Solutions to Week 1 Assignment
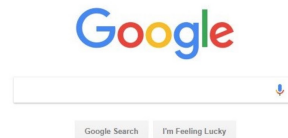
1. Which of the following are the components of the HCI approach to design?
   a. **Tasks**
   b. Usability
   c. **Humans**
   d. **Technology**

2. HCI draws which fields of the fields together?
   a. **Psychology**
   b. Literature
   c. **Design**
   d. **Computer Science**

3. Which of the following is the most likely interface metaphor used by a smartphone calendar?
   a. Take-out Menu
   b. **A paper diary**
   c. Mobile Technology
   d. A touchscreen

4.

   What is the major difference between the two websites?
   a. Background color
   b. The first website provides control over number of results
   c. **The second website only contains UI components which are essential**
   d. The second website has a better color scheme

5. Which one of these would not be found in a good HCI?
   a. Icons that can have specific meanings
   b. Common shortcuts, like CTRL+Z for undo.
   c. Sounds that convey meanings.

     d. A long command line to achieve a function

6. What is the principal interaction mode for a Microsoft Kinect?
    a. Haptic Interface
    b. Mouse Pointer
    c. Exploring and Browsing
    d. Gesture and Body Movements

7. "Good Design is just cool graphics".
    a. True
    b. False
    c. May be

8. Which of the following statements is true?
    a. A good UI design doesn't save money as it is expensive
    b. Bad UI design doesn't really affect the reputation of the company
    c. A good UI design saves time and effort
    d. The UI design doesn't matter as long as the product is great

9. Which of the following is not true of a good design:
    a. Everything designed has an explicit criteria such that the design is useful and usable
    b. Everything is designed keeping a vague context in mind
    c. Both of the above
    d. None of the above

10. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario:

    "*A doctor performs an ultrasound on the ultrasound machine using the handheld device.*"
    a. A doctor
    b. performs an ultrasound
    c. the ultrasound machine
    d. the handheld device

11. What are the goals of a good design?
    a. Safety
    b. Utility
    c. Effectiveness
    d. Efficiency
    e. All of the above

12. Observe the image below and select the best corresponding option:

    a. This is good design because the keyboard is compact

    b. This is bad design because it easy to press the power off switch while trying to increase the volume

    c. This is good design because the logos are aesthetically appealing

    d. This is bad design because the buttons are too small

13. Observe the image below and select the best corresponding option:

    a. This is good design because this arrangement is aesthetically appealing

    b. This is bad design because the buttons are too big

    c. This is good design because the placement of OTIS improves the functionality

    d. This is bad design because it is unintuitive and confusing

14. Observe the image below and select the best corresponding option:

a. This is good design because the layout is original and new
b. **This is bad design because the direction keys are unaligned with the actual directions**
c. This is good design because the arrangement makes the keyboard compact
d. This is bad design because it is aethetically unappealing

15. Observe the image below and select the best corresponding option:

a. **This is good design because it easy to see where to hold the scissor from and not grab the blade**
b. This is bad design because the handle is too big
c. This is good design because the colour scheme is soothing
d. This is bad design because it is easy to mistake the blade for the handle and injure our hand

Solutions to Week 2 Assignment

1. Which of these tools is/are used for selecting any part of the canvas on Photoshop?

   a. **Marquee tool**

   b. **Lasso tool**

   c. Pen tool

   d. Crop tool

2. What does the Eyedropper tool do?
   a. Paints a single dot of color
   b. **Picks/Selects the color at the cursor**
   c. Creates a histogram of the area around the cursor
   d. Fades the colors of an area centered on the cursor

3. Which of the following techniques can teach you a few things about a thousand people?
   a. Cognitive walkthrough
   b. **Market Research**
   c. Affinity Diagram
   d. Contextual inquiry

4. Which of the following is true for contextual inquiry?
   a. With contextual inquiry, you learn a few things about a thousand people
   b. **With contextual inquiry, you learn a thousand things about a few people**
   c. Focus is on what people say
   d. **Focus is on what people do**

