







# MIT 4<sup>th</sup> Semester

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Reference MCQ's For Final TERM EXAMS

CS408 - HUMAN COMPUTER INTERACTION

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

is like the building name for a website.

- **> Site ID** (Page#287)
- Navigation
- > Section
- ➤ None of the given

# **Question No: 2** (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: 3** (Marks: 1) - Please choose one

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

- > Evaluation
- > Excise (Page#245)
- > Testing
- None of the given

Question No: 4 (Marks: 1) - Please choose one
Panes, frames and other containers on screen is a kind of
<ul> <li>Functional and data elements</li> <li>View</li> <li>Input method</li> <li>None of the given</li> </ul>
Question No: 5 (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.
<ul> <li>Audio recording</li> <li>Taking notes (Page#365)</li> <li>Observation</li> <li>Video</li> </ul>
Question No: 6 (Marks: 1) - Please choose one  Every page within a site should contain a brief that accurately describes the content of the page.
> Site ID
> Header
<ul><li>Local Navigation</li><li>Search button</li></ul>
Question No: 7 (Marks: 1) - Please choose one
applications are great platforms for creating an environment rich, in visual feedback for the user.
> Sovereign (Page#222)
> Transient
<ul><li>Auxiliary</li><li>Daemonic</li></ul>

Question No: 8	(Marks: 1	) - Please choose or	ne

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 (Page#200)

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

\_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation.

- > Slips, mistakes (Page#100)
- > Errors, slips
- ➤ Mistakes, errors
- ➤ Mistakes, slips

# **Question No: 10** (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: 11 (Marks: 1) - Please choose one**

\_\_\_\_environments are environments that are user and context aware.

- > Attentive (Page#418)
- ➤ Non-attentive
- Visual
- Sensing

# **Question No: 12** (Marks: 1) - Please choose one involves watching and listening to users. Observation (Page#361) > Evaluation Qualitative research > Interaction Question No: 13 (Marks: 1) - Please choose one 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** (Page#326) ► Only D ► A and B ► A and D **Question No: 14** (Marks: 1) - Please choose one 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 (Page#325) > Data management > Application management Question No: 15 (Marks: 1) - Please choose one is the remarkable facility that lets us reverse a previous action. (Page # 310) > Redo > Undo (Page#310) > Repeat Delete

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

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

- > Single Undo
- ➤ Multiple undo
- ➤ Blind undo (Page#312)
- > Incremental Undo

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

Browser Title always contains the word '.'

- **Home** (Page#300)
- Default
- > Error
- **>** Browser

# **Question No: 18** (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)

**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 No: 19** (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: 20 (Marks: 1) - Please choose one
The is a concrete expression of the more abstract structure of the site.
<ol> <li>Skeleton</li> <li>Scope</li> <li>Strategy</li> <li>Structure</li> </ol>
Question No: 21 (Marks: 1) - Please choose one
are the street signs of the web.
<ol> <li>Site IDs</li> <li>Home pages</li> <li>Page Names</li> <li>Sections</li> </ol> (Page#291)
Question No: 22 (Marks: 1) - Please choose one
is not like other pages; it has different burdens to bear, different promises to keep.
<ol> <li>Homepage (Page#287)</li> <li>Form</li> <li>Navigation bar</li> <li>Sections</li> </ol>
Question No: 23 (Marks: 1) - Please choose one  The suggests identifying goals and questions first before selecting techniques for the study.
<ol> <li>RVM model</li> <li>DECIDE framework</li> <li>Usability testing</li> <li>Field study</li> </ol>
Question No: 24 (Marks: 1) - Please choose one  Number of keystrokes is work.
<ol> <li>Logical</li> <li>Mnemonic</li> <li>Physical</li> <li>Structural</li> </ol> (Page#212)

Question No: 25 (Marks: 1) - Please choose one
Recalling password is work.
1) Logical
2) Mnemonic (Page#212)
3) Physical
4) Structural
T) Structural
Question No: 26 (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
1) Primary
2) Secondary
3) Served (Page#197)
4) Negative
4) Negative
Question No: 27 (Marks: 1) - Please choose one
are perhaps the least-documented patterns, but they are nonetheless in
widespread use.
1) Postural
2) Structural (Page#217)
3) Behavioral
4) Mnemonic
Question No: 28 (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

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.

