

Question No: 36 (Marks: 1) - Please choose one

_____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping (page 107)**

Question No: 37 (Marks: 1) - Please choose one

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- **Human computer Interaction (page 14)**
- Software Engineering
- Human Computer Interfaces

Question No: 38 (Marks: 1) - Please choose one

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness (page 31)**
- Efficiency
- Utility

Question No: 39 (Marks: 1) - Please choose one

. _____ is what goes on in out heads when we carry out our everyday activities?

- **Cognition (page 47)**
- Learnability
- Memeorability

Question No: 40 (Marks: 1) - Please choose one

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning (page 89)**
- Problem Solving

Question No: 41 (Marks: 1) - Please choose one

_____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

- **Qualitative, Quantitative (page 167)**
- Quantitative, Qualitative
- None of them

Question No: 42 (Marks: 1) - Please choose one

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 43 (Marks: 1) - Please choose one

Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 44 (Marks: 1) - Please choose one

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 45 (Marks: 1) - Please choose one

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 46 (Marks: 1) - Please choose one

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 47 (Marks: 1) - Please choose one

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 48 (Marks: 1) - Please choose one

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 49 (Marks: 1) - Please choose one

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 50 (Marks: 1) - Please choose one

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 51 (Marks: 1) - Please choose one

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 52 (Marks: 1) - Please choose one

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started:

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 53 (Marks: 1) - Please choose one

Models are used in design to,

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 54 (Marks: 1) - Please choose one

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 55 (Marks: 1) - Please choose one

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 56 (Marks: 1) - Please choose one

_____ refers to the way a system supports users in carrying out their tasks.

- **Efficiency (page 31)**
- Effectiveness
- Utility

Question No: 57 (Marks: 1) - Please choose one

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors (page 51)**

Question No: 58 (Marks: 1) - Please choose one

_____ language tends to be grammatical while _____ language is often Ungrammatical.

- **Written, spoken (page 87)**
- Spoken, written
- None of the given choices

Question No: 59 (Marks: 1) - Please choose one

Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic
- **Tactical (page 143)**
- None of the given choices

Question No: 60 (Marks: 1) - Please choose one

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 61 (Marks: 1) - Please choose one

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

- MS World
- **Worldwide Web (page 305)**
- Television Newspaper

Question No: 62 (Marks: 1) - Please choose one

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

- **Analytic mode, synthetic mode (page 153)**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Question No: 63 (Marks: 1) - Please choose one

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively).

- Modeling, Implementation
- Modeling, Research
- Research, Implementation
- **Research, Modeling (page 199)**

Question No: 64 (Marks: 1) - Please choose one

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- Auxiliary
- **Transient (page 231)**
- Information
- Sovereign

Question No: 65 (Marks: 1) - Please choose one

_____ are dragged down from the title at the top of the screen.

- **Pull Down Menus (page 132)**
- Main Menus
- Icons
- Buttons

Question No: 66 (Marks: 1) - Please choose one

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- Focused Attention
- **Voluntary Attention (page 78)**
- Involuntary attention
- Divided Attention

Question No: 67 (Marks: 1) - Please choose one

Drive a vehicle while holding a conversation with a passenger is the example of _____ .

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention (page 78)**

Question No: 68 (Marks: 1) - Please choose one

GOMS stands for:

- **Goals, operation, methods and selection rules (page 50)**
- Goals, objects, models and selection rules
- Goals, operations, methods and state rules
- Goals, operations, models and state rules

Question No: 69 (Marks: 1) - Please choose one

Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation
- **All of the given (page 59)**

Question No: 70 (Marks: 1) - Please choose one

_____ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals
- **End goals (page 192)**
- Experience goals
- Life goals

Question No: 71 (Marks: 1) - Please choose one

Persona is not context specific, so it can be reused easily.

- True
- **False (page 189)**

Question No: 72 (Marks: 1) - Please choose one

In an email application configuring a new email server is a key path activity.

- **True (page 207)**
- False

Question No: 73 (Marks: 1) - Please choose one

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- Postural
- **Structural (page 217)**
- Behavioral
- Mnemonic

Question No: 74 (Marks: 1) - Please choose one

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- True
- **False (page 256)**

Question No: 75 (Marks: 1) - Please choose one

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

- **Usability testing (page 264)**
- Field study
- Predictive evaluation
- DECIDE framework

Question No: 76 (Marks: 1) - Please choose one

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- Usability testing
- **Field study (page 264)**
- Predictive evaluation
- DECIDE framework

Question No: 77 (Marks: 1) - Please choose one

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- Surface
- Structure
- **Skeleton (page 306)**
- Scope

Question No: 78 (Marks: 1) - Please choose one

Roughly _____ percent of the male population has some degree of color blindness.

- **10 (page 358)**
- 20
- 30
- 40

Question No: 79 (Marks: 1) - Please choose one

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 80 (Marks: 1) - Please choose one

The _____ function came into being as the result of the implementation model for undo

- **Redo (page 314)**
- Undo
- Repeat
- Delete

Question No: 81 (Marks: 1) - Please choose one

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- **Explicitly (page 327)**
- Implicitly
- Habitually
- Properly

Question No: 82 (Marks: 1) - Please choose one

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework.

- Include, Functional
- **Exclude, Functional (page 343)**
- Include, Non-Functional
- Exclude, Non-Functional

Question No: 83 (Marks: 1) - Please choose one

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- Videos
- Documentation
- **Interview CS408 Questions (page 371)**
- Contextual enquiry

Question No: 84 (Marks: 1) - Please choose one

Conventional wisdom says that _____ tell the user when he has made some mistake.

- Program crash
- System stuck
- **Error messages (page 382)**
- Metadata

Question No: 85 (Marks: 1) - Please choose one

People frequently counter the idea of _____ feedback with arguments that users don't like it

- **Audible (page 393)**
- Video
- Walkthroughs
- CS408 Questions

Question No: 86 (Marks: 1) - Please choose one

_____ environments are environments that are user and context aware.

- Non-attentive
- Visual
- Sensing
- **Attentive (page 418)**

Question No: 87 (Marks: 1) - Please choose one

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental (page 196)**

Question No: 88 (Marks: 1) - Please choose one

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 89 (Marks: 1) - Please choose one

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 90 (Marks: 1) - Please choose one

_____ research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

Question No: 91 (Marks: 1) - Please choose one

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- Audio recording
- **Taking notes (page 365)**
- Observation
- Video

Question No: 92 (Marks: 1) - Please choose one

Panes, frames and other containers on screen is a kind of _____

- **Functional and data elements (page 206)**
- View
- Input method
- None of the given

Question No: 93 (Marks: 1) - Please choose one

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- Co-discovery
- **Active intervention (page 276)**
- Splendid research
- None of the given

Question No: 94 (Marks: 1) - Please choose one

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

- **Repeat (page 229)**
- Infrequent
- Nonuser
- None of the given

Question No: 95 (Marks: 1) - Please choose one

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

- **Formative (page 258)**
- Summative
- Relative
- None of the given

Question No: 96 (Marks: 1) - Please choose one

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

- More, Less
- **Less, more (page 230)**
- Less, less
- None of the given

Question No: 97 (Marks: 1) - Please choose one

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 98 (Marks: 1) - Please choose one

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 99 (Marks: 1) - Please choose one

Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 100 (Marks: 1) - Please choose one

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 101 (Marks: 1) - Please choose one

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 102 (Marks: 1) - Please choose one

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 103 (Marks: 1) - Please choose one

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 104 (Marks: 1) - Please choose one

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 105 (Marks: 1) - Please choose one

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 106 (Marks: 1) - Please choose one

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 107 (Marks: 1) - Please choose one

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 108 (Marks: 1) - Please choose one

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 109 (Marks: 1) - Please choose one

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 110 (Marks: 1) - Please choose one

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 111 (Marks: 1) - Please choose one

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 112 (Marks: 1) - Please choose one

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 113 (Marks: 1) - Please choose one

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 115 (Marks: 1) - Please choose one

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 116 (Marks: 1) - Please choose one

Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 117 (Marks: 1) - Please choose one

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 118 (Marks: 1) - Please choose one

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 119 (Marks: 1) - Please choose one

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 120 (Marks: 1) - Please choose one

_____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 121 (Marks: 1) - Please choose one

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 122 (Marks: 1) - Please choose one

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 123 (Marks: 1) - Please choose one

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 124 (Marks: 1) - Please choose one

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 125 (Marks: 1) - Please choose one

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 126 (Marks: 1) - Please choose one

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 127 (Marks: 1) - Please choose one

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 128 (Marks: 1) - Please choose one

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 129 (Marks: 1) - Please choose one

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 130 (Marks: 1) - Please choose one

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 131 (Marks: 1) - Please choose one

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 132 (Marks: 1) - Please choose one

You can load a VCR tape the right way because of _____.

- **Physical constraints (page 106)**
- Logical constraints
- Cultural constraints
- None of these

Question No: 133 (Marks: 1) - Please choose one

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of _____ Design Principle.

- Visibility
- **Affordance (page 105)**
- Mapping
- None of these

Question No: 134 (Marks: 1) - Please choose one

_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

A. Efficient. B. Strategic. C. Tactical. D. Reliable.

Select correct option:

- Only A
- **Only C (page 143)**
- A and C
- B and D

Question No: 135 (Marks: 1) - Please choose one

"Mistakes" and "Slips" are two forms of:

- **Errors (page 100)**
- Goals
- Evaluation
- Objectives

Question No: 136 (Marks: 1) - Please choose one

Ergonomics is also called_____.

- Assembly
- **Human Factors (page 43)**
- Both
- None of the Given

Question No: 138 (Marks: 1) - Please choose one

User and system has its own unique language, the language used by the system is called_____

- **Core (page 123)**
- Task
- Both
- None of the above

Question No: 139 (Marks: 1) - Please choose one

Choice of operations and services are offered on the screen through_____

- Pointers
- Toolbars
- **Menus (page 131)**
- None of the given

Question No: 140 (Marks: 1) - Please choose one

You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

- E and 4
- E and 7
- **E, 4 and 7**
- 4, E, 7 and K

Question No: 141 (Marks: 1) - Please choose one

Which of the following is true regarding "Visibility"?

The more visible functions are, the more likely users will be able to know what to do next. (page 104)

The more visible functions are, the less likely users will be able to know what to do next.

Functions visibility and user knowing of what to do next, are not related to each other

None of the given

Question No: 142 (Marks: 1) - Please choose one

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

- **Smaller (page 122)**
- Greater
- Balanced
- None of the Given

Question No: 143 (Marks: 1) - Please choose one

Certain factors that help us to interact with graphical based systems is_____ .

- Indirect manipulation
- **Direct manipulation (page 36,137)**
- Both
- None of the given

Question No: 144 (Marks: 1) - Please choose one

Which interface system is based on the question/answer dialogue?

- Command Line Interfaces
- **Query interfaces (page 128)**
- Menus
- Natural Language Interfaces

Question No: 145 (Marks: 1) - Please choose one

Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of_____ .

- **Direct Manipulation (page 125,137)**
- Desktop metaphors
- Central processing unit
- None of the given

Question No: 146 (Marks: 1) - Please choose one

Example of form fill interface is_____.

- A dialog box
- Pop up menus
- **Data entry form on some university web**
- All of the given

Question No: 147 (Marks: 1) - Please choose one

Building things from user's perspective is called _____.

- Functionality
- **Usability (page 31)**
- Portability
- None of the given

Question No: 148 (Marks: 1) - Please choose one

A small picture that is used to represent a closed window is said to be a/an:

- Menu
- Toolbar
- status bar
- **icon (page 131)**

Question No: 149 (Marks: 1) - Please choose one

Form-filling interfaces are used for:

- **Data entry (page 128)**
- Data integration
- Data manipulation
- Data definition

Question No: 150 (Marks: 1) - Please choose one

_____ is an early release of a product to a few users.

Surveys

Beta test (page 271)

Focus

Question No: 151 (Marks: 1) - Please choose one

_____ has a goal of assessing whether the product works according to its specifications.

Trunk Test

Quality assurance (page 270)

Question No: 152 (Marks: 1) - Please choose one

In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

Active Intervention

Co-Discovery (page 276)

Trunk test

Question No: 153 (Marks: 1) - Please choose one

What site is this”, Statement represents_____.

Folder

Site ID (page 296)

Scroll bar

Question No: 154 (Marks: 1) - Please choose one

In DECIDE frame work _____ comes just after choosing the evaluation paradigm and techniques.

- **Deciding about ethical issues (page 265)**
- Exploring the questions
- Identifying the practical issues
- None of the given

Question No: 155 (Marks: 1) - Please choose one

Formal methods are used to represent:

- Architectural aspects of software systems only
- Procedural aspects of software systems only
- **Both architectural and procedural aspects of software systems (page 21)**
- None of the given

Question No: 156 (Marks: 1) - Please choose one

The colors, which are directly opposite to each other are said to be:

- **Complementary colors (page 64)**
- Analogous colors
- Primary colors
- Secondary colors

Question No: 157 (Marks: 1) - Please choose one

Which of the following is true about Short-Term memory?

- **Short-term memory has a limited capacity. (page 80)**
- Short-term memory has an unlimited capacity.
- Short-term memory has no capacity.
- Short-term memory has large but limited capacity.

Question No: 158 (Marks: 1) - Please choose one

Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems
- **To produce non-functional systems (page 30)**
- To improve effectiveness of the systems

Question No: 159 (Marks: 1) - Please choose one

According to Juran, the fitness for purpose or use, is said to be

- Usability
- Efficiency
- Reliability
- **Quality (page 39)**

Question No: 160 (Marks: 1) - Please choose one

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.
- **It refers to the way a system supports users in carrying out their tasks. (page 31)**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 161 (Marks: 1) - Please choose one

Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because _____.

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question No: 162 (Marks: 1) - Please choose one

Which of the following is considered as the most complex species?

- **Humans (page 18)**
- Computers
- Animals
- Birds

Question No: 163 (Marks: 1) - Please choose one

Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

- One in every four computers has been physically attacked by its owner
- Every computer can be saved from any type of physical attacks
- Every computer is attacked physically one in its life time
- **One in every four computers has been physically attacked by some outside source (page 24)**

Question No: 164 (Marks: 1) - Please choose one

Which of the following is/are goal(s) of usability?

- Effectiveness
- Efficiency
- Safety
- **All of the given (page 31)**

Question No: 165 (Marks: 1) - Please choose one

XYZ Ltd is well reputed software house; they make a significant investment in building -----
----- that encourages greater customer loyalty.

- Visual Symbols
- Grouping
- **Brand Equity (page 353)**
- Harmony

Question No: 166 (Marks: 1) - Please choose one

What are the three types of reasoning?

- **Deductive, Productive and Inductive (page 89)**
- Adductive, Inductive and Deductive
- Inductive, Adductive and Reproductive
- Productive, Reproductive and Deductive

Question No: 167 (Marks: 1) - Please choose one

_____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- Co discovery
- **Active intervention (page 276)**
- Trunk test

Question No: 168 (Marks: 1) - Please choose one

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- **Quality (page 40)**
- Effectiveness
- Standard
- Quantity

CS408 Human Computer Interaction Solved Objective Midterm Papers For Preparation of Midterm Exam

What will be the gulf of execution if the user is able to formulate and perform the actions easily;

Smaller

Greater

Balanced

None of the Given

Certain factors that help us to interact with graphical based systems is _____

Indirect manipulation

Direct manipulation

Both

None of the given

Which interface system is based on the question/answer dialogue?

Command Line Interfaces

Query interfaces

Menus

Natural Language Interfaces

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

Three-dimensional

WIMP

Point and click

None of these

Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of _____

Direct Manipulation

Desktop metaphors

Central processing unit

None of the given

Example of form fill interface is _____

A dialog box

Pop up menus

Data entry form on some university web

All of the given

Building things from user's perspective is called _____

Functionality

Usability

Portability

None of the given

A small picture that is used to represent a closed window is said to be a/an

Menu

Toolbar

status bar

icon

Form-filling interfaces are used for

data entry

data integration

data manipulation

data definition

User and system has its own unique language, the language used by the user is called _____

Task

Core

Both

None of the give options

This is not a characteristic of usability test

The primary goal is to improve usability

The participants do not represent real users

Observe and record what participants do and say

_____ is an early release of a product to a few users.

Surveys

Beta test

Focus

_____ has a goal of assessing whether the product works according to its specifications.

Trunk Test

Quality assurance

_____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

Co discovery

Active intervention

Trunk test

In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

Active Intervention

Co-Discovery

Trunk test

_____ is needed to check that users can use the product and like it.

Coding

Evaluation

Guideline

What site is this", Statement represents_____.

