http://www.vustudents.net

HCI (cs408)
Final Term Papers
Reference By: M.ASIF Khan
is like the building name for a website. (Page # 287)
► 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. (Page # 276)
► Co-discovery the given Active intervention Splendid research None of
is the extra work that satisfies the needs to achieve our objective. (Page# 245)
► Evaluation Excise Testing None of the given
Panes, frames and other containers on screen is a kind of (Page # 206)
► Functional and data elements 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. (Page# 365)
► Audio recording. ► Taking notes . ► Observation ► Video
Every page within a site should contain a brief that accurately describes the content of the page. (Page # 298)
Site ID. Header Local Navigation. Search button
applications are great platforms for creating an environment rich, in visual feedback for the user. (Page # 222)
► Sovereign ► Transient ► Auxiliary ► Daemonic
http://www.vustudents.net

What is the fifth step in defining the requirements with respect to personabased design? (Page # 200)
Brainstorming. Identifying persona expectations. Constructing the context scenario. Identifying needs
are unintentional while occur through conscious deliberation. (Page# 100)
➤ Slips, mistakes Errors, slips Mistakes, errors Mistakes, slips
is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available. (Page# 76)
► Perception and recognition Attention Learning None of these
environments are environments that are user and context aware. (Page # 418) ► Attentive Non-attentive Visual Sensing
involves watching and listening to users. (Page # 361)
► Observation Evaluation Qualitative research Interaction
The name of the document should be shown on the application's (Page # 326) A. Menu bar B. Title bar C. Title bar and menu bar D. Not Title bar and not menu bar ▶ Only B ▶ 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. (Page # 325)
► OS management File management Data management Application management

is the remarkable facility that lets us reverse a previous action. (Page $\#$ 310)
▶ Redo ▶ Undo ▶ Repeat ▶ Delete
Explanatory undo is, generally, a much more pleasant feature than (Page # 312)
➤ Single Undo ➤ Multiple undo ➤ Blind undo Undo ➤ Incremental
Browser Title always contains the word ''. (Page # 300)
► Home Default Error Browser
Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning. (Page # 176)
➤ True ➤ False
Roughly percent of the male population has some degree of color blindness. (Page# 358)
10 20 30 40
The is a concrete expression of the more abstract structure of the site. (Page# 306)
Skeleton Scope Strategy Structure
are the street signs of the web. (Page # 291)
Site IDs Home pages Page Names Sections
is not like other pages; it has different burdens to bear, different promises to keep. (Page # 287)
Homepage Form Navigation bar Sections

The	suggest	s identifying g	oals and questions f	irst before
	echniques for the			
RVM mod	del DECIDE	framework	Usability testing	Field study
Number o	f keystrokes is _		work. (Page # 212)	
Logical	Mnemonic	Physical	Structural	
Recalling	password is	wo	ork. (Page # 212)	
Logical	Mnemonic	Physical	Structural	
-	na is not an actualise refers to	-	product, but is indire Page # 197)	ctly affected by
Primary	Secondary	Served	Negative	
	are perha	os the least-do	cumented patterns, b	out they are
	ss in widespread	- I I II III	_	•
Postural	Structural	Behavioral	Mnemonic	
The way p	eople carry out	an activity in t	he real world is sam	e as how it may
be observe	ed in the laborate	ory (Page # 25	6)	
True F	alse			
Engineerii	ng a user interfac	ce involves a q	uantitative engineer	ing style of
			d to judge the quality	y of interface.
Hence	is ap	propriate. (Pa	ge # 264)	
Usability frameworl	_	study Pred	ictive evaluation	DECIDE
groupware		help them to b	order to see if an inn e more engaged wor Page # 264)	

Usability testing Field study Predictive evaluation DECIDE framework
Beneath the surface is the of the site: the placement of buttons, tabs, photos, and blocks of text. (Page # 306)
Surface Structure Skeleton Scope
Roughly percent of the male population has some degree of color blindness. (Page# 358)
10 20 30 40
are individual and isolated regions within display that can be selected by the user to invoke specific operations. (Page # 133)
Buttons Pointers Menus Windows
The function came into being as the result of the implementation model for undo (Page # 314)
Redo 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. (Page # 327)
Explicitly Implicitly Habitually Properly
Design of user interfaces does not entirely aesthetic concerns, but rather it places such' concerns within the constraints of a Framework. (Page # 343)
Include, Functional Exclude, Functional Include, Non-Functional Exclude, Non-Functional
When developing, plan to keep them short, straightforward and avoid asking too many. (Page# 371)
Videos Documentation Interview questions Contextual enquiry