5. Which of the following things does Market research helps you learn?
   a. Why are users doing something
   b. A large variety of things about a thousand people
   c. How people do something

d. **What people say**

6. Which of the following statements are true?
    a. Users may sometimes do things without any reason
    b. **Nothing a user does is for no reason**
    c. **Users do not always know what they want**
    d. Sometimes the behaviour of users can be unique to them

7. Contextual Inquiry requires the HCI expert to:-
    a. Intervene the user when he does something incorrect
    b. Make sure the user doesn't think aloud while using the product
    c. Ask the users to summarize their reactions
    d. **Steer the conversation to stay on relevant topics**

8. Contextual inquiry is a quick form of which of the following techniques?
    a. Psychology
    b. **Ethnography**
    c. Focus Group Discussions
    d. None of the above

9. Which of the following are a part of the general process of making an affinity diagram?
    a. **One key concept or observation per sticky note**
    b. **Cluster similar items as you go**
    c. **Label emerging themes**
    d. Decide the themes of clusters in the beginning

10. Choose the option with the correct order.
    a. Cognitive walkthrough -> Affinity diagram -> Contextual inquiry
    b. **Cognitive walkthrough -> Contextual inquiry -> Affinity diagram**
    c. Contextual inquiry -> Affinity diagram -> Cognitive walkthrough
    d. Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

11. Which of the following is an aspect of conducting a Contextual Inquiry?
    a. Using recording techniques
    b. Taking permission from the Institutional Review Board
    c. Having the users sign a consent form
    d. **All of the above**

12. To reposition a layer in the image, you would click the layer listing on the Layers panel, then drag the image with which tool?
    a. Selection tool
    b. Hand tool

    c. Move tool

    d. None of the Above

13. Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the following?
    a. Focus Group Discussion
    b. Contextual Inquiry
    c. Market research
    d. Affinity Diagram

14. Which of the following is true about the process of drawing Affinity Diagrams?
    a. It is immersive
    b. It is persistent
    c. It involves brainstorming
    d. All of the above

15. Clicking and holding the mouse button or Right-clicking on a toolbar icon does what?
    a. Increases the size of that tool
    b. Locks that tool as the default action
    c. Reveals help text for that tool
    d. Shows additional tools related to that tool

Solutions to Week 3 Assignment

1. If a user is in your lab and you need to use lookback.io for user testing, you will use:
   a. Live Moderated Testing
   b. Unmoderated Self-Testing
   c. **In-Person Testing**
   d. None of the above

2. If you need to perform a interactive Task Analysis of your app and you need to use lookback.io for user testing, you will use:
   a. **Live Moderated Testing**
   b. Unmoderated Self-Testing
   c. In-Person Testing
   d. None of the above

3. If you need to give the user some fixed context and then let them understand your app themselves, and you would use _____ on lookback.io :
   a. Live Moderated Testing
   b. **Unmoderated Self-Testing**
   c. In-Person Testing
   d. None of the above

4. Using lookback.io, you can:
   a. **Have an interactive call**
   b. **Rewatch previous interviews**
   c. Conduct interviews without consent
   d. **Invite collaborators to join the interview**

5. An IRB proposal allows the committee to check which of the following:-
   a. Will the study lead to a feasible result
   b. **What kind of data is being collected**
   c. Are the researchers qualified to conduct the study
   d. **Who are the participants in the study**

6. On the basis of which of the following would you reject an IRB proposal
   a. The amount being paid to the subjects is not reflective of their effort
   b. The gender distribution of the study is not equal
   c. **There might be a degree of psychological risk to the participants**
   d. All of the above

7. Which of the following requires explicit signature of the IRB?
   a. Flier
   b. **Consent Form**
   c. Both a & b
   d. Neither a, nor b

8. Which of the following information you should include in an IRB proposal?
   a. **How will the subjects be recruited for the study**
   b. What is the long-term goal of the research
   c. **A summary of the study**
   d. **How will the data collected in the study be useful**