Folder

Site ID

Scroll bar

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

Usability testing

Field study

Predictive evaluation

DECIDE framework

The _____ phase sets the stage for the core of the design effort

Requirement definition

Modeling

Implementation

None of the given

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

Formative

Summative

Relative

None of the given

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

More, Less

Less, More

Less, Less

None the given

In DECIDE frame work _____ comes just after choosing the evaluation paradigm and techniques.

Deciding about ethical issues

Exploring the questions
Identifying the practical issues
None of the given

_____ capture the non-verbal dialogue between artifact and user over time.

Persona

Scenario

Dialogue

Design Model

_____ patterns can be applied at the conceptual level.

Postural

Structural

Behavioral

Mnemonic

Which of the following I least likely to be revealed by a paper prototype?

Your user don't know the term algorithm

Toolbar button are too small to press

The help menu isn't in the right place.

None of the given

Information sites with daily-updated information will naturally attract _____ users more than a monthly- updated site.

Repeat

Infrequent

Nonuser

None of the given

There can only be one _____ persona per interface for a product

Primary

Secondary

Supplemental

Customer

Overviews serve a similar purpose to _____ in an interface.

Navigation

Excise

Signposts

None of the given

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

Tools, Process

Tools, Methodology

None of these

Which of the following is not true regarding “cones”?

Select correct option:

A type of receptor in eye more sensitive to light

Different types of cones are sensitive to different wavelengths of light

Eye has approximately 6 million cones

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

The gulf of execution refers to _____ .

Select correct option:

The user’s difficulty in understanding the feedback from the system

The system’s difficulty in presenting information in the output language

The system’s difficulty in converting an input expression into the correct system state transition

The user’s difficulty in formulating and articulating an intention to the system

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

Formal methods are used to represent

Architectural aspects of software systems only

Procedural aspects of software systems only

Both architectural and procedural aspects of software systems

None of the given

The colors, which are directly opposite to each other are said to be

complementary colors

analogous colors

primary colors

secondary colors

Which of the following is true about Short-Term memory?

Short-term memory has a limited capacity.

Short-term memory has an unlimited capacity.

Short-term memory has no capacity.

Short-term memory has large but limited capacity.

Which of the following device can not be useful for a visually impaired person?

a typical keyboard

a typical monitor

a typical speaker

a typical processor

Which of the following is not one of the goals of HCI?

To produce usable systems

To produce safe systems

To produce non-functional systems

To improve effectiveness of the systems

Human beings interact with outside world, using their

input channels

output channels

sense of sight

All of the given

Which of the following is/are the main component(s) of color?

Select correct option:

Hue

Intensity

Saturation

All of the given

Which of the following is not one of the primary colors?

Select correct option:

Red

Green

Yellow

Green

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Select correct option:

Psychology

Sociology

Statistics

Computer Science

Which are the most significant senses for the average person when it comes to interacting with a computer?

Select correct option:

Sight and hearing

Hearing, touch and smell

Hearing and touch

Sight, hearing and touch

According to Juran, the fitness for purpose or use, is said to be

usability

efficiency

reliability

quality

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because _____ .

Numbers are easier to remember than arbitrary characters.

The grouping of the numbers is significant

Ten numbers is not that many to have to remember from working memory.

None of these

The colors, which are directly opposite to each other are said to be

Select correct option:

complementary colors

analogous colors

primary colors

secondary colors

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

Tools, Process

Tools, Methodology

None of these

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

The gulf of execution refers to _____ .

Select correct option:

The user's difficulty in understanding the feedback from the system

The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Which of the following is considered as the most complex species?

Select correct option:

Humans

Computers

Animals

Birds

Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

Select correct option:

One in every four computers has been physically attacked by its owner

Every computer can be saved from any type of physical attacks

Every computer is attacked physically one in its life time

One in every four computers has been physically attacked by some outside source

According to Juran, the fitness for purpose or use, is said to be

Select correct option:

usability

efficiency

reliability

quality

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

Which of the following is/are goal(s) of usability?

Select correct option:

Effectiveness

Efficiency

Safety

All of the given

Which of the following is/are the main component(s) of color?

Select correct option:

Hue

Intensity

Saturation

All of the given

Which of the following is true about Short-Term memory?

Select correct option:

Short-term memory has a limited capacity.

Short-term memory has an unlimited capacity.

Short-term memory has no capacity.

Short-term memory has large but limited capacity.

Human beings interact with outside world, using their

Select correct option:

input channels

output channels

sense of sight

All of the given

GOMS stands for

Select correct option:

goals, operations, methods and selection rules

goals, objects, models and selection rules

goals, operations, methods and state role

goals, orientation, models and state role

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

Drive a vehicle while holding a conversation with a passenger is the example of _____ .

Focused Attention

Voluntary Attention
Involuntary attention
Divided Attention

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary
Transient
Information
Sovereign

The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew
Websterfg
Barry Boehm
Hartson

XYZ Ltd is well reputed software house; they make a significant investment in building ----- that encourages greater customer loyalty.

Visual Symbols
Grouping
Brand Equity
Harmony

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World
Worldwide Web
Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

Analytic mode, synthetic mode
Evaluation mode, testing mode
Analyze mode, feedback mode
Implementation mode, task mode

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation
Modeling, Research
Research, Implementation
Research, Modeling

_____ refers to the way a system supports users in carrying out their tasks.

Efficiency

Effectiveness

Utility

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

Interface Metaphors

_____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken

Spoken, written

None of the given choices

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical

None of the given choices

Which of the following requires less cognitive effort than others?

Select correct option:

listening

speaking

hearing

None of the given

What are the three types of reasoning?

Select correct option:

Deductive, Productive and Inductive

Adductive, Inductive and Deductive

Inductive, Adductive and Reproductive

Productive, Reproductive and Deductive

Which of the following is not true?

Select correct option:

Utility refers to the functionality of a system

Usability is concerned with adding complexity to the system

Usability is concerned with making systems easy to use

Poorly designed computer system can be extremely annoying to users

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not a secondary color?

Select correct option:

Green

Orange

Purple

Blue

1 What will be the gulf of execution if the user is able to formulate and perform the actions easily;

Smaller

Greater

Balanced

None of the Given

2 Certain factors that help us to interact with graphical based systems is_____

Indirect manipulation

Direct manipulation

Both

None of the given

3 Which interface system is based on the question/answer dialogue?

Command Line Interfaces

Query interfaces

Menus

Natural Language Interfaces

4 Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

Three-dimensional

WIMP

Point and click

None of these

5 Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of_____

Direct Manipulation

Desktop metaphors

Central processing unit

None of the given

6 Example of form fill interface is_____

A dialog box

Pop up menus

Data entry form on some university web

All of the given

7 Building things from user's perspective is called _____

Functionality

Usability

Portability

None of the given

8 A small picture that is used to represent a closed window is said to be a/an

Menu

Toolbar

status bar

icon

9 Form-filling interfaces are used for

data entry

data integration

data manipulation

data definition

10 User and system has its own unique language, the language used by the user is called _____

Task

Core

Both

None of the give options

11 This is not a characteristic of usability test

The primary goal is to improve usability

The participants do not represent real users

Observe and record what participants do and say

12 _____ is an early release of a product to a few users.

Surveys

Beta test

Focus

13 _____ has a goal of assessing whether the product works according to its specifications.

Trunk Test

Quality assurance

14 _____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

Co discovery

Active intervention

Trunk test

15 In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

Active Intervention

Co-Discovery

Trunk test

16 _____ is needed to check that users can use the product and like it.

Coding

Evaluation

Guideline

17 What site is this”, Statement represents _____.

Folder

Site ID

Scroll bar

18 Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

Usability testing

Field study

Predictive evaluation

DECIDE framework

19 The _____ phase sets the stage for the core of the design effort

Requirement definition

Modeling

Implementation

None of the given

20 Evaluations done during design to check that product continues to meet uses' needs are known as _____ evaluation.

Formative

Summative

Relative

None of the given

21 _____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

More, Less

Less, More

Less, Less

None the given

22 In DECIDE frame work _____ comes just after choosing the evaluation paradigm and techniques.

Deciding about ethical issues

Exploring the questions

Identifying the practical issues

None of the given

23 _____ capture the non-verbal dialogue between artifact and user over time.

Persona

Scenario

Dialogue

Design Model

24 _____ patterns can be applied at the conceptual level.

Postural

Structural

Behavioral

Mnemonic

25 Which of the following I least likely to be revealed by a paper prototype?

Your user don't know the term algorithm

Toolbar button are too small to press

The help menu isn't in the right place.

None of the given

26 Information sites with daily-updated information will naturally attract _____ users more than a monthly- updated site.

Repeat

Infrequent

Nonuser

None of the given

27 There can only be one _____ persona per interface for a product

Primary

Secondary

Supplemental

Customer

28 Overviews serve a similar purpose to _____ in an interface.

Navigation

Excise

Signposts

None of the given

29 We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

Tools, Process

Tools, Methodology

None of these

30 Which of the following is not true regarding “cones”?

Select correct option:

A type of receptor in eye more sensitive to light

Different types of cones are sensitive to different wavelengths of light

Eye has approximately 6 million cones

31 Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

32 The gulf of execution refers to _____ .

Select correct option:

The user’s difficulty in understanding the feedback from the system

The system’s difficulty in presenting information in the output language

The system’s difficulty in converting an input expression into the correct system state transition

The user’s difficulty in formulating and articulating an intention to the system

33 Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

34 Formal methods are used to represent
Architectural aspects of software systems only
Procedural aspects of software systems only
Both architectural and procedural aspects of software systems
None of the given

35 The colors, which are directly opposite to each other are said to be
complementary colors
analogous colors
primary colors
secondary colors

36 Which of the following is true about Short-Term memory?
Short-term memory has a limited capacity.
Short-term memory has an unlimited capacity.
Short-term memory has no capacity.
Short-term memory has large but limited capacity.

37 Which of the following device can not be useful for a visually impaired person?
a typical keyboard
a typical monitor
a typical speaker
a typical processor

38 Which of the following is not one of the goals of HCI?
To produce usable systems
To produce safe systems
To produce non-functional systems
To improve effectiveness of the systems

39 Human beings interact with outside world, using their
input channels
output channels
sense of sight
All of the given

40 Which of the following is/are the main component(s) of color?
Select correct option:
Hue
Intensity
Saturation
All of the given

41 Which of the following is not one of the primary colors?
Select correct option:
Red

Green
Yellow
Green

42 Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Select correct option:

Psychology

Sociology

Statistics

Computer Science

43 Which are the most significant senses for the average person when it comes to interacting with a computer?

Select correct option:

Sight and hearing

Hearing, touch and smell

Hearing and touch

Sight, hearing and touch

44 According to Juran, the fitness for purpose or use, is said to be usability

efficiency

reliability

quality

45 Which of the given statements correctly defines efficiency in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

46 Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because _____ .

Numbers are easier to remember than arbitrary characters.

The grouping of the numbers is significant

Ten numbers is not that many to have to remember from working memory.

None of these

47 The colors, which are directly opposite to each other are said to be

Select correct option:

complementary colors

analogous colors

primary colors

secondary colors

48 We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

Tools, Process

Tools, Methodology

None of these

49 Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

50 The gulf of execution refers to _____ .

Select correct option:

The user's difficulty in understanding the feedback from the system

The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

51 Which of the following is considered as the most complex species?

Select correct option:

Humans

Computers

Animals

Birds

52 Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

Select correct option:

One in every four computers has been physically attacked by its owner

Every computer can be saved from any type of physical attacks

Every computer is attacked physically one in its life time

One in every four computers has been physically attacked by some outside source

53 According to Juran, the fitness for purpose or use, is said to be
Select correct option:

- usability
- efficiency**
- reliability
- quality

54 Which of the given statements correctly defines efficiency in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

55 Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

56 Which of the following is/are goal(s) of usability?

Select correct option:

Effectiveness

Efficiency

Safety

All of the given

57 Which of the following is/are the main component(s) of color?

Select correct option:

Hue

Intensity

Saturation

All of the given

58 Which of the following is true about Short-Term memory?

Select correct option:

Short-term memory has a limited capacity.

Short-term memory has an unlimited capacity.

Short-term memory has no capacity.

Short-term memory has large but limited capacity.

59 Human beings interact with outside world, using their

Select correct option:

input channels

output channels

sense of sight

All of the given

60 GOMS stands for

Select correct option:

goals, operations, methods and selection rules

goals, objects, models and selection rules

goals, operations, methods and state role

goals, orientation, models and state role

61 When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

62 Drive a vehicle while holding a conversation with a passenger is the example of _____ .

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

63 Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary

Transient

Information

Sovereign

64 The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew

Websterfg

Barry Boehm

Hartson

65 XYZ Ltd is well reputed software house; they make a significant investment in building -----
----- that encourages greater customer loyalty.

Visual Symbols

Grouping

Brand Equity

Harmony

66 Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World

Worldwide Web

Television Newspaper

67 Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____ .

Analytic mode, synthetic mode

Evaluation mode, testing mode

Analyze mode, feedback mode

Implementation mode, task mode

68 Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation

Modeling, Research

Research, Implementation

Research, Modeling

69 _____ refers to the way a system supports users in carrying out their tasks.

Efficiency

Effectiveness

Utility

70 _____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

Interface Metaphors

71 _____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken

Spoken, written

None of the given choices

72 Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical

None of the given choices



In the Name of Allāh, the Most Gracious, the Most Merciful

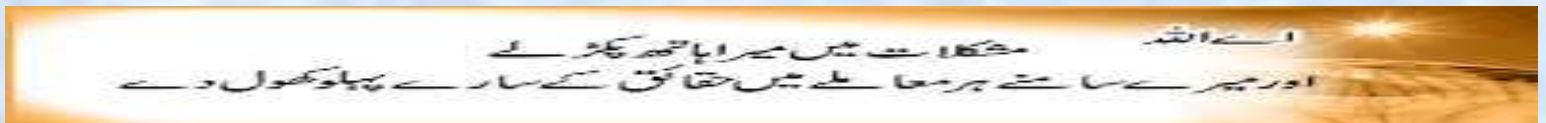
Question # 1: Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ☐ Pitch
- ☒ **Loudness** page # 70
- ☐ Timber
- ☐ None of these

Question # 2: The human eye has approximately _____rods and _____cones per eye

- ☒ **120 million , 6 million** Page # 56
- ☐ 190 million , 3 billion
- ☐ 150 billion , 6 million
- ☐ None of the given

The human eye has approximately 120 million rods 6 million cones per eye



Question # 3: What are the three types of reasoning?

- Deductive, Productive and Inductive

○ **Abdicative, Inductive and Deductive** **Page # 89**

- Inductive, Abdicative and Reproductive
- Productive, Reproductive and Deductive

Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

Question # 4: Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems

○ **To produce non-functional systems** **Page # 30**

- To improve effectiveness of the systems

The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems'



Question # 5: Which of the following is considered as the most complex species?

○ **Humans** **Page # 18**

- Computers
- Animals
- Birds

Human beings are the most interesting and fascinating specie on planet. They are the most complex living being on the earth

Question # 6: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

○ **Quality** **Page # 40** **also visit this link** [click here for more detail](#)

- Effectiveness
- Standard
- Quantity

Quality is essential in all we do and particularly in our chosen field of work.

Quality has been defined by the International Standards Organization (ISO) as:

The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.

Question # 7: Which of the following is not true regarding "cones"?

○ A type of receptor in eye

○ **more sensitive to light** **Page # 56**

- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.

Question # 8: Which of the following is a true statement?