— **False** (**Page#256**)

which measurements are used to judge the quality of interface. Hence is appropriate.
<ol> <li>Usability testing (Page#264)</li> <li>Field study</li> <li>Predictive evaluation</li> <li>DECIDE framework</li> </ol>
Question No: 30 (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
<ol> <li>Usability testing</li> <li>Field study (Page#264)</li> <li>Predictive evaluation</li> <li>DECIDE framework</li> </ol>
Question No: 31 (Marks: 1) - Please choose one
Beneath the surface is the of the site: the placement of buttons, tabs, photos, and blocks of text.
<ol> <li>Surface</li> <li>Structure</li> </ol>
3) Skeleton (Page#306) 4) Scope
Question No: 32 (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: 29 (Marks: 1) - Please choose one

<b>Question No: 3</b>	3 (Marks: 1) - Please choose one
are in	ndividual and isolated regions within display that can be selected by the
user to invoke s	pecific operations.
	(7) (4.4.4.2.)
1) Buttons	(Page#133)
2) Pointers	
3) Menus	
4) Window	S
Question No. 3	4 (Marks: 1) - Please choose one
	unction came into being as the result of the implementation model for undo
1) <b>Redo</b>	(Page#314)
2) Undo	(1 agc#314)
3) Repeat	
4) Delete	
Question No: 3	5 (Marks: 1) - Please choose one
If the user wants	s to place the document somewhere in the file system
nierarchy, ne ca	n request this function from the menu.
1) <b>Explicit</b>	y (Page#327)
2) Implicitl	· · · ·
3) Habitual	•
4) Properly	•
, 1	
Question No: 3	6 (Marks: 1) - Please choose one
	nterfaces does not entirely aesthetic concerns, but rather it
places such' con	cerns within the constraints of a Framework.
1) Include,	Functional
2) Exclude	, Functional (Page#343)
*	Non-Functional Non-Functional
4) Exclude,	Non-Functional

Question No: 37 (Marks: 1)	- Please choose one
When developing	_, plan to keep them short, straightforward and avoid
asking too many.	
1) Videos	
2) Documentation	
3) Interview questions	(Page#371)
4) Contextual enquiry	
Question No: 38 (Marks: 1)	- Please choose one
	tell the user when he has made some mistake.
1) Program crash	
2) System stuck	
3) Error messages (Pa	nge#382)
4) Metadata	
Question No: 39 (Marks: 1)	
	ea offeedback with arguments that Users don't
like it.	
1) Audible (Page#393	3)
2) Video	
3) Walkthroughs	
4) Questions	
Question No: 40 (Marks: 1)	- Please choose one
	fronments that are user and context aware.
environments are env	fromments that are user and context aware.
1) Non-attentive	
2) Visual	
3) Sensing	
4) Attentive (Page#418)	
,	
Question No: 41 (Marks: 1)	- Please choose one
User personas that are not prima	ry or secondary are personas.
•	-
1) Served	
2) Negative	
3) Customer	
4) Supplemental (Page#	196)

# Question No: 42 (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

**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 No: 43 (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: 44** (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: 45 (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

Ques	tion No: 46	(Marks: 1) - Please choose one
	is partic	alarly useful early in design. It is excellent technique to use with the
prototy	ype, because	t provides a wealth of diagnostic information.
	~	
	Co-discover	
		vention (Page#276)
	Splendid res	
**	None of the	given
Ques	tion No: 47	(Marks: 1) - Please choose one
Inform	mation sites v	vith daily-updated information will naturally attract users
more	than a month	ly-updated site.
	Repeat	(Page#229)
	Infrequent	
	Non-user	
**	None of the	given
Ougeti	ion No. 18	(Marks: 1) - Please choose one
		ring design to check that product continues to meet user's needs are evaluation.
KIIO W II	as	Cvaluation.
*	Formative	(Page#258)
	Summative	(Tugen200)
	Relative	
	None of the	given
Questi		(Marks: 1) - Please choose one
	-	your primary personas access the site,transient a stance the
site ne	eds to take (r	espectively).
*	Mora Laca	
	More, Less	(Do co#220)
	Less, more	(Page#230)
	Less, less	givon
***	None of the	giveii

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

\_\_\_\_\_ suggests identifying goals and questions first before selecting techniques for the study.

