# Sample Questions

## Information Technology

**Subject Name:** User Interaction Design                    **Semester: VIII**

Multiple Choice Questions

| Q1. | Choose the correct option for following questions. All the Questions carry equal marks |
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| | |
| 1. | We study user interaction design to determine how we can make technology-led applications more usable for _____ |
| Option A: | Future Technology |
| Option B: | End-Users |
| Option C: | Software Developers |
| Option D: | Company/IT Industry |
| | |
| 2. | Which Interaction type enables users to fly over them and zoom in and out of different parts? |
| Option A: | Responding |
| Option B: | Exploring |
| Option C: | Manipulating |
| Option D: | Conversing |
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| 3. | According to the studies, which one of these would not be found in a good User interaction design? |
| Option A: | Icons that can have specific meanings |
| Option B: | A long command line to achieve a function |
| Option C: | Sounds that convey meanings |
| Option D: | Common shortcuts, like CTRL+Z for undo |
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| 4. | In User Experience/Usability, which is not included? |
| Option A: | knowledge about Analytics |
| Option B: | Quality |
| Option C: | User interaction design |
| Option D: | Detailed Software Design |
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| 5. | Interaction designer helps in bonding with… |
| Option A: | client and end user |
| Option B: | coder and manager |

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| Option C: | Developer and client |
| Option D: | Coder and tester |
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| 6. | Out of these, which one is not an interface style? |
| Option A: | Command line/command prompt |
| Option B: | Menus |
| Option C: | Natural Language |
| Option D: | Voice Recognition |
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| 7. | Gaps between user and machines are filled with _____. |
| Option A: | Software Engineering |
| Option B: | User communication |
| Option C: | User Interaction Design |
| Option D: | Computer Interfaces |
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| 8. | Operations like Selecting, dragging, opening, closing, zooming in and out using touch gestures on a smartphone are all examples of which type of interaction |
| Option A: | Instructing |
| Option B: | Manipulation |
| Option C: | Conversing |
| Option D: | Exploring |
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| 9. | According to UID Theory, What is pilot study? |
| Option A: | study done before the main study |
| Option B: | done after main study |
| Option C: | done with main study |
| Option D: | done after feedback |
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| 10. | Find the incorrect statement... |
| Option A: | Utility refers to the functionality of a system |
| Option B: | Usability is concerned with adding complexity to the system |
| Option C: | Usability is concerned with making systems easy to use |
| Option D: | Poorly designed computer system can be extremely annoying to users |
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| 11. | Out of the following options, which one is strictly considered not the principle of effective User-centered design? |
| Option A: | Organize technology around the user's goals, tasks and abilities. |
| Option B: | Organize technology around the way users process information and make decisions. |
| Option C: | Create the design without taking the input from the user. |

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| Option D: | Keep the user in control and aware of the state of the system. |
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| 12. | A good way to study User expectations is using…. |
| Option A: | Cognitive walkthrough |
| Option B: | Affinity Diagram |
| Option C: | Market Research |
| Option D: | Contextual Inquiry |
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| 13. | A Prototype is important as it provides a …… |
| Option A: | Mini-Model of existing System |
| Option B: | Manifestation of a design that allows stakeholders to interact with it and to explore its suitability |
| Option C: | Working Model of existing System |
| Option D: | can be applied only to the newly created product |
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| 14. | In UID, Waterfall model is basically a _____ model in which each step must be completed before the next step can be started |
| Option A: | Incremental |
| Option B: | Linear |
| Option C: | Iterative |
| Option D: | Analytical |
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| 15. | In UID, User Evaluation is done based on |
| Option A: | Documents |
| Option B: | Research Results |
| Option C: | Feedback |
| Option D: | Mathematical model |
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| 16. | The Design Council of the UK proposed the double-diamond of design which has four phases. Their sequential steps are |
| Option A: | Define -> Discover -> Develop -> Deliver |
| Option B: | Discover -> Define -> Develop -> Deliver |
| Option C: | Discover -> Develop -> Define -> Deliver |
| Option D: | Define -> Develop -> Discover -> Deliver |
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| 17. | Which of the prototyping methods will cost you more? |
| Option A: | low-fidelity prototype |
| Option B: | Mixed-fidelity prototype |
| Option C: | high-fidelity prototype |
| Option D: | Evolutionary prototyping |
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| 18. | Out of the following which method _____ involves watching and |