- **Human-computer interface specialists are user-centered and software engineers are system centered Page # 21**
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

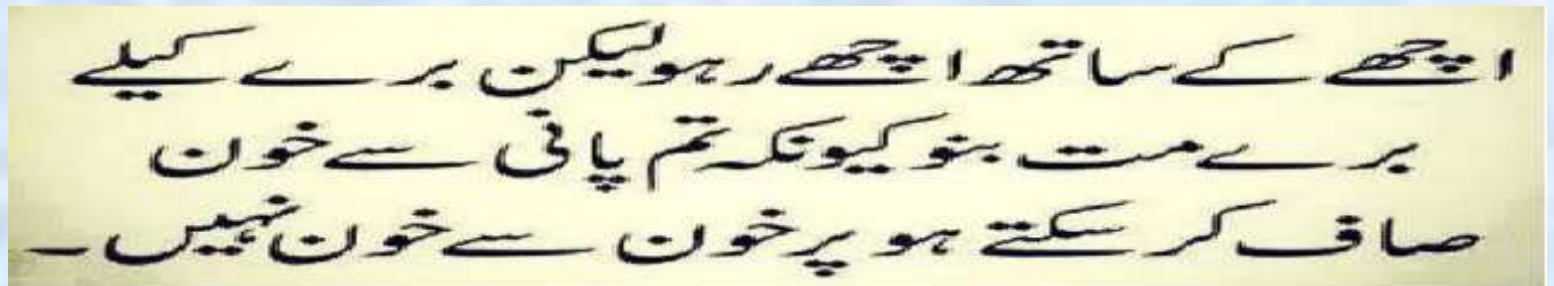
Software Engineering and HCI

There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. **Human-computer interface specialists are user-centered and software engineers are system-centered.**

Question # 9: Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system page # 30**
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with **making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.**



Question # 10: Formal methods are used to represent

- Architecture aspects of software systems only
- Procedural aspects of software systems only

○ **Both Architecture and procedural aspects of software systems** Page # 21

- None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

Question # 11: Which interface system is based on the question / answer dialogue?

- Command Line Interfaces

○ **Query interfaces** Page # 127 and 128

- Menus
- Natural Language Interfaces

Question # 12: Choice of operations and services are offered on the screen through _____

- Pointers
- Toolbars

○ **Menus** Page # 131

- None of the given

A menu presents a choice of operations or services that can be performed by the system at a given time.

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

Question # 13: What will be the gap of execution if the user is able to formulate and perform the actions easily;

☐ **Smaller** **Page # 122**

- ☐ Greater
- ☐ Balanced
- ☐ None of the Given

Question # 14: Form-filling interfaces are used for

☐ **data entry** **Page # 128**

- ☐ data integration
- ☐ data manipulation
- ☐ data definition

Form-filling interfaces are used primarily for data entry but can be useful in data retrieval applications.

Question # 15: Which of the following is flaw in waterfall model?

☐ **requirements change overtime** **Page # 150**

- ☐ maintenance can not be possible at the end
- ☐ testing should be done before requirements gathering
- ☐ All at the given

Flaws of waterfall model

One of the main flaws with this approach is that requirements change over time.

بری صحبت سے تھائی بہتر ہے اور تھائی سے نیک صحبت بہتر ہے

Question # 16: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

○ **Only A** **Page # 143**

- Only C
- A and D
- B and C

we can understand The nature of usability in two aspects

- Strategic
- Tactical

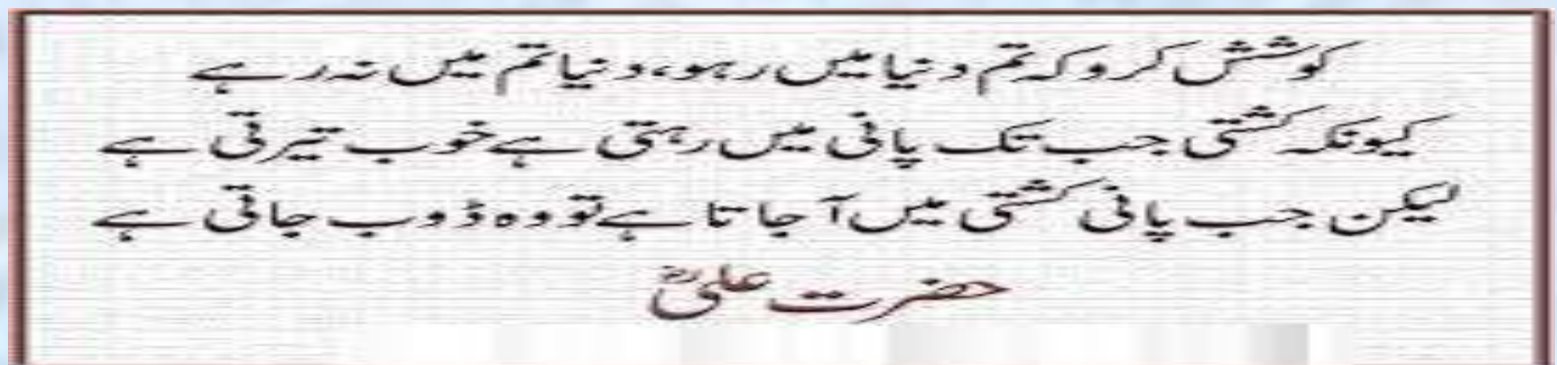
Question # 17: Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- Task

○ **Core** **Page # 123**

- Both
- None of the above

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.



Question # 18: User and system has its own unique language the language used by the system is called _____.

☒ **Core** **Page # 123**

- ☐ Task
- ☐ Both
- ☐ None of the above

The system's language is referred as **the core language** and the user's language is referred as **the task language**

Question # 19: Which of the following is used to toggle between two states?

- ☐ check boxes

☒ **Radio buttons** **Page # 133**

- ☐ Toolbars
- ☐ menus

Radio Buttons

Buttons can also be used **to toggle between two states**

Question # 20: Which of the following is a text entry device?

☒ **Keyboard** **Page # 110**

- ☐ mouse
- ☐ monitor
- ☐ touch pad

Text entry devices: There are many text entry devices as given below:

Keyboard The most common method of entering information into the computer is through a

Keyboard **QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry**

Question # 21: "Mistakes" and "Slips" are two forms of

○ **Errors** **Page # 100**

- goals
- evaluation
- objectives

There are various types of errors. Norman has categorized them into two main types, slips and mistakes:

Question # 22: The _____ model should match the _____ model.

- User, conceptual

○ **Conceptual, mental** **Page # 94** [Click here for more Detail](#)

- Mental, central
- Conceptual, central

Question # 23: Which of the following is/are aspect(s) of human action?

○ **execution and evaluation** **Page # 99**

- evaluation and efficiency
- efficiency and execution
- efficiency

Human action has two aspects, execution and evaluation.

Execution: involves doing something.

Evaluation: is the comparison of what happened in the world with what we wanted to happen

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question # 24: Building things from user's perspective is called

- Functionality
- **Usability** **page # 31**
- Portability
- None of the given

Usability goals

To recap, usability is generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable **from user perspective**.

Question # 25: Certain factors that help us to interact with graphical based systems

- Indirect manipulation
- **Direct manipulation** **Page # 86**
- Both
- None of the given

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question # 26: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention

- **Involuntary attention** **Page # 70**

An everyday example of **an involuntary** act is being distracted from working when we **can hear music or voices in the next room**

Question # 27: Which of the following is a long-term individual difference?

☐ Age

☒ **Sex** [Click here for more Detail](#)

☐ Fatigue

☐ Color

Individual Differences Long term : Sex , Physical abilities , Intellectual abilities

Question # 28: _____ refers to how good a system at doing What it is supposed to do?

☐ Safety

☐ Usability

☐ Efficiency

☒ **Effectiveness** **Page # 31**

Effectiveness

It is a very general goal and **refers to how good a system at doing what it is suppose to do.**

Question # 29: As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

☐ Tactical

☐ Manual

☐ Technical

☒ **Strategic** **Page # 143**

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

Question # 30: Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?

○ Society of manufacturing engineer (SME)

○ **Subject matter expert (SME)** **Page # 168**

○ Small and medium enterprise (SME)

○ Subject master engineering (SME)

Subject matter expert (SME)

Question # 31: Scenario content and context are derived from information gathered during_____ the phase and analyzed during the _____phase (respectively)

○ Modeling, implementation

○ Modeling, Research

○ Research, implementation

○ **Research, modeling** **Page # 100**

Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.

Question # 32: What is a semantic network?

○ **A model of long-term memory** **Page # 82**

○ A record of our memory of events

○ The part of the brain which allows us to remember things

○ A mechanism for improving memory

Long-term memory structure

There are two types of long-term memory: **episodic memory and semantic memory.**

Question # 33: Which of the following is least likely to be revealed by a paper prototype?

☐ Your users don't know the term algorithm

☒ **Toolbar buttons are too small to press**

[Click here for more Detail](#)

☐ The Help menu isn't in the right place

☐ Radio buttons are too small

Question # 34: _____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

☐ Scenario

☒ **Persona**

Page # 187

☐ Prototype

☐ None

The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

Question # 35: The difference between the intentions and allowable actions is the:

☒ **Gulf of Execution**

Page # 103

☐ Gulf of Evaluation

☐ Both of the above options

☐ None of these

The difference between the intentions and allowable actions is the **gulf of execution**.

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

Question # 36: Attention is the process of selecting things to concentrate on, at a point in time, from the range of _____.

☐ **Possibilities available** **Page # 76**

- ☐ Time Available
- ☐ None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the **range of possibilities available**.

Question # 37: The goals of HCI are:

☐ **Usability and User Experience** **Page # 30**

- ☐ Learn ability and Comfort
- ☐ Tasks and Goals
- ☐ All of the above options

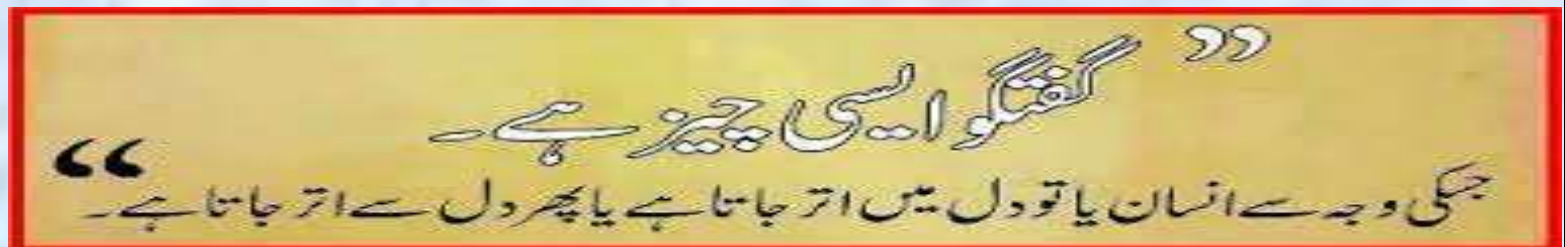
Question # 38: WYSIWYG stands for _____.

- ☐ Where you see is where you get

☐ **What you see is what you get** **Page # 36**

- ☐ When you see it when you get

WYSIWYG (what you see is what you get)



Question # 39: _____ is proportional to the amplitude of the sound.

- Pitch
- **Loudness**
- Timber
- None of the given

Page # 70

Loudness is proportional to the amplitude of the sound; the frequency remains constant

Question # 40: Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do.**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Page # 31

Effectiveness: It is a very general goal and refers to how good a system at doing what it is suppose to do.

Question # 41: Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.
- **It refers to the way a system supports users in carrying out their tasks.**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Page # 31

Efficiency : It refers to the way a system supports users in carrying out their tasks.

Question # 42: User personas that are not primary or secondary are _____ personas.

- ☐ Served
- ☐ Negative
- ☐ Customer

☒ **Supplemental** **Page # 196**

Supplemental personas

User personas that are not primary or secondary are **supplemental personas**

Question # 43: Which of the following is the comparison of what happened in the world with what we wanted to happen?

- ☐ Action

☒ **Evaluation** **Page # 99**

- ☐ Execution
- ☐ None of these

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something. **Evaluation is the comparison of what happened in the world with what we wanted to happen.**

Question # 44: _____ Research can tell you about what, how, many and why in rich, multivariate detail.

- ☐ Quantitative

☒ **Qualitative** **Page # 166**

- ☐ SME
- ☐ None of these

Qualitative research can tell you about what, how and why **in rich, multivariate detail.**

Question # 45: Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.

☐ Only A

☒ **Only B** [Click here for more Detail](#)

☐ Both A and B

☐ Not A and Not B

Question # 46: What are the Most common things you do with the product is a type of _____.

☐ Goal- oriented question

☒ **System - oriented question** **Page # 182**

☐ Workflow- oriented question

☐ Attitude-oriented question

System-oriented questions

Function

What are the most common things you do with the product?

Question # 47: What do you procrastinate on? is type of _____

☐ Priorities

☒ **Avoidance** **Page # 183**

☐ Exceptions

☐ Preference

Avoidance

What would you prefer not to do?

What do you procrastinate on?

Question # 48: _____ Cognitive process involves encoding and recalling knowledge and acting appropriately

- Attention
- Reduction
- **Memory**
- Encoding

[Click here for more Detail and also Read PPT slides](#)

Memory : Involves encoding and recalling knowledge and acting appropriately

Question # 49: During _____ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- Research
- **Modeling**
- Framework
- Interview

Page # 159

Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

Question # 50: Transactional sites that are used for a significant part of an employee's job should be considered full _____ applications.

- **Sovereign**
- Transient
- Temporary
- None of the given

Page # 30

Transactional sites that are used for a significant part of an employee's job should be considered full sovereign applications.

Question # 51: _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

☐ Perception and recognition

☒ **Attention** **Page # 76**

☐ Learning

☐ None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

Question # 52: HCI deals with _____.

☐ Design of interactive system only

☐ Evaluation of interactive system only

☐ Implementation of interactive system only

☒ **All of the given choices**

Question # 53: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

☒ **Focused Attention** **Page # 78**

☐ Voluntary Attention

☐ Involuntary attention

☐ Divided Attention

Focused Attention

For example, when engaged in a conversation it is usual to attend to what the other person is saying.

جھوٹ انسان اور ایمان دونوں کا دشمن ہے

Question # 54: Drive a vehicle while holding a conversation with a passenger is the example of _____.

- Focused Attention
- Voluntary Attention
- Involuntary attention

○ **Divided Attention** **Page # 78**

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question # 55: _____ minimizes errors.

- Affordance
- Constraints

○ **Visibility** **Page # 104**

- Affordance and Visibility

Question # 56: _____ are dragged down from the title at the top of the screen.

○ **Pull Down Menus** **Page # 132**

- Main Menus
- Icons
- Buttons

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

Question # 57: _____ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient
- Strategic
- **Tactical**
- Reliable

Page # 143

Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question # 58: The Usability Engineering lifecycle was proposed by _____.

- Hartson
- Webster
- Barry Boehm

○ **Deborah Mayhew**

Page # 153

The Usability Engineering lifecycle was proposed by **Deborah Mayhew in 1999.**

Question # 59: Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

○ **Analytic mode, synthetic mode**

Page # 153

- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**

عقل مند کہتا ہے میں کچھ نہیں جانتا جبکہ بے وقوف کہتا ہے کہ میں سب کچھ جانتا ہوں

Question # 60: Alia is used to describe design problem /solution by_____ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities

○ **Persona**

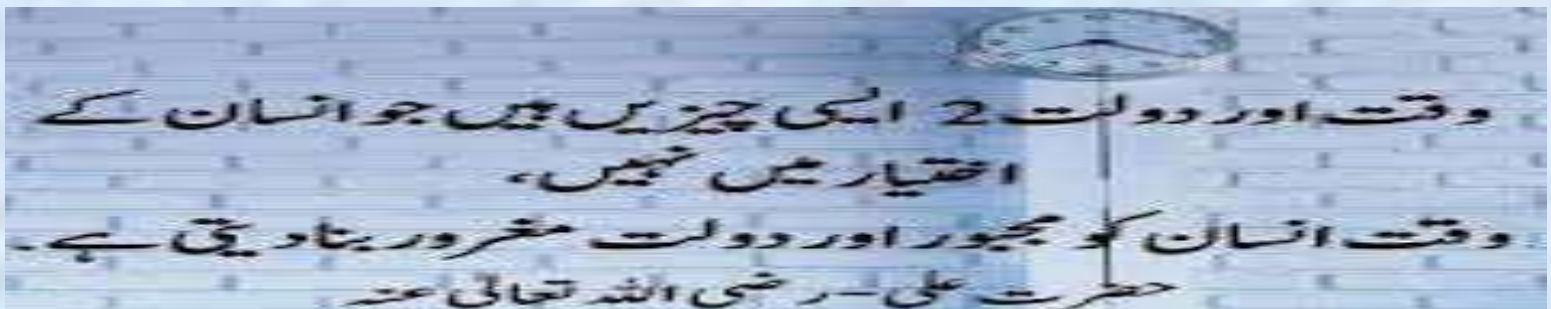
- Scenario
- Flowchart
- Brainstorming

Question # 61: _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

○ **Buttons** **Page # 133**

- Pointers
- Menus
- Windows

Buttons are individual and isolated regions within display that can be selected by the user to invoke specific operations.