- \* RVM model
- **❖ DECIDE framework** (Page#367)
- Usability testing
- **❖** Field study

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

\_\_\_\_applications are great platforms for creating an environment rich, in visual feedback for the user.

- **❖ Sovereign** (Page#222)
- Transient
- **❖** Auxiliary
- Daemonic

# **Question No: 52** (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: 53 (Marks: 1) - Please choose one

\_\_\_\_\_ is like the building name for a website.

- **❖ Site ID** (Page#287)
- Navigation
- Section
- ❖ None of the given

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

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

- **\*** Evaluation
- **❖** Excise (Page#245)
- Testing
- ❖ None of the given

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

\_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation.

- **❖ Slips, mistakes** (Page#100)
- Errors, slips
- Mistakes, errors
- Mistakes, slips

# Question No: 56 (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)
- None of these
- ❖ It explains what is involved in insight
- It allows ill-defined problems to be solved

# **Question No: 57** (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: 58 (Marks: 1) - Please choose one
involves watching and listening to users.
<ul> <li>Observation (Page#361)</li> <li>Evaluation</li> <li>Qualitative research</li> <li>Interaction</li> </ul>
Question No: 59 (Marks: 1) - Please choose one
The name of the document should be shown on the application's
❖ Menu bar
<b>❖</b> Title bar (Page#326)
❖ Title bar and menu bar
❖ Not Title bar and not menu bar
Question No: 60 (Marks: 1) - Please choose one
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
<b>❖</b> File management (Page#325)
• Data management
<ul> <li>Application management</li> </ul>
Question No: 61 (Marks: 1) - Please choose one
is the remarkable facility that lets us reverse a previous action.
•
Redo
<b>❖ Undo</b> (Page#310)
• Repeat
❖ Delete
Question No: 62 (Marks: 1) - Please choose one
Explanatory undo is, generally, a much more pleasant feature than
Explanatory undo is, generally, a much more pleasant leature than
❖ Single Undo
❖ Multiple undo
❖ Blind undo (Page#312)
❖ Incremental Undo

Question No: 63 (Marks: 1) - Please choose one
Browser Title always contains the word ''.
<ul> <li>Home (Page#300)</li> <li>Default</li> <li>Error</li> <li>Browser</li> </ul>
Question No: 64 (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: 65 (Marks: 1) - Please choose one
are the street signs of the web.
<ul> <li>Site IDs</li> <li>Home pages</li> <li>Page Names (Page#290)</li> <li>Sections</li> </ul>
Question No: 66 (Marks: 1) - Please choose one is not like other pages; it has different burdens to bear, different promises to
keep.
<ul> <li>Homepage (Page#287)</li> <li>Form</li> <li>Navigation bar</li> <li>Sections</li> </ul>
Question No: 67 (Marks: 1) - Please choose one
Number of keystrokes is work.
<ul> <li>Logical</li> <li>Mnemonic</li> <li>Physical (Page#212)</li> <li>Structural</li> </ul>

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

Recalling password is \_\_\_\_\_ work.

- Logical
- Mnemonic (Page#212)
- Physical
- Structural

# Question No: 69 (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#197)
- Negative

# **Question No: 70** (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
- Prototype
- None

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

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

#### **Question No: 72** (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: 73 (Marks: 1) - Please choose one

The goals of HCI are:

- Usability and User Experience (Page#30)
- Learn ability and Comfort
- Tasks and Goals
- All of the above options

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

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

- Two Characteristics
- Three Characteristics
- Five Characteristics (Page#270)
- Seven Characteristics

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

WYSIWYG stands for \_\_\_\_\_\_. (Page# 36)

- 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: 76 (Marks: 1) - Please choose one

is proportional to the amplitude of the sound.