Conventional wisome mistake. (1	_		tell the user w	hen he has made
Program crash	System stuck	Erro	or messages	Metadata
People frequentl Users don't like	~	ea of	feedback	with arguments that
Audible	Video	Walkthr	oughs Q	uestions
(Page# 418)	nts are environm		1	
Non-attentive	Visual	Sensing	Attentiv	e ·
User personas the (Page# 196) Served Neg	-	ary or seco	ndary are Supplemen	-
Which of the fol with what we wa	•	1		ned in the world
Action E	valuation		n None of	
rich, multivariate	~4L 4F	•	out what, how,	many and why in
Quantitative	Qualitative	SM	E None	of these
difficult and tiris				ata, but it can be (Page# 365)
Audio recording	g. Taking n	otes.	Observation	Video
Panes, frames ar (Page# 206)	nd other containe	ers on scre	en is a kind of	,
Functional and given	data elements	View	Input metho	None of the

Human Computer Interaction is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.(Page# 276) Splendid research None of the Co-discovery **Active intervention** given Information sites with daily-updated information will naturally attract users more than a monthly-updated site. (Page# 229) Repeat Infrequent Nonuser None of the given Evaluations done during design to check that product continues to meet user's needs are known as ______ evaluation. (Page# 258) **Formative** Summative Relative None of the given frequent your primary personas access the site, transient a stance the site needs to take (respectively). (Page# 230) More, Less Less, less Less, more None of the given suggests identifying goals and questions first before selecting techniques for the study (Page# 367) **DECIDE** framework RVM model Usability testing Field study applications are great platforms for creating an environment rich, in visual feedback for the user. (Page# 222) Sovereign Transient Auxiliary Daemonic

is the process of selecting things to concentrate on, at a point

Learning

Attention

is like the building name for a website. (Page# 287)

in time, from the range of possibilities available. (Page# 76)

Perception and recognition

7

None of these

Site ID	Navigation	Section	None of the gi	ven
i	s the extra work	that satisfies	s the needs to achi	eve our objective
(Page# 245)				
			None of the give occur through co	
Slips, mistal	kes Errors,	slips N	listakes, errors	Mistakes, slips
	main strength of em solving? (Pa		Space Framework	k as a model of
		straints of th	e human process	sing system
None of thes It explains v solved		in insight I	t allows ill-defined	d problems to be
in time, from	_	8 8 V .	things to concentrate allable. (Page# 70	_
Perception a	and recognition	Attention	Learning	None of these
	_ involves watc	hing and liste	ening to users. (Pa	ge# 361)
Observation	n Evaluation	n Qualita	tive research I	nteraction
	the document s		wn on the	
Menu bar . menu bar	Title bar Ti	itle bar and n	nenu bar Not Tit	le bar and not
			for most applidialog, and the Op	
OS managen management		agement Da	ata management	Application

is th	e remark	able facility	y that lets	us reverse	a previous action.
(Page# 31		_			
Redo	Undo	Repeat	Delete	;	
Explanato	•		y, a much	more pleas	sant feature than
Single Un	ido N	Iultiple und	do Bli	nd undo	Incremental Undo
Browser 7	Γitle alwa	ys contains	s the word		'. (Page# 300)
Home	Defau	lt Err	or Br	owser	:1.
		iry, accordinodel of le			tzblatt, is based on a
True	False			di	
	are	the street s	igns of the	e web. (Pa	ge# 290)
Site IDs	Hom	e pages	Page Na	ames	Sections
1:66					ferent burdens to bear,
different p	promises	to keep. (P	age# 287)		
Homepa	ge Fo	rm Nav	vigation ba	ar Sect	ions
Number o	f keystro	kes is		work. (Pa	nge# 212)
Logical	Mne	monic	Physical	Structu	ral
Recalling	password	l is	w	ork. (<mark>Page</mark>	# 212)
Logical	Mnen	nonic P	hysical	Structura	al
-		an actual u to		-	ut is indirectly affected by 7)
Primary	Seco	ndary	Served	Neg	ative