9. Which of the follow is/are **not** an important part of the IRB proposal?
   a. Goals of the research
   b. **Biographies of the researchers conducting the study**
   c. Confidentiality of the data
   d. **Results of the pre-experimental questions**

10. Which of the following discussed in the lecture is analogous to an end user license agreement?
    a. IRB proposal
    b. IRB application
    c. Flier
    d. Pre and Post experimental questions
    e. **Consent Form**

11. Why are pre-experiment questions important in a study?
    a. They allow debriefing the user about the goals of the study
    b. **They help decide if your participant is feasible for the study**
    c. They help ascertain if the subject is just doing the study for the money
    d. None of the above

12. Which of the following buttons can be found in the Material Design Library of proto.io:
    a. **Action Button**
    b. **Raised Button**
    c. Round Button
    d. **Icon Button**

13. To add resources like images to proto.io project, it must be dragged and dropped into the _____ window
    a. **Project Asset**
    b. Layers

c. Images
d. Inspector

14. Proto.io does not have default preset option to create prototypes for:
    a. Smart Phone
    b. Smart TV
    c. Smart Watch
    d. Web Desktop

15. Which of the following tools/services are not compatible with proto.io:
    a. Photoshop
    b. Dropbox
    c. Illustrator
    d. Lookback

Solutions to Week 4 Assignment

1. Which of the following should an HCI expert take care of while designing a product?
   a. You can make as many assumptions as possible
   b. If it's not obvious to the users, it's always their fault
   c. **You should not think yourself as a typical user**
   d. The end user is never a beginner

2. An HCI expert needs to be careful about which of the following
   a. Users hijacking a discussion during an interview
   b. Users deliberately providing incorrect information during a survey
   c. **Users hijacking a discussion during an FGD**
   d. All of the above
   e. Both a and c
   f. None of the Above

3. Why do we need a Survey?
   a. To narrow down the data collection for your problem
   b. Collecting qualitative data
   c. **To understand the needs of a large set of users**
   d. **Statistical representation of the population of interest**

4. Which of the following is a mode of conducting surveys?
   a. Telephone
   b. Web
   c. Hybrid
   d. **All of the above**

5. Which of the following issues occur in personal surveys?
   a. Surveys are unnecessarily long
   b. **Time consuming**
   c. Low response rate
   d. **Users may be biased due to the presence of the interviewer**

6. Which of the following survey techniques has the lowest response rate
   a. **Email**
   b. Telephone
   c. Personal
   d. Web

7. Which of the following is true about closed questions?
   a. Closed questions are easy to code because they are not mutually exclusive

      b. They might introduce bias in the study
      c. Closed questions are time saving
      d. They allow for greater creativity than open ended questions

8. Which of the following is **not** true about open-ended questions?
      a. They are easy to analyze
      b. Allow users to express their ideas without restriction
      c. They incur greater time cost, compared to closed questions
      d. All of the above

9. Which of the following questionnaire designs are particularly useful for exploratory studies?
      a. Closed questions
      b. Hypothetical questions
      c. Questions with mutually exclusive options
      d. Open-ended questions

10. Which of the following techniques can be used to understand the needs of a user?
      a. Focus Group Discussions
      b. Interviews
      c. TV advertisements
      d. None of the above

11. Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
      a. Focus Group Discussions
      b. Cognitive walkthrough
      c. Survey
      d. Pilot study

12. Choose the option with the most optimal order.
      a. Focus Group Discussions -> Interviews -> Surveys
      b. Surveys -> Focus Group Discussions -> Interviews
      c. Surveys -> Interviews -> Focus Group Discussions
      d. Interviews -> Focus Group Discussions -> Survey

13. Which of the following factors **does not** govern the choice of the survey mode?
      a. Time and budget constraints
      b. Quality of the experts that will evaluate the survey
      c. The response rate desired

      d. The complexity of the questions to be asked

14. Which of the following instances illustrates 'cognitive walkthrough'?
      a. Talk to the users about their needs
      b. Consult the experts
      c. Imagine yourself as the user and think from their perspective
      d. None of the above