- Pitch
- Loudness (Page#70)
- Timber

#### **Question No: 77** (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: 78** (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: 79 (Marks: 1) - Please choose one

Evaluations done during design to check that product continues to meet user's needs are known as \_\_\_\_\_\_ evaluation.

- Formative (Page#258)
- Summative
- Relative
- None of the given

# Question No: 80 (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: 81** (Marks: 1) - Please choose one

Which of the following is not a secondary color? (Page# 63)

- Green
- Orange
- Purple
- **Blue** (Page#63)

### **Question No: 82** (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: 83** (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: 84** (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: 85** (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#09)

# Question No: 86 (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#30)
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

# Question No: 87 (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: 88 (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: 89** (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: 90** (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

plays a role to bridge up the gape between the interfaces of machines and human understanding.
numan understanding.
♥ Human
<b>▼</b> Computer
<b>♥</b> Human Computer Interaction (Page#14)
▼ None of these
Onestina No. 02 (Marko 1) Bloom de conse
Question No: 92 (Marks: 1) - Please choose one  The persone's needs are sufficiently unique to require a distinct interface form and
The persona's needs are sufficiently unique to require a distinct interface form and behavior is type of Persona.
type of refsond.
<b>▼ Primary</b> (Page#159)
▼ Secondary
▼ Supplement
▼ Negative
Question No: 93 (Marks: 1) - Please choose one
Ais usually a collection of icons those are reminiscent of the purpose of the
various modes.
♥ Button
Pointer (Day #122)
♥ Palette (Page#133)
▼ Title bar
Question No: 94 (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: 91 (Marks: 1) - Please choose one

Question No: 95 (Marks: 1) - Please choose one
During phase, usage and workflow patterns discovered through
<ul> <li>✓ Modeling, analysis</li> <li>✓ Analysis, modeling</li> <li>✓ Testing, modeling</li> <li>✓ Testing, Analysis</li> </ul>
Question No: 96 (Marks: 1) - Please choose one
The Usability Engineering lifecycle was proposed by
<ul> <li>▼ Deborah Mayhew (Page#153)</li> <li>▼ Webster</li> <li>▼ Barry Boehm</li> <li>▼ Hartson</li> </ul>
Question No: 97 (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.
<ul> <li>✓ Incremental</li> <li>✓ Linear (Page#149)</li> <li>✓ Iterative</li> <li>✓ Analytical</li> </ul>
Question No: 98 (Marks: 1) - Please choose one
and are the same things
<ul> <li>▼ Excise and Navigation</li> <li>▼ Excise and Testing</li> <li>▼ Excise and Evaluation</li> <li>▼ All of the given</li> </ul>
Question No: 99 (Marks: 1) - Please choose one
Scenario content and context are derived from information gathered during the phase and analyzed during the phase (respectively).
<ul> <li>Research, modeling (Page#199)</li> <li>Modeling, implementation</li> <li>Research, implementation</li> <li>Modeling, Research</li> </ul>

What do you enjoy most about your job (or lifestyle) is an example of  ✓ Avoidance ✓ Motivation (Page#183) ✓ Exceptions ✓ Attitude-oriented questions  ✓ Question No: 101 (Marks: 1) - Please choose one represents the Early-phase of ethnographic interviews.  ✓ Clarify user roles and behaviors ✓ Confirm patterns of use ✓ Clarifying questions ✓ Focused on domain knowledge (Page#181)
<ul> <li>✓ Motivation (Page#183)</li> <li>✓ Exceptions</li> <li>✓ Attitude-oriented questions</li> <li>Question No: 101 (Marks: 1) - Please choose one         represents the Early-phase of ethnographic interviews.     </li> <li>✓ Clarify user roles and behaviors</li> <li>✓ Confirm patterns of use</li> <li>✓ Clarifying questions</li> </ul>
represents the Early-phase of ethnographic interviews.  Clarify user roles and behaviors Confirm patterns of use Clarifying questions
represents the Early-phase of ethnographic interviews.  Clarify user roles and behaviors Confirm patterns of use Clarifying questions
<ul> <li>Clarify user roles and behaviors</li> <li>Confirm patterns of use</li> <li>Clarifying questions</li> </ul>
<ul><li>♥ Confirm patterns of use</li><li>♥ Clarifying questions</li></ul>
♥ Clarifying questions
• • 1
<b>▼</b> Focused on domain knowledge (Page#181)
Question No: 102 (Marks: 1) - Please choose one
There can only be one persona per interface for a product.
r
<b>▼ Primary</b> (Page#196)
▼ Secondary
♥ Supplemental
▼ Customer
Question No: 103 (Marks: 1) - Please choose one
capture the non-verbal dialogue between artifact and user over time.
♥ Persona
♥ Scenario (Page#199)
<ul> <li>▼ Dialogue</li> <li>▼ Design model</li> </ul>
▼ Design model
Question No: 104 (Marks: 1) - Please choose one
Number of keystrokes is the type of work.
en Turkel
♥ Logical
▼ Mnemonic  ■ Physical (Page#212)
<ul><li>♥ Physical (Page#212)</li><li>♥ Structural</li></ul>