Question # 62: Around 63% of software projects exceed their cost estimates. The top four reasons for

This are:

A– Frequent requests for changes from users

B– Overlooked tasks

C– Users' lack of understanding of their own requirements

D– Insufficient user-analyst communication and understanding

☐ Only A

☐ Only B

☐ Only D

☐ **A B C & D** **Page # 27**

Around 63% of software projects exceed their cost estimates. The top four reasons for this are:

– Frequent requests for changes from users

– Overlooked tasks

– Users' lack of understanding of their own requirements

– Insufficient user-analyst communication and understanding

Question # 63: _____ of the potential sales from a site are lost because people cannot find the item they are looking for

☐ **50%** **Page # 141**

☐ 40%

☐ 30%

☐ 10%

50% of the potential sales from a site are lost because people cannot find the item they are looking for

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

Question # 64: Human eye is very sensitive to _____

- ☐ Air
- ☐ Smoke
- ☒ **Light** **Page # 55 and 56**
- ☐ Sand

Question # 65: Top of the web page contain the _____

- ☐ Menu
- ☒ **Title bar**
- ☐ Home icon
- ☐ Back button

Question # 66: You can load a VCR tape the right way because of _____.

- ☒ **Physical constraints** **Page # 106**
- ☐ Logical constraints
- ☐ Cultural constraints
- ☐ None of these

Physical constraints: Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

تم اچھا کرو زمانہ تم کو برا سمجھے یہ اس سے بہتر ہے کہ تم برا کرو اور زمانہ تم کو اچھا سمجھے

Question # 67: _____ are unintentional while _____ occur through conscious deliberation.

○ Slips, mistakes

Page # 100

- Errors, slips
- Mistakes, errors
- Mistakes, slips

Slips

Slips are unintentional. They happen by accident, such as making typos by pressing the wrong key or selecting wrong menu item by overshooting. The most frequent errors are slips, especially in well-learned behavior.

Mistakes

Mistakes occur through conscious deliberation. An incorrect action is taken based on an incorrect decision. For example, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is a mistake. A menu option to erase the disk is appropriate action.

Question # 68: What is the main strength of the Problem Space Framework as a model of human problem solving?

○ It operates within the constraints of the human processing system

Page # 91

- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

Reference:

[Click here for more detail](#)

اللہ کا خوف سب سے بڑی دانائی ہے

Question # 69: Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because:

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question # 70: Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

- True
- **False** **Page # 176**

Contextual inquiry: Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

Question # 71: The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served** **Page # 159**
- Negative

Served: the persona is not an actual user of the product, but is indirectly affected by it and its use

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

Question # 72: Which of the following is not a secondary color?

- ☐ Green
- ☐ Orange
- ☐ Purple

☒ **Blue** **Page # 63**

Secondary Colors: These are the colors formed by mixing the primary colors.

SECONDARY COLORS
Green, orange and purple

Question # 73: Which of the following requires less cognitive effort than others?

☒ **Listening** **Page # 87**

- ☐ Speaking
- ☐ Hearing
- ☐ None of the given

Listening require less cognitive effort than reading or speaking.

Question # 74: We are deficient in our development _____, not in our development _____ (respectively).

☒ **Process, Tools** **Page # 23**

- ☐ Tools, Process
- ☐ Tools, Methodology
- ☐ None of these

We are deficient in our development process, not in our development tools.

Question # 75: The command line interface is used because:

- It is easy to understand
- It is demanded by DOS
- It is offered by UNIX systems

○ **It is powerful and flexible** **Page # 127**

Command line interface are powerful in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

Question # 76: Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

○ **Psychology** **Page # 43**

- Sociology
- Statistics
- Computer Science

Psychology is concerned primarily with understanding human behavior and the mental processes that underlie it.

Question # 77: _____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction** **Page # 14**
- None of these

HCI plays a role to bridge up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

Question # 78: The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

☐ **Primary** **Page # 159**

- ☐ Secondary
- ☐ Supplement
- ☐ Negative

Primary: the persona's needs are sufficiently unique to require a distinct interface form and behavior

Question # 79: A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ☐ Button
- ☐ Pointer

☐ **Palette** **Page # 133**

- ☐ Title bar

A palette is usually a collection of icons that are reminiscent of the purpose of the various modes.

Question # 80: During _____ phase, usage and workflow patterns discovered through _____.

☐ **Modeling, analysis** **Page # 159**

- ☐ Analysis, modeling
- ☐ Testing, modeling
- ☐ Testing, Analysis

Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

Question # 81: The Star lifecycle was proposed by _____.

- ☐ Deborah Mayhew
- ☐ Webster
- ☐ Barry Boehm

☐ **Hartson** **Page # 152**

In 1989, the **Star lifecycle model** was proposed by Hartson and Hix.

Question # 82: Waterfall model is basically a _____ model in which each step must be completed before the next step can be started.

- ☐ Incremental
- ☐ **Linear**
- ☐ Iterative
- ☐ Analytical

Page # 149

The **waterfall lifecycle** was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is **basically a linear model** in which each step must be completed before the next step can be started.

Question # 83: What do you enjoy most about your job (or lifestyle) is an example of _____.

- ☐ Avoidance
- ☐ **Motivation**
- ☐ Exceptions
- ☐ Attitude-oriented questions

Page # 183

Motivation

What do you enjoy most about your job (or lifestyle)?

What do you always tackle first?

Question # 84: _____ represents the Early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions

○ **Focused on domain knowledge** **Page # 181**

Early-phase

- Exploratory
- **Focused on domain knowledge**
- Open-ended questions

Question # 85: There can only be one _____ persona per interface for a product.

○ **Primary** **Page # 196**

- Secondary
- Supplemental
- Customer

Primary personas represent the primary target for the design of an interface. There can be **only one primary persona per interface for a product.**

Question # 86: What are the most common things you do with the product is a type of _____.

- Goal-oriented question.

○ **System-oriented question.** **Page # 182**

- Workflow-oriented question.
- Attitude-oriented question.

System-oriented questions

Function: What are the **most common things you do with the product?**

Question # 87: _____ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals

○ **End goals** **Page # 192**

- Experience goals

- Life goals

End goals represent the user's expectations of the tangible outcomes of using specific product.

Question # 88: _____ personas address the needs of customers, not end users.

- Served
- Negative

○ **Customer** **Page # 197**

- Supplemental

Customer personas address the needs of customers, not end users. Typically, customer personas are treated like secondary personas.

Question # 89: Persona is not context specific, so it can be reused easily.

- True

○ **False** **Page # 189**

Personas and reuse

– Personas context-specific

• **Cannot be reused across products**

Slide No. 22 Page # 21/61

خود کو تمہیں سے بڑھ کر کوئی اچھا مشورہ نہیں دے سکتا

Question # 90: The size and shape of a compact disk, is a type of _____ constraint.

☒ **Physical** **Page # 106**

- ☐ Logical
- ☐ Cultural
- ☐ None of these

Physical constraints

Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

Question # 91: Which of the following device can not be useful for a visually impaired person?

- ☐ a typical keyboard
- ☒ **a typical monitor**
- ☐ a typical speaker
- ☐ a typical processor

Monitors are useless to the visually impaired or blind person.

Question # 92: The gulf of execution refers to _____.

- ☐ The user's difficulty in understanding the feedback from the system
- ☐ The system's difficulty in presenting information in the output language
- ☐ The system's difficulty in converting an input expression into the correct system state transition
- ☒ **The user's difficulty in formulating and articulating an intention to the system**

Question # 93: Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?

- (i) Effectiveness
- (ii) Efficiency
- (iii) Fault tolerance
- (iv) Satisfaction

Select correct option:

- ☒ (i) & (ii) **Page # 31**
- ☐ (i), (ii) & (iv)
- ☐ (ii) & (iii)
- ☐ (ii) & (iv)

usability is broken down into the following goals:

- Effective to use (effectiveness)
- Efficient to use (efficiency)
- Safe to use (safety)
- Have good utility (utility)
- Easy to learn (learnability)
- Easy to remember how to use (memorability)

Question # 94: Which of the following is not one of the primary colors?

- ☐ Red
- ☐ Yellow
- ☐ Blue

- ☒ **Green** **Page # 62**

Primary Colors

In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues

PRIMARY COLORS
Red, yellow and blue

Question # 95: Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight

○ **All of the given** **Page # 54**

A person's interaction with the outside world occurs through information being received and sent: **input and output**. **Sight may be used primarily in receiving information from the computer**, but it can also be used to provide information to the computer, for example by fixating on a particular screen point when using an eye gaze system.

Question # 96: Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing**
- Sense of touch

Question # 97: _____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping** **Page # 107**
- None of the given

Mapping

This refers to the relationship between controls and their effects in the world

Question # 98: _____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

○ **Effectiveness** **Page # 31**

- Efficiency
- Utility
- None of the given

Question # 99: _____ is what goes on in out heads when we carry out our everyday activities?

○ **Cognition** **Page # 47**

- Learnability
- Memorability
- None of the given

Question # 100: _____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making

○ **Reasoning** **Page # 89**

- Problem Solving
- None of the given

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

Question # 101: _____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.

☐ **Qualitative, Quantitative** **Page # 167**

- ☐ Quantitative, Qualitative
- ☐ Qualitative, Deductive
- ☐ None of them

Question # 102: In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- ☐ Paper work and computer work
- ☐ Spatial and temporal organizations

☐ **Organizational memory** **Page # 176**

- ☐ None of these

Organizational memory

Formal documents are not the only way in which things are remembered within an organization. Individuals may keep their own records, or there maybe local gurus.

Question # 103: Using icons on the desktop to represent operations is a type of _____ constraint.

- ☐ Physical
- ☐ Logical

☐ **Cultural** **Page # 106**

- ☐ None of these

Question # 104: _____ is a term used to refer to an attribute of an object that allows people to know how to use it.

☐ Visibility

☒ **Affordance** **Page # 105**

☐ Constraint

☐ None of these

Question # 105: _____ minimizes errors.

☐ Affordance

☒ **Visibility** **Page # 104**

☐ Constraints

☐ None of these

Question # 106: Models are used in design to:

☐ Generate the design

☐ Evaluate the design

☒ **Generate and evaluate the design** [Click here for more Detail](#)

☐ None of the given

models are used to generate and evaluate forecasts and decision alternatives.

جو شخص ناکامیوں سے ڈر کر بھاگتا ہے کامیابی اُس سے ڈر کر بھاگتی ہے

Question # 107: Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch

○ **Sight, hearing and touch**

[Click here for more Detail](#)

The major senses in human interaction are vision, hearing and touch.

Question # 108: _____ refers to the way a system supports users in carrying out their tasks.

○ **Efficiency** **Page # 31**

- Effectiveness
- Utility
- None of the given

Efficiency

It refers to the way a system supports users in carrying out their tasks.

Question # 109: _____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models

○ **Interface Metaphors**

Page # 51

- None of the given

Interface metaphors are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

Question # 110: _____ language tends to be grammatical while _____ language is often Ungrammatical.

☒ **Written, spoken** **Page # 87**

- ☐ Spoken, written
- ☐ Verbal, non-verbal
- ☐ None of the given

Written language tends to be grammatical while **spoken language** is often ungrammatical.

Question # 111: Aspect gives us hints and tips about using and creating user interface idioms.

☐ Strategic

☒ **Tactical** **Page # 143**

- ☐ Operational
- ☐ None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.**

Question # 112: Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

☒ **Analytic mode, synthetic mode** **Page # 153**

- ☐ Evaluation mode, testing mode
- ☐ Analyze mode, feedback mode
- ☐ Implementation mode, task mode

Two different modes of activity: analytic mode and synthetic mode.

Question # 113: _____ are dragged down from the title at the top of the screen.

○ **Pull Down Menus** **Page # 132**

- Main Menus
- Icons
- Buttons

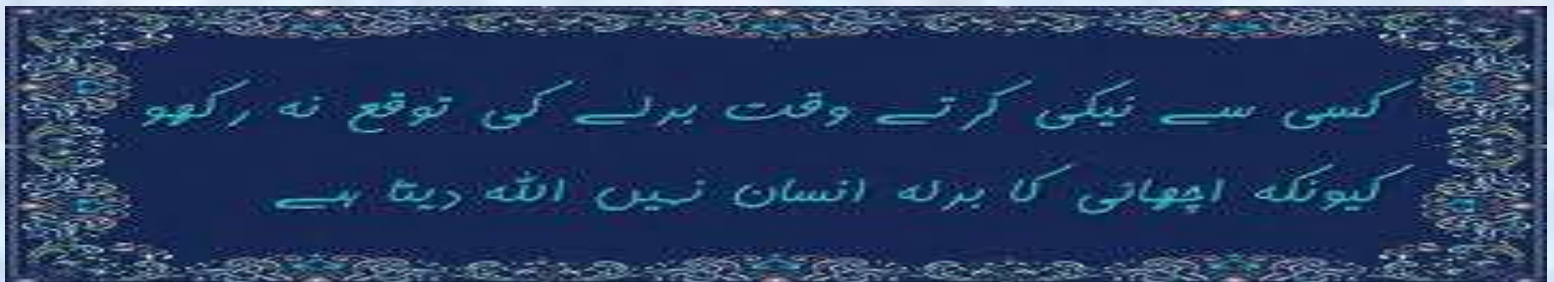
Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

Question # 114: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

○ **Focused Attention** **Page # 78**

- Voluntary Attention
- Involuntary attention
- Divided Attention

Focused Attention: For example, when engaged in a conversation it is usual to attend to what the other person is saying.



Question # 115: Drive a vehicle while holding a conversation with a passenger is the example of _____ .

- Focused Attention
- Voluntary Attention
- Involuntary attention

○ **Divided Attention** **Page # 78**

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question # 116: GOMS stands for:

○ **Goals operation methods and selection rules** **Page # 50**

- Goals objects models and selection rules
- Goals operations methods and state rules
- Goals operations models and state rules

Question # 117: Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation

○ **All of the given** **Page # 59**

Hue: Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

Intensity: Intensity is the brightness of the color.

Saturation: Saturation is the amount of whiteness in the colors.

Question # 118: _____ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

○ Learnability

○ **Memorability** **Page # 32**

○ Utility

○ None of the given

Memorability

It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

Question # 119: A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of _____ Design Principle.

○ Visibility

○ **Affordance** **Page # 105**

○ Mapping

○ None of the given

Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.

کسی انسان کی خوبی کو پہچانوں اور اسے بیان کرو، لیکن اگر کسی کی
خامی مل جائے تو یہاں تمہاری خوبی کا امتحان ہے۔
فرمان حضرت علیؓ

Question # 120: Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- ☐ Redo
- ☒ Archiving
- ☐ Undo
- ☐ Milestoning

Question # 121: When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- ☒ Alerts
- ☐ Confirmation
- ☐ Feedback
- ☐ Delete.

Question # 122: With the help of ____Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system

- ☒ GOMS
- ☐ Human Processor model
- ☐ Quantum model
- ☐ Quality Model

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے

Question # 123: Ethnography is a method that comes originally from anthropology and literally means

○ **Writing the culture** Page # 173

- Social issues
- Ethical issues
- Ethics

Ethnography is a method that comes originally from anthropology and literally means “writing the culture”.

Question # 124: Physical objects are said to have ____ affordance.

○ **Real** Page # 105

- Perceived
- Logical
- Intuitive

Physical objects are said to have **real affordances**, like grasping, that are perceptually obvious and do not have to be learned.

Question # 125: Which of these specialists is user centered?

○ **HCI** Page # 21

- Software engineer
- Computing technology
- Web Designer

Human-computer interface **specialists are user-centered** and software engineers are system-centered.

عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی

Note: If you found any mistake in mcqz
please mail at above mentioned email address. And tell me your answer with references.



Join our Facebook Group
CS101 - Introduction to Computing VU
Group for All subjects

VIRTUAL UNIVERSITY OF PAKISTAN





Winning is not everything,
but wanting to win is
everything.....
Go Ahead..... Best Of Luck !
JOKESMANTRA.COM

please pray for me
and I will pray for you too



THE END

Campus (AKMPO1)

ARSLAN ARSHAD
Arslan.arshad01@gmail.com

CS408 - Human Computer Interaction

SHORT QUESTION ANSWER FOR MID TERM

Qno.1 Define Attention

Answer:-

Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

REF:: [handouts Page No. 76](#)

Qno.2 Define Recognition

Answer:-

Recognition refers to act of recognizing or the state of being recognized, identification of something as having been previously seen, heard, and known as.

REF:: <http://dictionary.reference.com/browse/recognition>

Qno.3 what is the difference between Tertiary and Analogous colors? [2]

Answer:-

These are the colors formed by mixing one primary and one secondary color.

TERTIARY COLORS

Yellow-orange, red-orange, red-purple, blue-purple, blue-green and yellow-green.