15. What type of questions should one avoid in a questionnaire?
      a. Double negatives
      b. Leading questions
      c. Demographic questions
      d. Overlapping response categories

16. What is/are the goal/s of Task Analysis?
      a. To determine the tasks that the actual users of the product are most likely to perform
      b. To determine how often are the tasks performed
      c. To identify the tasks that the developers of the product designed into the product
      d. To identify the time constraints on the tasks

17. Which of the following can be classified as a difficult task while navigating on an e-commerce website?
      a. Create an account/Login
      b. Cancel a purchase
      c. Find a product and add to cart
      d. Checkout and proceed to purchase

18. Which of the following was one of the problem with the Stanford Prison Experiment?
      a. Violation of participants' privacy
      b. Ethical issues - severe repercussions on the participants
      c. Participants were not given enough time for the task
      d. Participants found the task very easy

19. Which of the following could be an example of a question in task analysis?
      a. What is your occupation?
      b. Under what situations will you use an app like this?
      c. Have you used a similar app?
      d. How would you change your profile picture in this app?

20. What is an ideal composition of tasks in a task analysis?
    a. All easy tasks
    b. All difficult tasks
    c. A mix of easy, moderate and difficult tasks
    d. More easy tasks and less difficult tasks

Interaction flowcharts typically indicate

the color scheme of a user interface.

the reasons why users need particular tasks.

the order of user actions needed for completing a task.

which user controls are placed on a user interface.

———

An icon is:

a small vertical lever mounted on a base that steers the cursor on a computer display

a graphical picture that reflects specific functions within a system

a button on the mouse that tells the system when an item is selected

a sphere mounted on a fixed base that steers the cursor on a computer display

———-

What is NOT a feature of technology design in consideration of human factors?

Increase in computer speed

Increase in text size and readability

Use of images/symbols for quick reference

3-D images to view terrains and traffic

Use of color coding for identification

———-

How has human-centered design changed the aircraft cockpit display?

Provided an alternate source of energy

Added more displays to increase information

Improved aircraft performance

Reduced information clutter; easier to read

Changed flight schedules

———-

n a well designed User Interface, the systems image and the mental image are completely different.

True

False

———

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.

a, b and c

——-

You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example of which of the following:

visibility

mapping

an affordance

feedback

——-

……………… allows eye to rest between elements of activity

Alignment

Consistency

White space

Metaphor

——-

Text legibility is improved by using only capital letters:

True

False

——

……………… allows eye to parse display more easily

Alignment

Consistency

Clarity

Metaphor

——

Interface design focuses on:

how information is provided and captured from users

the design of forms and reports

the logical design of system files and databases

turning design specifications into working computer code

Several usability measures can be collected while observing users interacting with a computer system including

down time for the application

number of user errors

software reliability

time spent looking at help materials

both b and d

——-

When color is used in a graphical user interface, saturated color pairs are preferred:

True　　　　حله من عندك قدعنه يوحش

False

——-

Which of the following concerns the transfer of control for a) execution of tasks between system and user?

Substitutivity
Customizability
Flexibility
Task migratability

——-

Shortcuts enable frequent users to perform often-used operations quickly

True

False

——

Ethnography focus on understanding the full complexity of behavior, in its complete social context

True

False

——

Structured Interview with groups of individuals focus on preferences and views, not performance

True

False

——

Color is not good for supporting visual search

True

False

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Interaction flowcharts typically indicate

the color scheme of a user interface.
the reasons why users need particular tasks.
the order of user actions needed for completing a task.
which user controls are placed on a user interface.

——-

White space provides symmetry and balance through its use

True قدعنه ريوحشش

False

—————————————————————————————————————-

Be sure to use saturated blues for text or small, thin lines
 True

False

——————————————————————————————————

Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.
 True

False

——-

The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design.
 True

 False

——

In a well designed User Interface, the systems image and the mental image are completely different.
 True

 False

——

Informative feedback inform user about what is occurring
 True

False

——

Affordances are:
 possibilities for using an object or interface.
 the cost of buying a user interface component.
 the completion times for a typical task.
 user settable preferences.
——-

Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.
True

False

——-

Which of the following concerns the transfer of control for a) execution of tasks between system and user?