<b>♥</b> Workflow	riented question.  riented question.  roriented question.  roriented question.
	6 (Marks: 1) - Please choose one cons fit into categories of posture.
<ul><li>▼ Two</li><li>▼ Four (I</li><li>▼ Five</li><li>▼ Three</li></ul>	Page#220)
Duestion No. 10	7 (Marks: 1) - Please choose one
boal-oriented con	ntext scenarios are task-oriented than key path
Goal-oriented con	
Goal-oriented conscenario.  Less Alike	Page#208)
Goal-oriented conscenario.  Less (I  Alike  More  None of the	Page#208)

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

Question No: 109 (Marks: 1) - Please choose one
represent the user's expectations of the tangible outcomes of using a speci-
product.
A Non year goals
♦ Non-user goals
<ul><li>♦ End goals (Page#192)</li><li>♦ Experience goals</li></ul>
<ul><li>♦ Life goals</li></ul>
V Life goals
Question No: 110 (Marks: 1) - Please choose one
If the user requires access via a navigational portal relatively infrequently, the approp
posture is
◊ Sovereign
♦ Transient (Page#231)
♦ Temporary
♦ None of the given
v None of the given
Question No: 111 (Marks: 1) - Please choose one
The phase sets the stage for the core of the design effort.
A December 1 december (December 205)
♦ Requirement definition (Page#205)
♦ Modeling
♦ Implementation
♦ None of the given
Question No: 112 (Marks: 1) - Please choose one
If the product is new then time is usually invested in market research.
♦ Less
♦ Less
♦ More
♦ None of the given (Page#257)

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

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**
- ♦ The Help menu isn't in the right place
- ♦ None of the given

# **Question No: 114** (Marks: 1) - Please choose one

\_\_\_\_\_ and \_\_\_\_\_ are the same things.

- **♦ Excise and Navigation** (Page#248)
- ♦ Excise and Testing
- ♦ Excise and Evaluation
- ♦ All of the given

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

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

- ♦ Coding
- **♦ Evaluation (Page#256)**
- ♦ Guideline
- ♦ None of the given

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

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** (Page#200)

# **Question No: 117** (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: 118 (Marks: 1) - Please choose one		
The established standard suite of for most applications consists of the Save		
As dialog, the Save Changes dialog, and the Open File dialog.		
A 00		
♦ OS management		
<b>♦ File management</b> (Page#325)		
♦ Data management		
♦ Application management		
Question No: 119 (Marks: 1) - Please choose one		
Explanatory undo is, generally, a much more pleasant feature than		
♦ Single Undo		
♦ Multiple undo		
♦ Blind undo (Page#312)		
♦ Incremental Undo		
Question No: 120 (Marks: 1) - Please choose one		
Browser Title always contains the word '.		
browser Thie arways contains the word		
<b>♦ Home</b> (Page#300)		
♦ Default		
♦ Error		
♦ Browser		
O ( N 101 (M 1 1) DI 1		
Question No: 121 (Marks: 1) - Please choose one		
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to		
incorporate an tilese together, due to		
♦ Form factor (Page#206)		
♦ Input method		
♦ View		
♦ None of the given		
Question No: 122 (Marks: 1) - Please choose one		
What is the fourth step in defining the requirements with respect to persona-based design?		
A. Creating problem and vision statement		
<ul><li>♦ Creating problem and vision statement</li><li>♦ Brainstorming</li></ul>		
<ul> <li>♦ Identifying persona expectations</li> </ul>		
<ul> <li>♦ Constructing the context scenario (Page#200)</li> </ul>		
(1 10-10-10-10-10-10-10-10-10-10-10-10-10-1		