Analogous colors are any three colors, which are side by side on a 12 part color wheel, Such as yellow-green, yellow, and yellow-orange. Usually one of the three colors Predominates

REF:: [handouts Page No. 64](#)

Qno.4 Comment to justify the following statement.

“Most users are neither beginners nor experts; instead they are intermediates”

What are the pointing devices? Explain trackball as pointing device? [2+3]

Answer:-

According to the statement pointing devices will help for the beginner user because we can use to deal easily with requirement. Pointing devices are input devices that can be used to specify a point or path in a one-, Two- or three- dimensional space and, like keyboards, their characteristics have to be considering in relation to design needs.

Pointing devices are as follow:

- Mouse
- Touch pad
- Track ball
- Joystick
- Touch screen
- Eye gaze

Trackballs is other alternatives. The user is presented with a cursor on the screen that is controlled by the input device.

REF:: [handouts Page No. 64, 115](#)

Qno.5 Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scrollbar uses the principle for effective design. Describe the interface model of the scroll bar in one sentence.

[2*5]

Affordance:

Constraints:

Mapping:

Visibility:

Feedback:

Answer:-

As consider the vertical scroll bar of a web browser or word processor. According to the Norman's principles we design the scrollbar uses the principle for effective design that users should see and do when carrying out their tasks using an interactive product. Here we briefly describe which is given:-

Affordance is a term used to refer to an attribute of an object that allows people to know How to use it.

For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell. At a very simple level, to afford means "to give a clue." When the affordances of a physical object are perceptually obvious it is easy to know how to interact with it

Constraints:

The design concept of constraining refers to determining ways of restricting the kind of user interaction that can take place at a given moment. There are various ways this can be achieved. An Interface design in graphical user interfaces is to deactivate certain menu options by shading them, thereby restricting the user to only actions permissible at that stage of the activity.

- **Physical constraints**

Physical constraints refer to the way physical objects restrict the movement of things.

- **Logical constraints**

Logical constraints rely on people's understanding of the way the world works

- **Culture constraints**

Culture constraints rely on learned conventions, like the use of red for warning, the use of certain kinds of signals for danger, and the use of the smiley face to represent happy emotions

Mapping:

This refers to the relationship between controls and their effects in the world. Nearly all artifacts need some kind of mapping between controls and effects, whether it is a flashlight, car, power plant, or cockpit. An example of a good mapping between controls is effect is the up and down arrows used to represent the up and down movement of the cursor, respectively, on a computer keyboard.

Visibility:

The more visible functions are, the more likely users will be able to know what to do next. In contrast, when functions are “out of sight,” it makes them more difficult to find and know how to use. Norman describes the controls of a car to emphasize this point. The controls for different operations are clearly visible (e.g., indicator, headlights, horn, hazard warning lights), indicating what can be done.

Feedback

Related to the concept of visibility is feedback. This is best illustrated by an analogy to what everyday life would be like without it. Imagine trying to play a guitar, slice bread using knife, or write a pen if none of the actions produced any effect for several seconds. There would be an unbearable delay before the music was produced, the bread was cut, or the words appeared on the paper, making it almost impossible for the person to continue with the next strum, saw, or stroke.

Feedback is about sending back information about what action has been done and what has been accomplished, allowing the person to continue with the activity. Various kinds of feedback are available for interaction design—audio, tactile, verbal, visual, and combinations of these.

[REF:: handouts Page No. 104 -108](#)

Qno.6 As a product designer what you need to do for constructing personas. Write all steps

Answer:-

Being a product designer we use to do constructing personas steps:-

1. Revisit the persona hypothesis
2. Map interview subjects to behavioral variables
3. Identify significant behavior patterns
4. Synthesize characteristics and relevant goals.
5. Check for completeness.
6. Develop narratives
7. Designate persona types

[REF:: handouts Page No. 14](#)

Qno.6 you are product designer. You are making plan to introduce a shampoo. Just one type of shampoo for every user. Is this plan good or not. Answer yes or no, and support your answer.

No! it is not a good plan and being product designer, we are making plan to introduce a shampoo for every one, It also includes performance things like how well it cleans, what the foam looks and feels like and how irritating it will be. Often consumer testing is employed to help with determining these characteristics.

The basic ingredient in a shampoo formulation is as follows for the betterment of gathering market.

Water. It helps dilute the detergents, makes the formula easier to spread and reduces irritation. It also keeps the formula inexpensive

Detergents. The next most abundant ingredients in a shampoo. These surfactants are the primary cleansing ingredients and make up about 10% – 15% of the formula.

Foam Boosters. Other types of surfactants are added to shampoos to improve the foaming characteristics of the formulation. These compounds usually botanies or alkanolamides, help increase the amount of foam and the size of the bubbles.

Thickeners. To some extent the secondary detergents make shampoo formulations thicker. Simply adding salt can also increase shampoo thickness.

Conditioning agents. Some materials are added to shampoos to offset the harsh effect of surfactants. Typical conditioning agents include polymers, silicones, and quaternary agents

Preservatives. Any formula that contains water holds the potential to be contaminated by bacteria and other microbes.

According the statement user should change occasionally if we don't get the build up of just one shampoo to another variety of shampoo

REF:: <http://chemistscorner.com/how-shampoos-are-made/>

Qno.6 Norman model focus on which principal of HCI?

Answer.

MENTAL MODEL

REF:: [handouts Page No. 63](#)

Qno.7 briefly explain physical constraints: 02 Marks

answer.

Physical constraints refer to the way physical objects restrict the movement of things.

For example, the way external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

REF:: [handouts Page No. 106](#)

Qno.8 what user-centered approach means 02 Marks

Answer.

The user-centered approach means that the real users and their goals, not just technology, should be the driving force behind development of a product.

REF:: [handouts Page No. 172](#)

Qno.9 usefulness of metaphor 03 Marks

Answer.

There are several dimensions along which the usefulness of a metaphor can be evaluated. A good metaphor, for example, might help the developers understand and agree on the functionality of the system they are designing.

REF:: <http://reports-archive.adm.cs.cmu.edu/anon/isri/CMU-ISRI-03-100.pdf>

Qno.10 which includes in research phase of goal-directed design model 03 marks

Answer.

Goal-directed approach to design is the premise that product must balance business and engineering concerns with user concerns. You begin by asking, "What do people desire?" then you ask, "of the things people desire, what will sustain a business." And finally you ask, "Of the things people desire, that will also sustain the business, what can we build?" a common trap is to focus on technology while losing the sight of viability and desirability.

REF:: handouts Page No. 157

Qno.11 how customer goal are different from corporate goal with respect to Non User Goal 05 Marks

Answer.

Customer goals, corporate goals, and technical goals are all non-user goals. Typically, these goals must be acknowledged and considered, but they do not form the basis for the design direction. Although these goals need to be addressed, they must not be addressed at the expense of the use

REF:: handouts Page No. 193

Qno.12 why dialog boxes are used in WIMP explain it with an example 05 Marks

Answer.

There are also many additional interaction objects and techniques commonly used in WIMP interfaces, some designed for specific purposes and others more general. Our discussion will cover the toolbars, menus, buttons, palettes and dialog boxes. Together, these elements of the WIMP interfaces are called widgets, and they comprise the toolkit for interaction between user and system.

Example

Normal pointer cursor maybe an arrow, but change to change to cross-hairs when drawing a line. Cursors are also used to tell the user about system activity.

REF:: handouts Page No. 131

Qno.13 How to construct persona (step).

Answer.

1. Define the problem
2. Identify the people
3. Get into the field

REF:: <http://chopsticker.com/2007/09/13/a-10-step-summary-of-how-to-create-personas/>

Qno.14 How can you improve a website interface of a university through GUI

Answer.

As the university matured, In the move from command-line to graphical user interface, design and usability also became involved in the process, though often only at the end, and often only affecting visual presentation. Today common practice includes simultaneous coding and design followed by bug and user testing and then revision.

University improve the website interface through GUI which is given

- Padded block links
- Typesetting buttons
- Using contrast to manage focus
- Using color to manage attention
- Using color to manage attention
- Letter spacing
- Auto-focus on input
- Hover controls

REF:: handouts Page No. 145

<http://uxdesign.smashingmagazine.com/2008/12/15/10-useful-techniques-to-improve-your-user-interface-designs/>

Qno.15 why do you prefer command line interface.

Answer.

The command-line interface forces an even more expensive excise budget on the user: He must first memorize the commands. Also, he cannot easily configure his screen to his own personal requirements. The excise of the command-line interface becomes smaller only after the user has invested significant time and effort in learning it.

REF:: handouts Page No. 246

Qno.16 where do you use check boxes and radio buttons

Answer.

Radio buttons

Buttons can also be used to toggle between two states, displaying status information such as whether the current font is italicized or not in a word processor or selecting options on a web form.

Check boxes

It a set of options is not mutually exclusive, such as font characteristics like bold, italic and underlining, and then a set of toggle buttons can be used to indicate the on/off status of the options.

REF:: handouts Page No. 133

Qno.17 how do use modeling phase of software development while selecting persona.

Answer.

The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products. Personas help designers”

- Determine what a product should do and how it should behave. Persona goals and tasks provide the basis for the design effort.
- Communicate with stakeholders, developers, and other designers. Personas provide a common language for discussing design decisions, and also help keep the design centered on users at every step in the process.
- Build consensus and commitment to the design. With a common language comes a common understanding. Personas reduce the need for elaborate diagrammatic models because, as it is

found, it is easier to understand the many nuances of user behavior through the narrative structures that personas employ.

- Measure the design's effectiveness. Design choices can be tested on a persona in the same way that they can be shown to a real user during the formative process. Although this doesn't replace the need to test on real users. It provides a powerful reality check tool for designers trying to solve design problems. This allows design iteration to occur rapidly and inexpensively at the whiteboard, and it results in a far stronger design baseline when the time comes to test with real users.
- Contribute to other product-related efforts such as marketing and sales plan. It has been seen that clients repurpose personas across their organization, informing marketing campaigns, organizational structure, and other strategic planning activities. Business units outside of product development desire sophisticated knowledge of a product's users and typically view personas with great interest.

[REF:: handouts Page No. 187](#)

Qno.18 Describe Norman's interaction framework with reference to the action and evaluation cycle.

Answer.

The interaction framework breaks the system into four main components, as per Donald Norman's Model of interaction. In which user chooses a goal, formulate a plan of action, which is then executed at the computer interface. When the plan or part of the plan has been executed, the user observes the computer interface to evaluate the result of the execution plan, and to determine further actions

Gulf of execution and evaluation

Norman also describes the two gulfs, which represent the problems that are caused by some interfaces to their users.

Gulf of execution

Gulf of execution is the difference between the user's formulation of the actions to reach the goal and the actions allowed by the system. If the action allowed by the system correspond to those intended by the user, the interaction will be effective. The interface should therefore aim to reduce this gulf of execution.

Gulf of evaluation

The gulf of evaluation is the distance between the physical presentation of the system state and the expectation of the user. If the user can readily evaluate the presentation in terms of his goal, the gulf of evaluation is small. The more effort that is required on the part of the user to interpret the presentation, the less effective the interaction

[REF:: handouts Page No. 122](#)

Qno.18 what is the gulf of evaluation and gulf of execution? Your answer must also be illustrated with a diagram

Answer.

Gulf of execution and evaluation

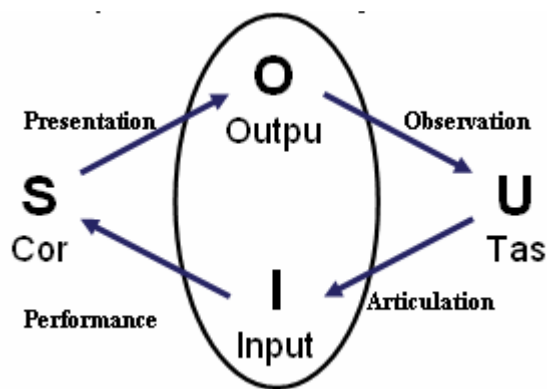
Norman also describes the two gulfs, which represent the problems that are caused by some interfaces to their users.

Gulf of execution

Gulf of execution is the difference between the user's formulation of the actions to reach the goal and the actions allowed by the system. If the action allowed by the system correspond to those intended by the user, the interaction will effective. The interface should therefore aim to reduce this gulf of execution.

Gulf of evaluation

The gulf of evaluation is the distance between the physical presentation of the system state and the expectation of the user. If the user can readily evaluate the presentation in terms of his goal, the gulf of evaluation is small. The more effort that is required on the part of the user to interpret the presentation, the less effective the interaction



[REF:: handouts Page No. 122](#)

Qno.19 describes the design principles given below with some examples and explain their implications for interface design. **Visibility** **Affordance**

Answer.

Visibility:

The more visible functions are, the more likely users will be able to know what to do next. In contrast, when functions are "out of sight," it makes them more difficult to find and know how to use. Norman describes the controls of a car to emphasize this point. The controls for different operations are clearly visible (e.g., indicator, headlights, horn, hazard warning lights), indicating what can be done.

Affordance is a term used to refer to an attribute of an object that allows people to know how to use it.

For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell. At a very simple level, to afford means "to give a clue." When the affordances of a physical object are perceptually obvious it is easy to know how to interact with it

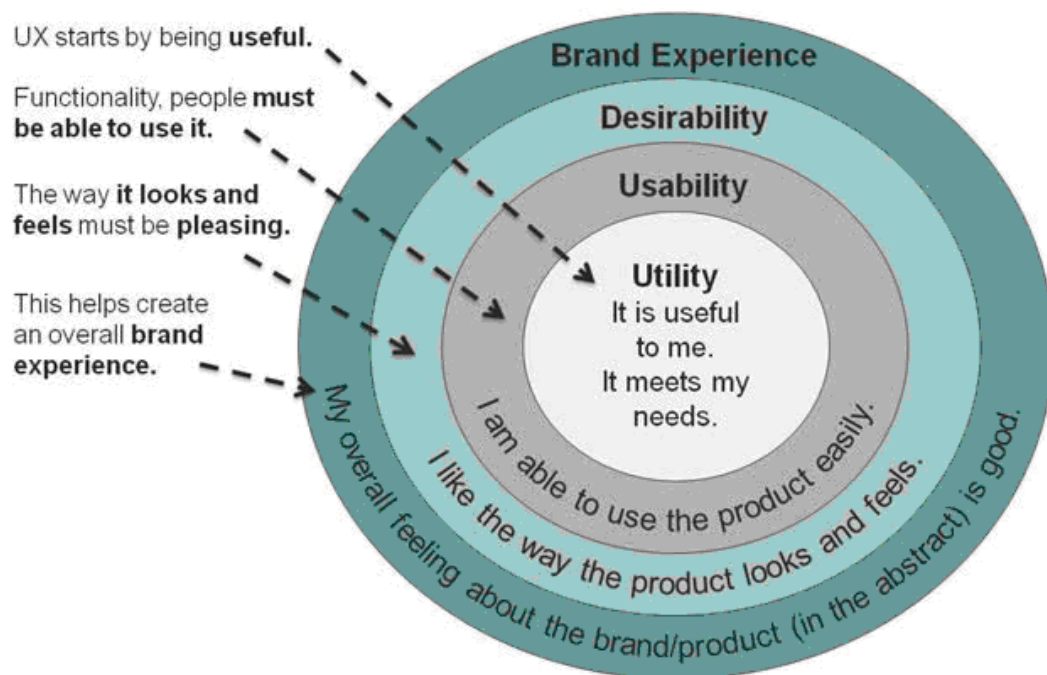
[REF:: handouts Page No. 104 -108](#)

Qno.20 Define usability and user experience. Draw a conceptual diagram that illustrates the relationship between an interface, usability, user experience and the interaction between humans and computers. Provide a brief explanation of this diagram with examples.

Usability User Experience

Answer:-

Usability is a narrower concept than user experience since it only focuses on goal achievement when using a web site. By contrast, user experience is a “consequence of the presentation, functionality, system performance, interactive behaviour, and assistive capabilities of the interactive system”. This essentially means that user experience includes aspects such as human factors, design, ergonomics, HCI, accessibility, marketing as well as usability. An alternative way to look at this relationship is by subdividing user experience into utility, usability, desirability and brand experience. This is best illustrated by representing these sub divisions as concentric circles where the innermost circle is the most basic aspect of user experience as **shown in the diagram below:**



Example the credibility of a site that provides health advice will have a massive influence on its overall effectiveness. You might be able to find the information you want quickly. But if you don't trust the source as being credible then the website is not effective for its purpose. This is bad usability

REF:: <http://usabilitygeek.com/the-difference-between-usability-and-user-experience/>

Qno.21 Suppose you are a product designer and have to create a product that satisfy broad audience but some “Self-referential design”. A user-Centered design issue arises during product development. What are they and how persona resolves them? 5 marks

Answer:-

Being a product designer keeping in the mind before we going to create a product that satisfy board audience in self referential design which are given :

Personas

To create a product that must satisfy a broad audience of users, logic tells you to make it as broad in its functionality as possible to accommodate the most people. This logic, however, is flawed. The best way to successfully accommodate a variety of users is to design for specific types of individuals with specific needs.

