

Quiz 5

Time allowed: 10 minutes

Total marks: 10

Q1. Write down four golden rules of designing (applicable only) for the local structure of the screen.

(4 marks)

Q2. Circle ONE correct option from the given choices: (6 marks)

1. Which of the following screen design issues should NOT be standardized:
 - a) Use of type fonts and styles
 - b) Pointing device interactions and keyboard shortcuts
 - c) Use of controls
 - d) White spacing
 - e) Use of color
 - f) None of the above
2. Which of the following technique is most suitable to ensure that alignment of multiple columns is done correctly:
 - a) cropping
 - b) splitting
 - c) blurring
 - d) greying
 - e) None of the above
3. GOMS stands for:
 - a) Goals, operands, methods, selectors
 - b) Goals, operators, methods, selection rules
 - c) Goals, operators, mentally preparing, selection rules
 - d) Grids, operators, methods, selectors
 - e) Grids, operational, methods, selection rules
4. Model based evaluation is done on:
 - a) the input devices
 - b) the user profiles
 - c) the contextual task analysis
 - d) the interface
 - e) None of the above
5. Which of the following is/are aspect(s) of visual design:
 - a) Typography
 - b) Color
 - c) Layout

- d) Grouping
- e) a, b and d
- f) a, b and c

6. Affordances is/are:

- a) the amount of money a customer is willing to pay for the product's designing
- b) clues about how an object should be used
- c) the amount of money a designer demands from the customer for designing
- d) a situation where an object's sensory characteristics intuitively imply its functionality
- e) Both b and d
- f) Both a and c