| | listening to users |
|---|---|
| Option A: | Interaction |
| Option B: | Observation |
| Option C: | Qualitative research |
| Option D: | Evaluation |
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| 19. | Flat list, Contextual, drop down, Pop-up are styles of _____ |
| Option A: | Menus |
| Option B: | Icons |
| Option C: | Windows |
| Option D: | Mobile Interface |
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| 20. | Over use of sound effects and music can make user _____ |
| Option A: | Frustrated |
| Option B: | Annoyed |
| Option C: | Sad |
| Option D: | Happy |
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| 21. | User experience goals are largely concerned with explicating the _____ of the user experience |
| Option A: | Need |
| Option B: | Mechanism |
| Option C: | Quality |
| Option D: | Quantity |
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| 22 | Which of the following is a desirable aspect of the user experience? |
| Option A: | Annoying |
| Option B: | Gimmicky |
| Option C: | Boring |
| Option D: | Satisfying |
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| 23 | Talking, typing, and swimming activities occur at |
| Option A: | visceral level |
| Option B: | behavioral level |
| Option C: | reflective level |
| Option D: | sensory level |
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| 24 | Which of the following is most time consuming and difficult data gathering technique? |
| Option A: | Questionnaires |
| Option B: | Interviews |
| Option C: | Naturalistic observation |
| Option D: | Studying documentation |
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| 25 | _____ means to employ different data gathering techniques. |

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| Option A: | Triangulation of data |
| Option B: | Investigator triangulation |
| Option C: | Triangulation of theories |
| Option D: | Methodological triangulation |
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| 26. | A prototype of a software system developed in Python is an example of |
| Option A: | Medium-fidelity prototyping |
| Option B: | Low-fidelity prototyping |
| Option C: | High-fidelity prototyping |
| Option D: | Storyboarding prototyping |
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| 27 | _____ is concerned with how to build and code prototypes and devices using electronics. |
| Option A: | Physical computing |
| Option B: | Designing |
| Option C: | Contextual Inquiry |
| Option D: | Ethnography |
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| 28 | _____ enables more people to be studied for longer periods and at the times and locations where observation by researchers is difficult. |
| Option A: | Walkthrough |
| Option B: | SRS |
| Option C: | Usability Testing |
| Option D: | Living lab |
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| 29 | Which of the following is not a design principle that allows the user to maintain control? |
| Option A: | Provide for flexible interaction |
| Option B: | Allow user interaction to be interrupt-able and undo-able |
| Option C: | Show technical internals from the casual user |
| Option D: | Design for direct interaction with objects that appear on the screen |
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| 30 | Small pieces of cardboard about $3 \times 5$ inches is a successful and simple way to prototype an interaction which is called as |
| Option A: | Storyboard |
| Option B: | Sketch |
| Option C: | Index Cards |
| Option D: | System |
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Descriptive Questions

| 10 marks each |
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| 1) Write a note on 10 heuristics by Nielsen. |
| 2) Define usability and identify the most relevant usability goals for Ecommerce website. Also Justify. |
| 3) Compare the commonly used data recording approaches. Explain the importance of observation in data gathering techniques. |
| 4) Identify the situation where you have faced frustrating interfaces, explain the term Frustrating Interface |
| 5) What is Usability? Explain different usability goals. |
| 6) What is Prototyping? Why is it needed? |
| 7) What care will you take while designing an interface for a blind person? |
| 8) Explain different interview styles |
| 9) What do you mean by low-fidelity prototyping? Explain with examples |
| 10) List various usability inspection methods and summarize cognitive walkthrough techniques. |
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| 5 marks each |
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| 1) Explain Wireframe with suitable example. |
| 2) Illustrate the concept of heuristic evaluation. |
| 3) Summarize Principles of good UI Design. |
| 4) Write a note on Good Error Messages with examples |
| 5) Explain Experimental Design and its types. |
| 6) Explain Golden rules and Heuristics in Usability. |
| 7) Outline Interface types and describe any five of them. |
| 8) Explain conceptual model based on activity with example. |
| 9) Describe interface metaphor and analogy with examples. |
| 10) Take any E-commerce application. Discuss how we can minimize user memory load in the usability process. |
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