is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products. (Page# 187)					
Scenario	Persona	Prototype	none	,	
(Page# 103)		ne intentions an			he:
Gulf of Exec	cution (Gulf of Evaluati	on No	one of these	
Attention is t time, from th	-	f selecting thing rage# 76)	gs to conc	entrate on, at	a point in
Possibilities	available	Time Available	le N	lone of these	
The goals of	HCI are : (P	age# 30)	100	Or	
Usability an Goals.	d User Exp	erience Learn	ability an	d Comfort	Tasks and
		variations in wh hares: (Page# 2	N .	ow you cond	uct usability
Three Chara	cteristics	Five Characte	ristics	Seven Char	racteristics
WYSIWYG	stands for	. (Page# 36))	
Where you se		•	hat you s	see is what yo	ou get
When you se		u get ional to the amp	plitude of	the sound. (P	Page# 70)
Pitch I	Loudness	Timber			
		place the request this fun			
Explicitly	Implicitl	y Habitually	v Pro	operly	

Which of the following is the comparison of what happened in the world with what we wanted to happen? (Page# 99)

Action **Evaluation** Execution None of these

Evaluations done during design to check that product continues to meet user's needs are known as ______ evaluation. (Page# 258)

Formative Summative Relative None of the given

Which of the given statements correctly defines effectiveness in terms of one of the usability goals? (Page# 31)

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? (Page# 63)

Green Orange Purple Blue

Which of the following requires less cognitive effort than others? (Page# 87)

Listening speaking hearing None of the given

We are deficient in our development ______, not in our development ______, not in our development ______,

Process, Tools Tools, Process Tools, Methodology None of these

Which of the following is not true regarding "cones"? (Page# 56)

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? (Page# 9) 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 not true? (Page# 30) ☐ 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 (Page# 127) It is demanded by DOS It is easy to understand It is offered by Unix systems It is powerful and flexible Which of the given statements correctly defines effectiveness in terms of one of the usability goals? (Page# 31) 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 concerned primarily with understanding human behavior and the mental processes that underlie it? (Page# 43)

Psychology Sociology Statistics Computer Science

Which of the given statements correctly defines efficiency in terms of one of the usability goals? (Page# 31)

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 p	protecting the u	users from undes	sired situations	
		bridge up the grstanding. (Page	ape between the	interfaces of
macmines and	a muman unuc	istanding. (1 age	<i>π</i> 1 4)	
Human	Computer 1	Human Compu	ter Interaction	None of these
-		• •	e to require a dist of Persona. (Pag	
Primary	Secondary	Supplement	Negative	c01.
		ollection of icon les. (Page# 133)	s those are remin	iscent of the
Button	Pointer P	alette Title b	oar	
		al user of the pro persona	duct, but is indire (Page# 159)	ectly affected
Primary	Secondary	Served	Negative	
During through	ph	ase, usage and v (Page# 159)	vorkflow patterns	s discovered
O ,	- / W W	nalysis, modeling sting, Analysis	7	
The Usability	y Engineering	lifecycle was pr	oposed by	(Page# 153)
Deborah Ma	ayhew Wo	ebster Barry	Boehm. Harts	on.
			nodel in which e arted (Page# 14 9	
Incremental	Linear	Iterative A	Analytical	
and	aa	re the same thing	gs (Page# 248)	
Excise and N	Navigation	Excise and	l Testing	

Excise and Evaluation	All of the given
	are derived from information gathered during analyzed during the phase
Research, modeling Research, implementation	Modeling, implementation Modeling, Research
What do you enjoy most abo (Page# 183)	ut your job (or lifestyle) is an example of
Avoidance Motivation	Exceptions Attitude-oriented questions
(Page# 181) Clarify user roles and behavi	ly-phase of ethnographic interviews. ors. Confirm patterns of use. Focused on domain knowledge.
(Page# 196) Primary Secondary	persona per interface for a product Supplemental Customer on-verbal dialogue between artifact and user
over time. (Page# 199)	yeroar diarogue between artifact and user
Persona Scenario Di	alogue Design model
Number of keystrokes is the	type of work. (Page# 212)
Logical Mnemonic	Physical Structural
What are the most common to (Page# 182)	things you do with the product is a type of
Goal-oriented question. Workflow-oriented question.	System-oriented question. Attitude-oriented question.
Desktop applications fit into (Page# 220)	categories of posture.