Personas also resolve three User-Centered design issues that arise during product development:

- The elastic user
- Self-referential design
- Design edge cases

The elastic user

Although satisfying the user is goal, the term user causes trouble when applied to specific design problems and contexts. Its imprecision makes it unusable as a design tool—every person on a product team has his own conceptions of the user and what the user needs.

Self-referential design

Self-referential design occurs when designers or developers project their own goals, motivations, skills, and mental models onto a product’s design. Most “cool” product designs fall into this category: the audience doesn’t extend beyond people like the designer, which is fine for a narrow range of products and completely inappropriate for most others. Similarly, programmers apply self-referential design when they create implementation-model products. They understand perfectly how it works and are comfortable with such products. Few non-programmers would concur.

Design edge cases

Another syndrome that personas help prevent is designing for edge cases—those situations that might possibly happen, but usually won’t for the target personas. Naturally, edge cases must be programmed for, but they should never be the design focus. Personas provide a reality check for the design.

REF:: handouts Page No. 186-187

Qno.22 Give the two real world example of QWERTY keyboard. 3 marks

Answer:

**ar keyboard = qwertyHancock('keyboard', 600, 150, 3,
'A3', 'white', 'black', '#f3e939')**

Qno.23 Being a researcher, identify in which phases of ethnographic interviews you Explore, Identify patterns of use and Confirm patterns of use? Briefly explain them. 3 marks

Answer:

Being researcher ethnography is term borrowed from anthropology, meaning the systematic and immersive study of human cultures. In anthropology, ethnographic researchers spend years living immersed in the cultures they study and record. Ethnographic interviews take the spirit of this type of research and apply it on a micro level. Rather than trying to understand behaviors and social ritual of an entire culture, the goal is understand the behaviors and rituals of people interacting with individual products.

- Identifying candidates
- The personal hypothesis

REF:: handouts Page No. 178

Qno.24 As a HCI specialist, if we design a system with good usability and good user experience, what will be the result? 3 marks

Answer:

As a HCI specialist, we design a system with good usability and good user experience we may use basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered. Software engineering methodologies are good at modeling certain aspects of the problem domain. Formal methods have been developed to represent data, architectural, and procedural aspects of a software system. Software engineering approaches deal with managerial and financial issues well. Software engineering methodologies are useful for specifying and building the functional aspects of a software system. Human-computer interfaces emphasize developing a deep understanding of user characteristics and a clear awareness of the tasks a user must perform.

REF:: handouts Page No. 21

Qno.25 being a researcher, what is the need of literature review in research in your point of view? Give brief answer. 2 marks

Answer:

In parallel with stakeholder interviews, the design team should review any literature pertaining to the product or its domain. This can and should include product marketing plans, market research, technology specifications and white papers, business and technical journal articles in the domain, competitive studies. Web searches for related and competing products and news, usability study results and metrics, and customer support data such as call center statistics.

REF:: handouts Page No. 171

Qno.26 List four kinds of translated input events. 2 marks

Answer:

1. Mouse click or double-click
2. Mouse entered or exited component
3. Keyboard focus gained or lost

4. Character typed

REF:: <http://groups.csail.mit.edu/graphics/classes/6.831/lectures/L7.pdf>

Qno.27 what is a semantic network

Answer:

Semantic memory is structured in some way to allow access to information, representation of relationships between pieces of information, and inference. One model for the way in which semantic memory is structured is as a network. Items are associated to each other in classes, and may inherit attributes from parent classes. This model is known as a semantic network

REF:: [handouts Page No. 82](#)

Qno.28 if you are spouse to be a software engineer then what u assume about the life cycle of the models? 5 marks.

Answer:

The traditional view of software engineering characterizes the development of software as Consisting of number of processes and representations that are produced in an essentially linear fashion. This is often called waterfall model, because the output of each process ‘tumbles down’ neatly to the next activity. Projects involving only a few experienced developers, a simple process would probably be adequate. However, for larger systems involving tens or hundreds of developers with hundreds or thousands of users, a simple process just isn’t enough to provide the management structure and discipline necessary to engineer a usable product. So something is needed that will provide more formality and more discipline. Note that this does not mean that innovation is lost or that creativity is stifled. It just means that structured process is used to provide a more stable framework for creativity.

REF:: [handouts Page No. 149](#)

Qno.29 Why the user are blamed themselves for guilty the insomnious or faults? 5 marks

Answer:

User can blamed badly designed objects—constructed so as to lead to misunderstanding—faulty mental models, and poor feedback, no wonder people feel guilty when they have trouble using objects, especially when they perceive that nobody else is having the same problems. The problem is that once failure starts, it soon generalizes by self-blame to all technology. The vicious cycle starts: if you fail at something, you think it is your fault. Therefore you think you can’t do that task. As a result, next time you have to do the task, you believe you can’t so you don’t even try. The result is that you can’t, just as you thought. You are trapped in a self-fulfilling prophecy.

REF:: [handouts Page No. 97](#)

Over a short period of time, we find it easier to remember the string of numbers “404 894 6743” because

- Numbers are easier to remember than arbitrary characters.
- The grouping of the numbers is significant
- Ten numbers is not that many to have to remember from working memory.
- None of these

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

- (i) & (ii)
- (i), (ii) & (iv)
- (ii) & (iii)
- (ii) & (iv)

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____. (Page # 176)

- Paper work and computer work
- Spatial and temporal organizations
- Organizational memory
- None of these

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- Sight, hearing and touch

Which of the following does not count as one of the advantages of computers?

- Computers are enabling new discoveries
- Leading to efficiencies
- Making our life convenient
- Depending so much on computers may give fatal results

The gulf of execution refers to _____ (page no 122)

- The user's difficulty in understanding the feedback from the system
- The system's difficulty in presenting information in the output language
- The system's difficulty in converting an input expression into the correct system state transition
- The user's difficulty in formulating and articulating an intention to the system

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is supposed to do.
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Which of the following is/are goal(s) of usability?

- Effectiveness
- Efficiency
- Safety
- All of the given

Which of the following is/are the main component(s) of color?

- Hue

Intensity
Saturation

All of the given

Which of the following is not one of the primary colors?

Red
Yellow
Blue
Green

PRIMARY COLORS

Red, yellow and blue

SECONDARY COLORS

Green, orange and purple

TERTIARY COLORS

Yellow-orange, red-orange, red-purple, blue-purple, blue-green and yellow-green

Which of the following is considered as the most complex species?

Humans
Computers
Animals
Birds

The colors, which are directly opposite to each other are said to be

Complementary colors
Analogous colors
Primary colors
Secondary colors

Which of the following is not true regarding "cones"?

A type of receptor in eye
more sensitive to light
Different types of cones are
Sensitive to different wavelengths of light
Eye has approximately 6 million cones

Formal methods are used to represent

Architectural aspects of software systems only
Procedural aspects of software systems only
Both architectural and procedural aspects of software systems
None of the given

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

Three-dimensional
WIMP
Point and click
None of these

Using icons on the desktop to represent operations is a type of _____ constraint.

Physical
Logical
Cultural
None of these

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

Visibility
Affordance
Constraint
None of these

_____ minimizes errors.

Affordance
Visibility
Constraints
None of these

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

Pitch
Loudness
Timber
None of these

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

Human
Computer
Human Computer Interaction
None of these

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

Primary
Secondary
Supplement
Negative

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

Button
Pointer
Palette
Title bar

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

Primary
Secondary
Served
Negative

During _____ phase, usage and workflow patterns discovered through _____.

Modeling, analysis
Analysis, modeling
Testing, modeling
Testing, Analysis

The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew
Webster
Barry Boehm.
Hartson

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

Incremental

Linear

Iterative

Analytical

Models are used in design to

Generate the design

Evaluate the design

Generate and evaluate the design

None of the given

What is a semantic network?

A model of long-term memory

A record of our memory of events

the part of the brain which allows us to remember things

a mechanism for improving memory

_____ is like the building name for a website.

Site ID

Navigation

Section

None of the given

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

Co-discovery

Active intervention

Splendid research

None of the given

You can load a VCR tape the right way because of _____.

Physical constraints

Logical constraints

Cultural constraints

None of these

_____ are unintentional while _____ occur through conscious deliberation.

Slips, mistakes

Errors, slips

Mistakes, errors

Mistakes, slips

What is the main strength of the Problem Space Framework as a model of human problem solving?

It operates within the constraints of the human processing system

It explains what is involved in insight

It allows ill-defined problems to be solved

None of these

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

Perception and recognition

Attention

Learning

None of these

The name of the document should be shown on the application's _____.

Menu bar

Title bar

Title bar and menu bar

Not Title bar and not menu bar

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

True

False

Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

Scenario

Persona

Prototype

The difference between the intentions and allowable actions is the:

Gulf of Execution

Gulf of Evaluation

None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

Possibilities available

Time Available

None of these

The goals of HCI are:

Usability and User Experience

Learn ability and Comfort

Tasks and Goals.

WYSIWYG stands for _____.

Where you see is where you get

What you see is what you get

When you see it when you get

_____ is proportional to the amplitude of the sound.

Pitch

Loudness

Timbre

Persona is not context specific, so it can be reused easily.

True

False

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

Buttons

Pointers

Menus

Windows

User personas that are not primary or secondary are _____ personas.

Served

Negative

Customer

Supplemental

Which of the following is the comparison of what happened in the world with what we wanted to happen?

Action

Evaluation

Execution

None of these

The size and shape of a compact disk, is a type of _____ constraint.

Physical

Logical

Cultural

None of these

_____ Research can tell you about what, how, many and why in rich, multivariate detail

Quantitative

Qualitative

SME

None of these

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

It is a very general goal and refers to how good a system at doing what it is supposed to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following requires less cognitive effort than others?

Listening

Speaking

Hearing

None of the given

We are deficient in our development _____, not in our development _____ (respectively).

Process, Tools

Tools, Process

Tools, Methodology

None of these

Which of the following is not true?

Utility refers to the functionality of a system

Usability is concerned with adding complexity to the system

Usability is concerned with making systems easy to use

poorly designed computer system can be extremely annoying to users

The command line interface is used because

It is easy to understand

It is demanded by DOS

It is offered by UNIX systems

It is powerful and flexible

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Cognitive Psychology

Sociology

Statistics

Computer Science

HCI deals with

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- All of the given choices

Human beings interact with outside world, using their
input channels
output channels
sense of sight

All of the given

Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- Both sense of touch and sense of hearing
- Sense of touch

_____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- Mapping

_____ is a very general goal of Usability and refers to how good a system at doing what it is supposed to do.

- Effectiveness
- Efficiency
- Utility

_____ is what goes on in our heads when we carry out our everyday activities?

- Cognition
- Learnability
- Memorability

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- Reasoning
- Problem Solving

_____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

- Qualitative, Quantitative
- Quantitative, Qualitative
- None of them

_____ refers to the way a system supports users in carrying out their tasks.

- Efficiency
- Effectiveness
- Utility

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- Interface Metaphors

_____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken

Spoken, written

None of the given choices

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical

None of the given choices

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World

Worldwide Web

Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity one is _____ and other is _____.

Analytic mode, synthetic mode

Evaluation mode, testing mode

Analyze mode, feedback mode

Implementation mode, task mode

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation

Modeling, Research

Research, Implementation

Research, Modeling

_____ are dragged down from the title at the top of the screen.

Pull Down Menus

Main Menus

Icons

Buttons

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

Drive a vehicle while holding a conversation with a passenger is the example of _____

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

GOMS stands for

Goals operation methods and selection rules

Goals objects models and selection rules

Goals operations methods and state rules

Goals operations models and state rules

_____ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

End goals

Experience goals

Life goals

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

Postural

Structural

Behavioral

Mnemonic

Solved By Ali Muaaz Alimuaaz11@gmail.com

CS 408 Midterm papers Solved by Ali Muaaz

_____ are unintentional while _____ occur through conscious deliberation.

► **Slips, mistakes P/100**

- Errors, slips
- Mistakes, errors
- Mistakes, slips

What is the main strength of the Problem Space Framework as a model of human problem solving?

► **It operates within the constraints of the human processing system P/91**

- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition

► **Attention P/76**

- Learning
- None of these

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- True

► **False P/176**

Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning:

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

► **Served P/159**

- Negative

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

1. Scenario

2. **Persona P/187__ Lecture-22**

3. Prototype

The difference between the intentions and allowable actions is the:

Solved By Ali Muaaz

Alimuaaz11@gmail.com

1. Gulf of Execution P/103__ Lecture -12

2. Gulf of Evaluation
3. None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

1. Possibilities available P/76

2. Time Available
3. None of these

The goals of HCI are :

1. Usability and User Experience

2. Learn ability and Comfort
3. Tasks and Goals.

WYSIWYG stands for _____.

- Where you see is where you get
- What you see is what you get P/36, Lecture-4
- When you see it when you get

_____ is proportional to the amplitude of the sound.

☐ Pitch

☐ Loudness P/70, Lecture-8

☐ Timber

Persona is not context specific, so it can be reused easily.

- True
- False P/189, Lecture_22

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

► Buttons P/133

- Pointers
- Menus
- Windows

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer

► Supplemental P/188

Which of the following is the comparison of what happened in the world with what we wanted to happen?

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Action
- ▶ **Evaluation P/99**
- ▶ Execution
- ▶ None of these

The size and shape of a compact disk, is a type of _____ constraint.

▶ **Physical P/106**

- ▶ Logical
- ▶ Cultural
- ▶ None of these

_____ Research can tell you about what, how, many and why in rich, multivariate detail

- ▶ Quantitative
- ▶ **Qualitative P/166**
- ▶ SME
- ▶ None of these

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31_ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not a secondary color?

Select correct option:

- Green
- Orange
- Purple

Blue P/63_ - Lecture-8

Which of the following device can not be useful for a visually impaired person?

Select correct option:

a typical keyboard

a typical monitor

a typical speaker

a typical processor

Which of the following requires less cognitive effort than others?

Select correct option:

Listening P/87_ - Lecture -10

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Speaking
Hearing
None of the given

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools P/23, Lecture-3

Tools, Process
Tools, Methodology
None of these

Which of the following is not true regarding “cones”?

Select correct option:

A type of receptor in eye more sensitive to light P/60, Lecture-7

Different types of cones are sensitive to different wavelengths of light
Eye has approximately 6 million cones

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries
Leading to efficiencies
Making our life convenient

Depending so much on computers may give fatal results

The gulf of execution refers to _____ .

Select correct option:

The user's difficulty in understanding the feedback from the system
The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii)

(i), (ii) & (iv)
(ii) & (iii)
(ii) & (iv)

Which of the following is not true?

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Select correct option:

Utility refers to the functionality of a system

Usability is concerned with adding complexity to the system P/30__ Lecture-4

Usability is concerned with making systems easy to use

Poorly designed computer system can be extremely annoying to users

The command line interface is used because

Select correct option:

It is easy to understand

It is demanded by DOS

It is offered by Unix systems

It is powerful and flexible (Google)

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31__ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not one of the primary colors?

Select correct option:

Red

Yellow

Blue

Green P/63_- Lecture-8

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Select correct option:

Psychology

Sociology

Statistics

Computer Science

HCI deals with

Select correct option:

Design of interactive system only

Evaluation of interactive system only

Implementation of interactive system only

All of the given choices

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Human beings interact with outside world, using their

Select correct option:

input channels

output channels

sense of sight

All of the given P/54

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools P/23, Lecture-3

Tools, Process

Tools, Methodology

None of these

Visually impaired persons can interact with outside world using their

Select correct option:

Sense of sight

Sense of hearing

Both sense of touch and sense of hearing

Sense of touch

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

Reasoning

Decision Making

Attention P/76, Lecture-9

_____ refers to the relationship between controls and their effects in the world. Visibility

Affordance

Mapping P/107, Lecture- 12

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

Human computer Interaction P/14

Software Engineering

Human Computer Interfaces

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

Effectiveness P/31

Efficiency

Utility

Solved By Ali Muaaz
Alimuaaz11@gmail.com

. _____ is what goes on in our heads when we carry out our everyday activities.