<b>Question</b>	No: 123 (Marks: 1) - Please choose one
Navigation	n represents excise except in
♦ We	ah
	imes (Page#248)
	ndows
	enus
Ouestion '	No: 124 (Marks: 1) - Please choose one
	requires access via a navigational portal relatively infrequently, the appropriate
$\diamond$ So	vereign
$\diamond$ Tr	ansient (Page#231)
	mporary
♦ No	one of the given
Because th	No: 125 (Marks: 1) - Please choose one ne user's interaction with a program dominates his session at the the program shouldn't be afraid to take as much screen real estate as possible.
♦ Tra	ansient
	xiliary
	vereign (Page#222)
	emonic
Question 1	No: 126 (Marks: 1) - Please choose one
Programs	that are best used full-screen, monopolizing the user's attention for long
periods of	time, are posture application.
^ =	
	ansient (Decention)
	vereign (Page#220)
	xiliary
♦ No	ne of the given

# **Question No: 127** (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: 128** (Marks: 1) - Please choose one

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

- **♦ Brainstorming** (Page#200)
- ♦ Creating problem and vision statement
- ♦ Identifying persona expectations
- ♦ Constructing the context scenario

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

\_\_\_\_\_patterns can be applied at the conceptual level.

- **♦ Postural** (Page#217)
- ♦ Structural
- ♦ Behavioral
- ♦ Mnemonic

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

Overviews serve a similar purpose to \_\_\_\_\_ in an interface.

- ♦ Navigation
- ♦ Excise
- **Signposts** (Page#253)
- ♦ None of the given

Question No: 131 (Marks: 1) - Please choose one	
personas address the needs of customers, not end users.	
$\nabla$ Served	
$\nabla$ Negative	
$\nabla$ Customer (Page#197)	
$\nabla$ Supplemental	
V Supplemental	
Question No: 132 (Marks: 1) - Please choose one	
Navigation represents excise except in	
abla Web	
$\nabla$ Games (Page#248)	
$\nabla$ Windows	
$\nabla$ Menus	
Question No: 132 (Marks: 1) - Please choose one	
Desktop applications fit into categories of posture.	
abla Two	
$\nabla$ Four (Page#220)	
$\nabla$ Five	
$\nabla$ Three	
Question No: 133 (Marks: 1) - Please choose one	
represent the user's expectations of the tangible outcomes of using a specific pr	oduct
$\nabla$ Non-user goals	
$\nabla$ End goals (Page#192)	
$\nabla$ Experience goals	
$\nabla$ Life goals	
Question No: 134 (Marks: 1) - Please choose one	
WYSIWYG stands for	
$\nabla$ Where you see is where you get	
$\nabla$ What you see is what you get (Page#36)	
$\nabla$ When you see it when you get	

DQuestion No: 135 (Marks: 1) - Please choose one
is proportional to the amplitude of the sound.
∇ D(4.1
$\nabla$ Pitch $\nabla$ Loudness (Page#70)
$\nabla$ Loudness (1 age#70) $\nabla$ Timber
v Timbel
Question No: 136 (Marks: 1) - Please choose one
You can load a VCR tape the right way because of
$\nabla$ Physical constraints (Page#106)
∇ Logical constraints
∇ Cultural constraints
$\nabla$ None of these
<b>Physical constraints:</b> Physical constraints refer to the way physical objects restrict th movement of things. For example, the way a external disk can be placed into a disk driv 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 No: 137 (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:
V. Numbers are assist to remember then arbitrary characters
<ul> <li>∇ Numbers are easier to remember than arbitrary characters.</li> <li>∇ The grouping of the numbers is significant</li> </ul>
$\nabla$ Ten numbers is not that many to have to remember from working memory.
$\nabla$ None of these
Question No: 138 (Marks: 1) - Please choose one
Persona is not context specific, so it can be reused easily.
2 2 3 3 3 3 3 3 4 3 4 3 4 3 4 3 4 3 4 3
— True
— False
Question No: 139 (Marks: 1) - Please choose one
In an email application configuring a new email server is a key path activity.
— True