Two	Four	Five	Three		
	ented conte nario (Page		ios are	tas	sk-oriented than key
Less	Alike	More	None of	the given	
	patte	erns can b	e applied at the	he conceptua	l level. (Page# 217)
Postural	Struc	ctural	Behavioral	Mnemo	onic
	repre		-	ations of the	tangible outcomes of
Non-user	r goals	End go	als Expe	rience goals	Life goals
	_		a navigation	77A1 WA -	tively infrequently, 1)
Sovereig	gn Tran	sient	Temporary	None of	f the given
The	phase sets	the stage	for the core o	f the design e	effort (Page# 205)
Require	ment defin	ition N	Modeling	Implementati	on None of the
-	oduct is new esearch. (P	A A		time is usual	lly invested in
Less I	Less Mo	ore No	one of the giv	ven	
Which of	f the follow	ing is lea	st likely to be	revealed by	a paper prototype?
Toolbar	buttons a	re too sm	rm algorithm nall to press. ight place.		ne given
	and	are	the same thin	gs (Page# 24	48)
Excise an	_	t ion E	Excise and Te	sting Exc	ise and Evaluation

Human Computer Interaction						
is ne	eded to check	that users o	can use th	e product ar	nd like it.	
(Page# 256)				-		
Coding Ev	aluation	Guideline	None o	of the given		
What is the fift based design?	-	ning the requ	uirements	with respec	et to persona	
Brainstorming.Constructing the context scenario.			Identifying persona expectations. Identifying needs			
What is the main strength of the Problem Space Framework as a model of human problem solving? (Page# 91)						
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						
The established of the Save As (Page# 325) OS management	dialog, the Sa	ve Changes	dialog, a	and the Oper	File dialog.	
management						
Explanatory undo is, generally, a much more pleasant feature than (Page# 312)						
Single Undo	Multiple und	lo Blind	l undo	Incrementa	ıl Undo	
Browser Title a	ılways contair	ns the word	.	.'. (Page# 30	00)	
Home De:	fault Erro	r Brows	er			
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to (Page# 206)						

Input method

View

What is the fourth step in defining the requirements with respect to

Form factor

None of the given

persona-based design? (Page# 200)					
Creating problem and vision statement. Brainstorming. Identifying persona expectations. Constructing the context scenar	io.				
Navigation represents excise except in (Page# 248) Web Games Windows Menus					
If the user requires access via a navigational portal relatively infrequent the appropriate posture is (Page# 231)	tly,				
Sovereign Transient Temporary None of the given					
Because the user's interaction with a program dominates his session at the computer, the program shouldn't be afraid to take as muc screen real estate as possible. (Page# 222)	h				
Transient Auxiliary Sovereign Daemonic					
Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are posture application. (Page# 220)					
Transient Sovereign Auxiliary None of the given					
Evaluations done during design to check that product continues to meet users' needs are known as evaluation. (Page# 258)					
Formative Summative Relative None of the given					
What is the second step in defining the requirements with respect to persona-based design? (Page# 200)					
Brainstorming Identifying persona expectations. Creating problem and vision statem Constructing the context scenarions.					
patterns can be applied at the conceptual level. (Page# 21	7)				
Postural Structural Behavioral Mnemonic					
Overviews serve a similar purpose to in an interface. (Page# 253))				

Navigation	Excise	Signposts	None of the given
	personas addre	ess the needs	of customers, not end users.
(Page# 197)			
	Negative Cu	stomer	Supplemental
Navigation r	epresents excis	se except in	(Page# 248)
Web Ga	mes Wind	ows Men	us
Desktop app (Page# 220)	lications fit int	0	categories of posture.
	ır Five T	Three	
	represent the u	ıser's expect	ations of the tangible outcomes of
	fic product. (P		M
Non-user go	als End goa	als Expe	ience goals Life goals
WYSIWYG	stands for		(Page# 36)
_	see is where you). All 1	What you see is what you get
	is proportio	nal to the an	inplitude of the sound. (Page# 70)
Pitch	Loudness	Timber	