    Substitutivity
    Customizability
    Flexibility
    Task migratability

——

Metaphor enable tying presentation and visual elements to some familiar relevant items

True

 False

——-

Be sure to use saturated blues for text or small, thin lines
True

 False

——-

Recall is better than recognition to minimize user's memory load
True

 False

——

1- In a well designed User Interface, the systems image and the mental image are completely differen

الجواب metaphore

2- Text legibility is improved by using only capital letters

الجواب : خطأ

3- When color is used in a graphical user interface, saturated color pairs are preferred

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4- The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design.

الجواب : صواب

5- Interaction flowcharts typically indicate

الجواب : order

6- How has human-centered design changed the aircraft cockpit display

الجواب : reduce information clutter

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

الجواب : The grouping of the numbers is significant

8- What is NOT a feature of technology design in consideration of human factors

الجواب : increase computer speed

9- an icon of a file folder, which users can drop files on in order to move them into the folder, is an example of which of the following:

الجواب : a metaphore

10- You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example of which of the following

الجواب : feedback

11- interface design focuses on:

الجواب : يتضمن provid

12- Which of the following concerns the transfer of control for execution of tasks between system and user?

الجواب : Task migratability

13-

1- Which of the following is not a type of meeting and decision support systems?
Answer: Email

2- Video conferencing system is classified as different time and different place in the time-space matrix?
Answer: خطا

3- Chat system is classified as same time and different place in the time-space matrix?
Answer:صح

4- Which of the following is not a predictive evaluation method?
Answer: Epirical Evaluation

5- Which of the following is a predictive evaluation for usability?
Answer: Usability testing

6- Which of the following is not a physical/movement Mode?
Answer: model human processor

7- Which of the following is not a Prototyping Dimension?
Answer: Sketches

8- Which of the following is not a Cognitive Model?
Answer: power law of practice

9- In Incremental Prototyping the next prototype is an improved version of the current?
Answer: صح

10- Fitts' Law describes the time it takes for a person to make a decision as a result of the possible choices he or she has?
Answer:خطأ

11- Interaction flowcharts typically indicate?
Answer: the order of user actions needed for completing a task.

12- Which of the following concerns the transfer of control for execution of tasks between system and user?
Answer: Task migratability

13- Over a short period of time, we find it easier to remember the string of numbers 404 894 6743 because?
Answer: The grouping of the numbers is significant

14- In a heuristic evaluation?
Answer: a group of usability experts review a user interface according to a small set of principles

15- Which one of these would NOT be found in a good HCI?
Answer: A long command line to achieve a function

16- When color is used in a graphical user interface, saturated color pairs are preferred?
Answer:خطأ

17- The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design?
Answer:خطأ

18- Affordances are?
Answer: possibilities for using an object or interface.

19- which of the following is not a Model human processor?
Answer: the memory system

20- Text legibility is improved by using only capital letters?
Answer: خطا

21- Which of the following does not belong to 9 heuristics?

Answer: Easy to use

22- How has human-centered design changed the aircraft cockpit display?

Answer: Reduced information clutter; easier to read

23- Several usability measures can be collected while observing users interacting with a computer system including?

Answer: both b and d

24- You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example of which of the following?

Answer: feedback

25- The summative evaluation is done on finished (or mostly implemented) project?

Answer: صح

26- The Power Law of Practice applies to:?

Answer: sensori-motor skilled behavior

27- Which of the following is not a Goal of HCI evaluation

Answer: Gather data

28- How do you get to know the user in the usability engineering lifecycle?

Answer: Draw up a user profile

29- Interface design focuses on:?

Answer: how information is provided and captured from users

30- What is NOT a feature of technology design in consideration of human factors?