— False

Question No: 140 (Marks: 1) - Please choose one
The size and shape of a compact disk, is a type of constraint.
∇ Physical (Page#106)
∇ Logical
∇ Cultural
$\nabla$ None of these
Question No: 141 (Marks: 1) - Please choose one
Which of the following device can not be useful for a visually impaired person?
$\nabla$ a typical keyboard
$\nabla$ a typical monitor
$\nabla$ a typical speaker
$\nabla$ a typical processor
Question No: 142 (Marks: 1) - Please choose one
The gulf of execution refers to
$\nabla$ The user's difficulty in understanding the feedback from the system
∇ The system's difficulty in presenting information in the output language
$\nabla$ The system's difficulty in converting an input expression into the correct system state transition
$\nabla$ The user's difficulty in formulating and articulating an intention to the system
The user's difficulty in formulating and articulating an intention to the system
Question No: 143 (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?
guidennes generation:
(i) Effectiveness
(ii) Efficiency
(iii) Fault tolerance
(iv)Satisfaction
Select correct option:
(i) & (ii)
(i), (ii) & (iv)
(ii) & (iii)
(ii) & (iv)

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

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

- $\nabla$  Red
- $\nabla$  Yellow
- $\nabla$  Blue
- $\nabla$  Green (Page#62)

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

HCI deals with:

- $\nabla$  Design of interactive system only
- $\nabla$  Evaluation of interactive system only
- $\nabla$  Implementation of interactive system only
- $\nabla$  All of the given choices

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

Human beings interact with outside world, using their

- $\nabla$  input channels
- $\nabla$  output channels
- $\nabla$  sense of sight
- $\nabla$  All of the given (Page#54)

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

Visually impaired persons can interact with outside world using their

- $\nabla$  Sense of sight
- $\nabla$  Sense of hearing
- $\nabla$  Both sense of touch and sense of hearing
- $\nabla$  Sense of touch

Question No: 148 (Marks: 1) - Please choose one	
refers to the relationship between controls and their effects in the world.	
$\nabla$	Visibility
$\nabla$	Affordance
$\nabla$	Mapping (Page#107)
$\nabla$	None of the given
_	
Quest	ion No: 149 (Marks: 1) - Please choose one
	is a very general goal of Usability and refers to how good a system at
donig	what it is suppose to do.
$\nabla$	Effectiveness (Page#31)
	Efficiency
$\nabla$	Utility
$\nabla$	None of the given
Ouest	ion No: 150 (Marks: 1) - Please choose one
	is what goes on in out heads when we carry out our everyday activities?
$\nabla$	Cognition (Page#47)
	Learnability
	Memeorability
$\nabla$	None of the given
Quest	ion No: 151 (Marks: 1) - Please choose one
	is the process by which we use the knowledge we have to draw conclusions
or infe	er something new about the domain of interest.
$\nabla$	Decision Making
$\nabla$	Reasoning (Page#89)
$\nabla$	Problem Solving
$\nabla$	None of the given
	<del>-</del>

Question No: 152 (Marks: 1) - Please choose one
research helps us understand the domain, context and constraints of a product
in different, more useful ways thanresearch do.
<ul> <li>→ Qualitative, Quantitative</li> <li>→ Quantitative, Qualitative</li> <li>→ Qualitative, Deductive</li> <li>→ None of them</li> </ul>
Question No: 153 (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
<ul> <li>→ Spatial and temporal organizations</li> </ul>
→ Organizational memory
→ None of these
Overtion No. 154 (Marker 1) Please shage and
Question No: 154 (Marks: 1) - Please choose one Using icons on the desktop to represent operations is a type of constraint.
complete the desired to represent operations is a type of constraint.
→ Physical
→ Logical
→ Cultural (Page#106)
→ None of these
Question No: 155 (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.
Vicibility
<ul> <li>→ Visibility</li> <li>→ Affordance (Page#105)</li> </ul>
→ Constraint
→ None of these

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

minimizes errors.