Cognition P/47

Learnability

Memorability

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

Decision Making

Reasoning P/89

Problem Solving

_____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

Qualitative, Quantitative P/167

Quantitative, Qualitative

None of them

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

► **Paper work and computer work**

► Spatial and temporal organizations

► Organizational memory

► None of these

Using icons on the desktop to represent operations is a type of _____ constraint.

► Physical

► Logical

► **Cultural (Google)**

► None of these

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

► Visibility

► **Affordance P/105**

► Constraint

► None of these

_____ minimizes errors.

► Affordance

► **Visibility**

► Constraints

► None of these

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ **Loudness P/70, Lecture-8**
- ▶ Timber
- ▶ None of these

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ **Human Computer Interaction P/14**
- ▶ None of these

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- ▶ **Primary P/159**
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ **Palette P/133**
- ▶ Title bar

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- ▶ Primary
- ▶ Secondary
- ▶ **Served P/159**
- ▶ Negative

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ **Modeling, analysis P/159**
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ **Linear P/149**

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Iterative
- ▶ Analytical

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ **Generate and evaluate the design (Google)**
- ▶ None of the given

What is a semantic network?

- ▶ **A model of long-term memory P/82**
- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ **Sight, hearing and touch**

_____ refers to the way a system supports users in carrying out their tasks.

Efficiency P/31

Effectiveness

Utility

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

Interface Metaphors P/51

_____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken P/87

Spoken, written

None of the given choices

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical P/143

None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects** give us hints and tips about

Solved By Ali Muaaz
Alimuaaz11@gmail.com

using and creating user interface idioms, like dialog boxes and pushbuttons.

The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew P/153

Websterfg
Barry Boehm
Hartson

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World

Worldwide Web
Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____ .

Analytic mode, synthetic mode P/153

Evaluation mode, testing mode
Analyze mode, feedback mode
Implementation mode, task mode

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation
Modeling, Research
Research, Implementation

Research, Modeling

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary

Transient

Information
Sovereign

_____ are dragged down from the title at the top of the screen.

Pull Down Menus

Main Menus
Icons
Buttons

Solved By Ali Muaaz
Alimuaaz11@gmail.com

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention P/78

Involuntary attention

Divided Attention

Drive a vehicle while holding a conversation with a passenger is the example of

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention P/78

GOMS stands for

Goals operation methods and selection rules P/50

Goals objects models and selection rules

Goals operations methods and state rules

Goals operations models and state rules

Which of the following is/are the main component(s) of color?

Hue

Intensity

Saturation

All of the given P/59

Hue

Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

Intensity

Intensity is the brightness of the color.

Saturation

Saturation is the amount of whiteness in the colors.

_____ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

End goals P/192

Experience goals

Life goals

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Time: 90 min

M a r k s: 58

(Note Solution is not confirmed so please solve it yourself)

CS408 Question No: 1

Persona is not context specific, so it can be reused easily.

- ▶ **True**
- ▶ False

CS408 Question No: 2

In an email application configuring a new email server is a key path activity.

- ▶ **True**
- ▶ False

CS408 Question No: 3

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- ▶ Postural
- ▶ **Structural**
- ▶ Behavioral
- ▶ Mnemonic

CS408 Question No: 4

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- ▶ **True**
- ▶ False

CS408 Question No: 5

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

- ▶ **Usability testing**
- ▶ Field study
- ▶ Predictive evaluation
- ▶ DECIDE framework

CS408 Question No: 6

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- ▶ Usability testing
- ▶ **Field study**
- ▶ Predictive evaluation
- ▶ DECIDE framework

Solved By Ali Muaaz
Alimuaaz11@gmail.com

CS408 Question No: 7

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- ▶ Surface
- ▶ Structure
- ▶ **Skeleton**
- ▶ Scope

CS408 Question No: 8

Roughly _____ percent of the male population has some degree of color blindness.

- ▶ **10**
- ▶ 20
- ▶ 30
- ▶ 40

CS408 Question No: 9

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- ▶ **Buttons**
- ▶ Pointers
- ▶ Menus
- ▶ Windows

CS408 Question No: 10

The _____ function came into being as the result of the implementation model for undo

- ▶ Redo
- ▶ Undo
- ▶ Repeat
- ▶ Delete

CS408 Question No: 11

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- ▶ Explicitly
- ▶ Implicitly
- ▶ Habitually
- ▶ Properly

CS408 Question No: 12

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework.

- ▶ Include, Functional
- ▶ Exclude, Functional
- ▶ Include, Non-Functional
- ▶ Exclude, Non-Functional

Solved By Ali Muaaz

Alimuaaz11@gmail.com

CS408 Question No: 13

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- ▶ Videos
- ▶ Documentation
- ▶ **Interview CS408 Questions**
- ▶ Contextual enquiry

CS408 Question No: 14

Conventional wisdom says that _____ tell the user when he has made some mistake.

- ▶ Program crash
- ▶ System stuck
- ▶ **Error messages**
- ▶ Metadata

CS408 Question No: 15

People frequently counter the idea of _____ feedback with arguments that users don't like it

- ▶ **Audible**
- ▶ Video
- ▶ Walkthroughs
- ▶ CS408 Questions

CS408 Question No: 16

_____ environments are environments that are user and context aware.

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing
- ▶ **Attentive**

CS408 Question No: 17

User personas that are not primary or secondary are _____ personas.

- ▶ Served
- ▶ Negative
- ▶ Customer
- ▶ **Supplemental**

CS408 Question No: 18

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- ▶ Action
- ▶ Evaluation
- ▶ Execution
- ▶ **None of these**

CS408 Question No: 19

The size and shape of a compact disk, is a type of _____ constraint.

- ▶ Physical
- ▶ **Logical**

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Cultural
- ▶ None of these

CS408 Question No: 20

_____ research can tell you about what, how, many and why in rich, multivariate detail.

- ▶ Quantitative
- ▶ **Qualitative**
- ▶ SME
- ▶ None of these

CS408 Question No: 21

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- ▶ Audio recording.
- ▶ **Taking notes.**
- ▶ Observation
- ▶ Video

CS408 Question No: 22

Panes, frames and other containers on screen is a kind of _____

- ▶ **Functional and data elements**
- ▶ View
- ▶ Input method
- ▶ None of the given

CS408 Question No: 23

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- ▶ Co-discovery
- ▶ **Active intervention**
- ▶ Splendid research
- ▶ None of the given

CS408 Question No: 24

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

- ▶ **Repeat**
- ▶ Infrequent
- ▶ Nonuser
- ▶ None of the given

CS408 Question No: 25

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ **Formative**
- ▶ Summative
- ▶ Relative
- ▶ None of the given

CS408 Question No: 26

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

- ▶ More, Less
- ▶ **Less, more**
- ▶ Less, less
- ▶ None of the given

CS408 Question No: 27 (M a r k s : 2)

Give two examples of “Avoidance” with respect to Attitude-oriented CS408 Questions. [2]

CS408 Question No: 28 (M a r k s : 2)

Write any two common ways to Improve Navigation? [2]

CS408 Question No: 29 (M a r k s : 2)

What are Controlled Vocabularies? [2]

CS408 Question No: 30 (M a r k s : 2)

List down any four principles that can help make your visual interface as easy and pleasurable to use as possible.

CS408 Question No: 31 (M a r k s : 3)

Explain “Participants Represent Real Users” in context of usability testing.

CS408 Question No: 32 (M a r k s : 3)

By breaking down Skeleton plane into its component elements then how all the pieces fit together to create this as a whole user experience? [3]

CS408 Question No: 33 (M a r k s : 3)

When is it useful to observe in context to observation process? [3]

CS408 Question No: 34 (M a r k s : 5)

Discuss the model problems of multiple undo.

CS408 Question No: 35 (M a r k s : 5)

How can we improve data retrieval through “storage and retrieval Systems”?

CS408 Question No: 36 (M a r k s : 5)

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Does it is necessary for evaluation team to have the expertise needed to do the evaluation? Justify your answer with example.

MIDTERM EXAMINATION
Fall 2008

CS408- Human Computer Interaction (Session - 2)

Time: 60 min
M a r k s: 38

Question No: 1 (M a r k s: 1)

In an organization individuals may keep their own records, or there may be local gurus.
This statement concerns with _____.

- ▶ Paper work and computer work
- ▶ Spatial and temporal organizations

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Organizational memory
- ▶ None of these

Question No: 2 (Marks: 1)

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- ▶ Three-dimensional
- ▶ WIMP
- ▶ Point and click
- ▶ None of these

Question No: 3 (Marks: 1)

Using icons on the desktop to represent operations is a type of _____ constraint.

- ▶ Physical
- ▶ Logical
- ▶ Cultural
- ▶ None of these

Question No: 4 (Marks: 1)

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ Affordance
- ▶ Constraint
- ▶ None of these

Question No: 5 (Marks: 1)

_____ minimizes errors.

- ▶ Affordance
- ▶ Visibility
- ▶ Constraints
- ▶ None of these

Question No: 6 (Marks: 1)

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ Loudness

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Timber
- ▶ None of these

Question No: 7 (Marks: 1)

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ Human Computer Interaction
- ▶ None of these

Question No: 8 (Marks: 1)

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- ▶ Primary
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

Question No: 9 (Marks: 1)

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ Palette
- ▶ Title bar

Question No: 10 (Marks: 1)

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- ▶ Primary
- ▶ Secondary
- ▶ Served

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Negative

Question No: 11 (Marks: 1)

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ Modeling, analysis
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

Question No: 12 (Marks: 1)

The Usability Engineering lifecycle was proposed by _____.

- ▶ Deborah Mayhew
- ▶ Webster
- ▶ Barry Boehm.
- ▶ Hartson.

Question No: 13 (Marks: 1)

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ Linear
- ▶ Iterative
- ▶ Analytical

Question No: 14 (Marks: 1)

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Generate and evaluate the design
- ▶ None of the given

Question No: 15 (Marks: 1)

What is a semantic network?

- ▶ A model of long-term memory
- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Question No: 16 (Marks: 1)

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ Sight, hearing and touch

Question No: 17 (Marks: 1)

Define Attention. [1]

Question No: 18 (Marks: 1)

Define Recognition. [1]

Question No: 19 (Marks: 2)

What is the difference between Tertiary and Analogous colors? [2]

Question No: 20 (Marks: 3)

Comment to justify the following statement.

“Most users are neither beginners nor experts; instead they are intermediates”

Question No: 21 (Marks: 5)

What are the pointing devices? Explain trackball as pointing device? [2+3]

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 22 (Marks: 10)

Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scroll bar uses the principle for effective design. Describe the interface model of the scroll bar in one sentence. [2*5]

- **Affordance:**
- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**

Question No: 1 (Marks: 1)

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- ▶ Paper work and computer work
- ▶ Spatial and temporal organizations
- ▶ Organizational memory
- ▶ None of these

Question No: 2 (Marks: 1)

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- ▶ Three-dimensional
- ▶ WIMP
- ▶ Point and click
- ▶ None of these

Question No: 3 (Marks: 1)

Using icons on the desktop to represent operations is a type of _____ constraint.

- ▶ Physical
- ▶ Logical
- ▶ Cultural
- ▶ None of these

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 4 (Marks: 1)

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ Affordance
- ▶ Constraint
- ▶ None of these

Question No: 5 (Marks: 1)

_____ minimizes errors.

- ▶ Affordance
- ▶ Visibility
- ▶ Constraints
- ▶ None of these

Question No: 6 (Marks: 1)

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ Loudness
- ▶ Timber
- ▶ None of these

Question No: 7 (Marks: 1)

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ Human Computer Interaction
- ▶ None of these

Question No: 8 (Marks: 1)

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- ▶ Primary
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 9 (Marks: 1)

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ Palette
- ▶ Title bar

Question No: 10 (Marks: 1)

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- ▶ Primary
- ▶ Secondary
- ▶ Served
- ▶ Negative

Question No: 11 (Marks: 1)

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ Modeling, analysis
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

Question No: 12 (Marks: 1)

The Usability Engineering lifecycle was proposed by _____.

- ▶ Deborah Mayhew
- ▶ Webster
- ▶ Barry Boehm.

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Hartson.

Question No: 13 (Marks: 1)

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ Linear
- ▶ Iterative
- ▶ Analytical

Question No: 14 (Marks: 1)

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ Generate and evaluate the design
- ▶ None of the given

Question No: 15 (Marks: 1)

What is a semantic network?

- ▶ A model of long-term memory
- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Question No: 16 (Marks: 1)

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ Sight, hearing and touch

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 17 (Marks: 1)
Define Attention. [1]

Question No: 18 (Marks: 1)
Define Recognition. [1]

Question No: 19 (Marks: 2)
What is the difference between Tertiary and Analogous colors? [2]

Question No: 20 (Marks: 3)
Comment to justify the following statement.

“Most users are neither beginners nor experts; instead they are intermediates”

Question No: 21 (Marks: 5)
What are the pointing devices? Explain trackball as pointing device? [2+3]

Question No: 22 (Marks: 10)
Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scrollbar uses the principle for effective design. Describe the interface model of the scroll bar in one sentence. [2*5]

- **Affordance:**
- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**

Question No: 1 (Marks: 1) - Please choose one
_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ **Affordance**
- ▶ Constraint
- ▶ None of these

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 2 (Marks: 1) - Please choose one

What is a semantic network?

- ▶ A model of long-term memory
- ▶ **A record of our memory of events**
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Question No: 4 (Marks: 1) - Please choose one

You can load a VCR tape the right way because of _____.

- ▶ **Physical constraints**
- ▶ Logical constraints
- ▶ Cultural constraints
- ▶ None of these

Question No: 5 (Marks: 1) - Please choose one

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an

example of _____ Design Principle.

- ▶ Visibility.
- ▶ Affordance
- ▶ **Mapping**
- ▶ None of these

Question No: 17 (Marks: 2)

What are Design Edge Cases?

Question No: 18 (Marks: 2)

What are the Pointing Devices?

Question No: 19 (Marks: 3)

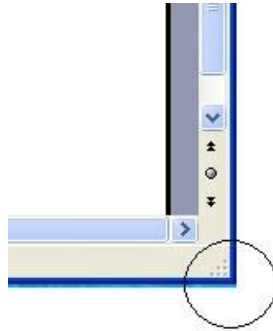
Define following in relation to Ethnographic Interviews.

- Early Phase
- Mid Phase

Question No: 20 (Marks: 3)

Define following in context of resizing button given at the right bottom corner of any Windows:-

Solved By Ali Muaaz
Alimuaaz11@gmail.com



- Natural Mapping
- Feedback

Question No: 22 (Marks: 5) *(Lucky enough to get additional 2 marks due to repetition :P)*

What are the pointing devices? Explain Touch Pad as pointing device? [2+3]

Question No: 23 (Marks: 5)

Explain following:-

- Supplemental Persona.
- Customer Persona.

CS408 MIDTERM 2008 UNSOLVED

Question No: 1 (Marks: 1)

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- ▶ Paper work and computer work
- ▶ Spatial and temporal organizations
- ▶ **Organizational memory** **Handouts page: 176**
- ▶ None of these

Question No: 2 (Marks: 1)

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- ▶ Three-dimensional
- ▶ **WIMP** **Handouts page: 129**
- ▶ Point and click
- ▶ None of these

Question No: 3 (Marks: 1)

Using icons on the desktop to represent operations is a type of _____ constraint.

- ▶ Physical

Solved By Ali Muaaz
Alimuaaz11@gmail.com

- ▶ Logical
- ▶ **Cultural**
- ▶ None of these

Handouts page: 106

Question No: 4 (Marks: 1)

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ **Affordance**
- ▶ Constraint
- ▶ None of these

Handouts page: 105

Question No: 5 (Marks: 1)

_____ minimizes errors.

- ▶ Affordance
- ▶ Visibility
- ▶ **Constraints**
- ▶ None of these

Question No: 6 (Marks: 1)

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ **Loudness**
- ▶ Timber
- ▶ None of these

Handouts page: 70

Question No: 7 (Marks: 1)

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ **Human Computer Interaction**

Handouts page: 14

- ▶ None of these

Solved By Ali Muaaz
Alimuaaz11@gmail.com

Question No: 8 (Marks: 1)

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

► **Primary**

Handouts page: 159

- Secondary
- Supplement
- Negative

Question No: 9 (Marks: 1)

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer

► **Palette**

Handouts page: 133

- Title bar

Question No: 10 (Marks: 1)

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

► **Served**

Handouts page: 159

- ▶ Negative

Question No: 11 (Marks: 1)

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ **Modeling, analysis**

Handouts page: 159

- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

Question No: 12 (Marks: 1)

The Usability Engineering lifecycle was proposed by _____.

- ▶ **Deborah Mayhew**

Handouts page: 153

- ▶ Webster
- ▶ Barry Boehm.
- ▶ Hartson.

Question No: 13 (Marks: 1)

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental

- ▶ **Linear**

Handouts page: 149

- ▶ Iterative

- ▶ Analytical

Question No: 14 (Marks: 1)

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design

▶ **Generate and evaluate the design**

faculty.uscupstate.edu/atzacheva/SIMS423/ExamII_Preparing.doc

- ▶ None of the given

Question No: 15 (Marks: 1)

What is a semantic network?

▶ **A model of long-term memory**

Handouts

page: 82

- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Question No: 16 (Marks: 1)

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ **Hearing and touch**
- ▶ Sight, hearing and touch

Solved By Ali Muaaz
Alimuaaz11@gmail.com

➤ **Solve the subjective question with ur own mind and vision.**

Question No: 17 (Marks: 1)
Define Attention. [1]

Question No: 18 (Marks: 1)
Define Recognition. [1]

Question No: 19 (Marks: 2)
What is the difference between Tertiary and Analogous colors? [2]

Question No: 20 (Marks: 3)
Comment to justify the following statement.

**“Most users are neither beginners nor experts;
instead they are intermediates”**

Question No: 21 (Marks: 5)
What are the pointing devices? Explain trackball as pointing device? [2+3]

Question No: 22 (Marks: 10)
Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scrollbar uses the

Solved By Ali Muaaz
Alimuaaz11@gmail.com

principle for effective design. Describe the interface model of the scroll bar in one sentence.

[2*5]

- **Affordance:**
- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**

Cs408 - Human Computer Interaction
For Final Term
By Miss Kazmi
<http://vustudents.ning.com>

_____ is like the building name for a website.

▶ **Site ID** P/287

- ▶ Navigation
- ▶ Section
- ▶ None of the given

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

▶ Co-discovery

▶ **Active intervention** P/276

- ▶ Splendid research
- ▶ None of the given

_____ is the extra work that satisfies the needs to achieve our objective.

▶ Evaluation

▶ **Excise** P/245

- ▶ Testing
- ▶ None of the given

Panes, frames and other containers on screen is a kind of _____

▶ **Functional and data elements** P/206, Lect#24

- ▶ View
- ▶ Input method
- ▶ None of the given

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

▶ Audio recording

▶ **Taking notes** P/365, Lecture # 40

- ▶ Observation
- ▶ Video

Every page within a site should contain a brief _____ that accurately describes the content of the page.

▶ **Site ID.**

- ▶ Header
- ▶ Local Navigation

- ▶ Search button

_____ applications are great platforms for creating an environment rich, in visual feedback for the user.

▶ **Sovereign** P/222

- ▶ Transient
- ▶ Auxiliary
- ▶ Daemonic

What is the fifth step in defining the requirements with respect to persona-based design?

- ▶ Brainstorming.
- ▶ Identifying persona expectations
- ▶ Constructing the context scenario

▶ **Identifying needs** P/200

You can load a VCR tape the right way because of _____.

▶ **Physical constraints** (Google)

- ▶ Logical constraints
- ▶ Cultural constraints
- ▶ None of these

_____ are unintentional while _____ occur through conscious deliberation.

▶ **Slips, mistakes** P/100

- ▶ Errors, slips
- ▶ Mistakes, errors
- ▶ Mistakes, slips

What is the main strength of the Problem Space Framework as a model of human problem solving?

▶ **It operates within the constraints of the human processing system** P/91

- ▶ It explains what is involved in insight
- ▶ It allows ill-defined problems to be solved
- ▶ None of these

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- ▶ Perception and recognition

▶ **Attention** P/76

- ▶ Learning
- ▶ None of these

Over a short period of time, we find it easier to remember the string of numbers “404 894 6743” because

- ▶ Numbers are easier to remember than arbitrary characters.
- ▶ **The grouping of the numbers is significant**
- ▶ Ten numbers is not that many to have to remember from working memory.
- ▶ None of these

_____ environments are environments that are user and context aware.

- ▶ **Attentive** P/418
- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

_____ involves watching and listening to users.

- ▶ **Observation** P/361
- ▶ Evaluation
- ▶ Qualitative research
- ▶ Interaction

The name of the document should be shown on the application's _____.

- A. Menu bar
- B. Title bar**
- C. Title bar and menu bar
- D. Not Title bar and not menu bar

- ▶ **Only B** P/326
- ▶ Only D
- ▶ A and B
- ▶ A and D

The established standard suite of _____ for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.

- ▶ OS management
- ▶ **File management** P/325
- ▶ Data management
- ▶ Application management

_____ is the remarkable facility that lets us reverse a previous action.

- ▶ Redo
- ▶ **Undo** P/310
- ▶ Repeat
- ▶ Delete

Explanatory undo is, generally, a much more pleasant feature than _____.

- ▶ Single Undo
- ▶ Multiple undo
- ▶ **Blind undo** P/312

- ▶ Incremental Undo

Browser Title always contains the word '_____ '.

- ▶ **Home**

P/300

- ▶ Default
- ▶ Error
- ▶ Browser

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- ▶ True

- ▶ **False**

P/176

Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning;

Roughly _____ percent of the male population has some degree of color blindness.

- ▶ **10**

P/358__ Lecture- 39

- ▶ 20
- ▶ 30
- ▶ 40

The _____ is a concrete expression of the more abstract structure of the site.

- ▶ **Skeleton**

P/306

- ▶ Scope
- ▶ Strategy
- ▶ Structure

_____ are the street signs of the web.

- ▶ Site IDs
- ▶ Home pages

- ▶ **Page Names**

P/391

- ▶ Sections

_____ is not like other pages; it has different burdens to bear, different promises to keep.

- ▶ **Homepage**

P/287

- ▶ Form
- ▶ Navigation bar
- ▶ Sections

The _____ suggests identifying goals and questions first before selecting techniques for the study

- ▶ RVM model

► **DECIDE framework**

P/367

- Usability testing
- Field study

Number of keystrokes is _____ work.

- Logical
- Mnemonic

► **Physical**

P/212 __ Lecture-25

- Structural

Recalling password is _____ work.

- Logical

► **Mnemonic**

P/212 __ Lecture-25

- Physical
- Structural

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

► **Served**

P/159

- Negative

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

1. Scenario

2. Persona

P/187 __ Lecture-22

3. Prototype

The difference between the intentions and allowable actions is the:

1. Gulf of Execution

P/103 __ Lecture -12

2. Gulf of Evaluation

3. None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

1. Possibilities available

P/76

2. Time Available

3. None of these

The goals of HCI are :

1. Usability and User Experience

2. Learn ability and Comfort

3. Tasks and Goals.

While there can be wide variations in where and how you conduct a usability test, every usability test shares:

1. Three Characteristics

2. Five Characteristics

P/270

3. Seven Characteristics

WYSIWYG stands for _____.

? Where you see is where you get

? What you see is what you get

P/36, Lecture-4

? When you see it when you get

_____ is proportional to the amplitude of the sound.

➤ Pitch

➤ Loudness

P/70, Lecture-8

➤ Timber

Persona is not context specific, so it can be reused easily.

? True

? False

P/189, Lecture_22

_____ is the extra work that satisfies the needs to achieve our objective.

Evaluation

Excise

P/245

Testing

In an email application configuring a new email server is a key path activity.

▶ True

▶ False

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

▶ Postural

▶ Structural

P/217

▶ Behavioral

▶ Mnemonic

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

▶ True

▶ False

P/256

Hence the way people carry out an activity (e.g., preparing a report) in

the real world is very different from how it may be observed in a laboratory (page:256)

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

▶ **Usability testing** P/264

- ▶ Field study
- ▶ Predictive evaluation
- ▶ DECIDE framework

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- ▶ Usability testing

▶ **Field study** P/264

- ▶ Predictive evaluation
- ▶ DECIDE framework

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- ▶ Surface
- ▶ Structure

▶ **Skeleton** P/306, Lecture_35

- ▶ Scope

Roughly _____ percent of the male population has some degree of color blindness.

▶ **10** P/358__ Lecture- 39

- ▶ 20
- ▶ 30
- ▶ 40

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

▶ **Buttons** P/133

- ▶ Pointers
- ▶ Menus
- ▶ Windows

The _____ function came into being as the result of the implementation model for undo

▶ **Redo** P/314

- ▶ Undo
- ▶ Repeat
- ▶ Delete

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

▶ **Explicitly**

P/327

- ▶ Implicitly
- ▶ Habitually
- ▶ Properly

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework

▶ Include, Functional

▶ **Exclude, Functional**

P/343, Lecture-38

- ▶ Include, Non-Functional
- ▶ Exclude, Non-Functional

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- ▶ Videos
- ▶ Documentation

▶ **Interview questions**

P/371

- ▶ Contextual enquiry

Conventional wisdom says that _____ tell the user when he has made some mistake.

- ▶ Program crash
- ▶ System stuck

▶ **Error messages**

P/382

- ▶ Metadata

People frequently counter the idea of _____ feedback with arguments that users don't like it

▶ **Audible**

P/393

- ▶ Video
- ▶ Walkthroughs
- ▶ Questions

_____ environments are environments that are user and context aware.

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

▶ **Attentive**

P/418

User personas that are not primary or secondary are _____ personas.

- ▶ Served
- ▶ Negative

▶ Customer

▶ **Supplemental**

P/188

Which of the following is the comparison of what happened in the world with what we wanted to happen?

▶ Action

▶ **Evaluation**

P/99

▶ Execution

▶ None of these

The size and shape of a compact disk, is a type of _____ constraint.

▶ **Physical**

P/106

▶ Logical

▶ Cultural

▶ None of these

_____ Research can tell you about what, how, many and why in rich, multivariate detail

▶ Quantitative

▶ **Qualitative**

P/166

▶ SME

▶ None of these

_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

▶ Audio recording.

▶ **Taking notes.**

P/365

▶ Observation

▶ Video

Panes, frames and other containers on screen is a kind of _____

▶ **Functional and data elements**

P/206

▶ View

▶ Input method

▶ None of the given

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

▶ Co-discovery

▶ **Active intervention**

P/276

▶ Splendid research

▶ None of the given

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

▶ **Repeat**

P/229

- ▶ Infrequent
- ▶ Nonuser
- ▶ None of the given

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

▶ **Formative** P/258

- ▶ Summative
- ▶ Relative
- ▶ None of the given

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

▶ More, Less

▶ **Less, more** P/232

- ▶ Less, less
- ▶ None of the given

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31__ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not a secondary color?

Select correct option:

Green

Orange

Purple

Blue P/63_- Lecture-8

Which of the following device can not be useful for a visually impaired person?

Select correct option:

a typical keyboard

a typical monitor

a typical speaker

a typical processor

Which of the following requires less cognitive effort than others?

Select correct option:

Listening P/87_- Lecture -10

Speaking
Hearing
None of the given

We are deficient in our development _____, not in our development _____
(respectively).

Select correct option:

Process, Tools

P/23, Lecture-3

Tools, Process
Tools, Methodology
None of these

Which of the following is not true regarding “cones”?

Select correct option:

A type of receptor in eye more sensitive to light

P/60, Lecture-7

Different types of cones are sensitive to different wavelengths of light
Eye has approximately 6 million cones

Which of the following does not count as one of the advantages of computers?

Select correct option:

Computers are enabling new discoveries
Leading to efficiencies
Making our life convenient

Depending so much on computers may give fatal results

The gulf of execution refers to _____.

Select correct option:

The user's difficulty in understanding the feedback from the system
The system's difficulty in presenting information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii)

(i), (ii) & (iv)
(ii) & (iii)
(ii) & (iv)

Which of the following is not true?

Select correct option:

Utility refers to the functionality of a system

Usability is concerned with adding complexity to the system P/30__ Lecture-4

Usability is concerned with making systems easy to use

Poorly designed computer system can be extremely annoying to users

The command line interface is used because

Select correct option:

It is easy to understand

It is demanded by DOS

It is offered by Unix systems

It is powerful and flexible (Google)

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

It is a very general goal and refers to how good a system at doing what it is suppose to do. P/31__ Lecture-4

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not one of the primary colors?

Select correct option:

Red

Yellow

Blue

Green P/63_ - Lecture-8

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Select correct option:

Psychology

Sociology

Statistics

Computer Science

HCI deals with

Select correct option:

Design of interactive system only

Evaluation of interactive system only

Implementation of interactive system only

All of the given choices

Human beings interact with outside world, using their

Select correct option:

input channels

output channels

sense of sight

All of the given

P/54

We are deficient in our development _____, not in our development _____ (respectively).

Select correct option:

Process, Tools

P/23, Lecture-3

Tools, Process

Tools, Methodology

None of these

Visually impaired persons can interact with outside world using their

Select correct option:

Sense of sight

Sense of hearing

Both sense of touch and sense of hearing

Sense of touch

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

Reasoning

Decision Making

Attention

P/76, Lecture-9

_____ refers to the relationship between controls and their effects in the world.

Visibility

Affordance

Mapping

P/107, Lecture- 12

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

Human computer Interaction

P/14

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

Effectiveness

P/31

Efficiency

Utility

. _____ is what goes on in out heads when we carry out our everyday activities.

Cognition

P/47

Learnability

Memeorability

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

Decision Making

Reasoning

P/89

Problem Solving

_____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

Qualitative, Quantitative

P/167

Quantitative, Qualitative

None of them

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

▶ **Paper work and computer work**

▶ Spatial and temporal organizations

▶ Organizational memory

▶ None of these

Using icons on the desktop to represent operations is a type of _____ constraint.

- ▶ Physical
- ▶ Logical
- ▶ **Cultural**
- ▶ None of these

(Google)

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ **Affordance**
- ▶ Constraint
- ▶ None of these

P/105

_____ minimizes errors.

- ▶ Affordance
- ▶ **Visibility**
- ▶ Constraints
- ▶ None of these

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ **Loudness**
- ▶ Timber
- ▶ None of these

P/70, Lecture-8

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ **Human Computer Interaction**
- ▶ None of these

P/14

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- ▶ **Primary**
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

P/159

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ **Palette**
- ▶ Title bar

P/133

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- ▶ Primary
- ▶ Secondary
- ▶ **Served**
- ▶ Negative

P/159

During _____ phase, usage and workflow patterns discovered through _____.

- ▶ **Modeling, analysis**
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

P/159

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ **Linear**
- ▶ Iterative
- ▶ Analytical

P/149

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ **Generate and evaluate the design**
- ▶ None of the given

(Google)

What is a semantic network?

▶ **A model of long-term memory** P/82

- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

Which are the most significant senses for the average person when it comes to interacting with a computer?

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch

▶ **Sight, hearing and touch**

_____ refers to the way a system supports users in carrying out their tasks.

Efficiency P/31

Effectiveness

Utility

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

Interface Metaphors P/51

_____ language tends to be grammatical while _____ language is often Ungrammatical.

Written, spoken P/87

Spoken, written

None of the given choices

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical P/143

None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

The Usability Engineering lifecycle was proposed by _____.

Deborah Mayhew

P/153

Websterfg
Barry Boehm
Hartson

XYZ Ltd is well reputed software house; they make a significant investment in building ----- that encourages greater customer loyalty.

Visual Symbols
Grouping

Brand Equity

P/353

Harmony

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

MS World

Worldwide Web
Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____ .

Analytic mode, synthetic mode

P/153

Evaluation mode, testing mode
Analyze mode, feedback mode
Implementation mode, task mode

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)

Modeling, Implementation
Modeling, Research
Research, Implementation

Research, Modeling

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary

Transient

Information

Miss Kazmi

<http://vustudents.ning.com>

Sovereign

_____ are dragged down from the title at the top of the screen.

Pull Down Menus

Main Menus

Icons

Buttons

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

P/78

Involuntary attention

Divided Attention

Drive a vehicle while holding a conversation with a passenger is the example of

_____ .
Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

P/78

GOMS stands for

Goals operation methods and selection rules

P/50

Goals objects models and selection rules

Goals operations methods and state rules

Goals operations models and state rules

Which of the following is/are the main component(s) of color?

Hue

Intensity

Saturation

All of the given

P/59

Hue

Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

Intensity

Intensity is the brightness of the color.

Saturation

Saturation is the amount of whiteness in the colors.

_____ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

End goals

P/192

Experience goals

Life goals

Miss Kazmi

<http://vustudents.ning.com>