- → Affordance
- → Visibility (Page#104)
- → Constraints
- $\rightarrow$  None of these

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

Models are used in design to:

- $\rightarrow$  Generate the design
- → Evaluate the design
- → Generate and evaluate the design
- $\rightarrow$  None of the given

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

What is a semantic network?

- $\rightarrow$  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: 159 (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

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

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

- → Efficiency (Page#31)
- → Effectiveness
- → Utility
- $\rightarrow$  None of the given

# Question No: 161 (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)
- $\rightarrow$  None of the given

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

\_\_\_\_\_language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

- $\rightarrow$  Written, spoken (Page#87)
- → Spoken, written
- → Verbal, non-verbal
- $\rightarrow$  None of the given

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

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

- → Strategic
- $\rightarrow$  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 No: 164** (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: 165** (Marks: 1) - Please choose one Faisal 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 ☼ None of the given **Question No: 166** (Marks: 1) - Please choose one Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.

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

Analytic mode, synthetic mode

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

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?

(Page#153)

- ☆ Auxiliary
- **☼** Transient
- **☼** Information
- ☼ Sovereign

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

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

- **□** Pull Down Menus
- Main Menus
- Icons
- $\square$  Buttons

# **Question No: 169** (Marks: 1) - Please choose one

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

- **□** Voluntary Attention (Page#78)
- □ Involuntary attention
- Divided Attention

# Question No: 170 (Marks: 1) - Please choose one

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

- □ Focused Attention
- □ Involuntary attention
- **□** Divided Attention (Page#78)

# **Question No: 171** (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: 172** (Marks: 1) - Please choose one

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

- $\sum$  Hue
- $\sum$  Intensity
- $\sum_{i=1}^{n}$  Saturation
- $\Sigma$  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 No: 173** (Marks: 1) - Please choose one

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

- $\sum$  Non-user goals
- $\Sigma$  End goals (Page#192)
- $\Sigma$  Experience goals
- $\sum$  Life goals

# **Question No: 174** (Marks: 1) - Please choose one

\_\_\_\_\_ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

- $\sum$  Learnablity
- $\sum$  Memorabilty (Page#32)
- $\sum$  Utility
- $\sum$  None of the given

# Question No: 175 (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
- $\sqrt{\text{Affordance}}$  (Page#105)
- √ Mapping
- $\sqrt{}$  None of the given

# Question No: 176 (Marks: 1) - Please choose one

\_\_\_\_\_is what goes on in out heads when we carry out our everyday activities?

- $\sqrt{\text{Cognition}}$  (Page#47)
- √ Learnability
- √ Memeorability
- $\sqrt{}$  None of the given

# Question No: 177 (Marks: 1) - Please choose one

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

- √ True
- $\sqrt{\text{False}}$  (Page#189)

# Personas and reuse

- Personas context-specific
- Cannot be reused across products

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# **Question No: 178** (Marks: 1) - Please choose one

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

- √ True
- $\sqrt{\text{False}}$  (Page#207)

In an e-mail application, for example, viewing and composing mail are key path activities; configuring a new mail server is not.

# Question No: 179 (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)

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.

# Question No: 180 (Marks: 1) - Please choose one

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

- **Site ID** (Page#287)
- Header
- © Local Navigation
- © Search button

**Site ID:** The Site ID or logo is like the building name for a Web site. At Sears, I really only need to see the name on my way in; once I'm inside, I know I'm still in Sears until I leave. But on the Web—where my primary mode of travel is teleportation—I need to see it on every page.

------Wish U Best of L|U|C|K for EXAMS -----

# MUHAMMAD FAISAL MIT 4th Semster Virtual University of Pakistan