Answer: Increase computer speed

31- In a well designed User Interface, the systems image and the mental image are completely different?

Answer: خطأ

32- Email system is classified as different time and different place in the time-space matrix.

Answer: صح

33- The predictive evaluation is used to evaluate the implementation?

Answer: خطأ

34- An icon is:?

Answer: a graphical picture that reflects specific functions within a system

35- allows eye to rest between elements of activity

White space

36- ……………… allows eye to parse display more easily

Alignment

37- Which of the following concerns the transfer of control for a) execution of tasks between system and user?

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38- Ethnography focus on understanding the full complexity of behavior, in its complete social context

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39- Recall is better than recognition to minimize user's memory load.

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41- Color is not good for supporting visual search

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42- Undo is an example of actions reversal
   True
43- Shortcuts enable frequent users to perform often-used operations quickly
   True
44- Structured Interview with groups of individuals focus on preferences and views, not performance
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45- Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.
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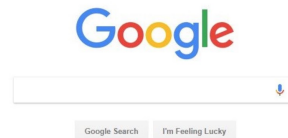   metaphor
49- Informative feedback inform user about what is occurring
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a. This is good design because the layout is original and new
b. **This is bad design because the direction keys are unaligned with the actual directions**
c. This is good design because the arrangement makes the keyboard compact
d. This is bad design because it is aethetically unappealing

15. Observe the image below and select the best corresponding option:

a. **This is good design because it easy to see where to hold the scissor from and not grab the blade**
b. This is bad design because the handle is too big
c. This is good design because the colour scheme is soothing
d. This is bad design because it is easy to mistake the blade for the handle and injure our hand

Solutions to Week 2 Assignment

1. Which of these tools is/are used for selecting any part of the canvas on Photoshop?

   a. **Marquee tool**

   b. **Lasso tool**

   c. Pen tool

   d. Crop tool

2. What does the Eyedropper tool do?
   a. Paints a single dot of color
   b. **Picks/Selects the color at the cursor**
   c. Creates a histogram of the area around the cursor
   d. Fades the colors of an area centered on the cursor

3. Which of the following techniques can teach you a few things about a thousand people?
   a. Cognitive walkthrough
   b. **Market Research**
   c. Affinity Diagram
   d. Contextual inquiry

4. Which of the following is true for contextual inquiry?
   a. With contextual inquiry, you learn a few things about a thousand people
   b. **With contextual inquiry, you learn a thousand things about a few people**
   c. Focus is on what people say
   d. **Focus is on what people do**

5. Which of the following things does Market research helps you learn?
   a. Why are users doing something
   b. A large variety of things about a thousand people
   c. How people do something

d. **What people say**

6. Which of the following statements are true?
    a. Users may sometimes do things without any reason
    b. **Nothing a user does is for no reason**
    c. **Users do not always know what they want**
    d. Sometimes the behaviour of users can be unique to them

7. Contextual Inquiry requires the HCI expert to:-
    a. Intervene the user when he does something incorrect
    b. Make sure the user doesn't think aloud while using the product
    c. Ask the users to summarize their reactions
    d. **Steer the conversation to stay on relevant topics**

8. Contextual inquiry is a quick form of which of the following techniques?
    a. Psychology
    b. **Ethnography**
    c. Focus Group Discussions
    d. None of the above

9. Which of the following are a part of the general process of making an affinity diagram?
    a. **One key concept or observation per sticky note**
    b. **Cluster similar items as you go**
    c. **Label emerging themes**
    d. Decide the themes of clusters in the beginning

10. Choose the option with the correct order.
    a. Cognitive walkthrough -> Affinity diagram -> Contextual inquiry
    b. **Cognitive walkthrough -> Contextual inquiry -> Affinity diagram**
    c. Contextual inquiry -> Affinity diagram -> Cognitive walkthrough
    d. Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

11. Which of the following is an aspect of conducting a Contextual Inquiry?
    a. Using recording techniques
    b. Taking permission from the Institutional Review Board
    c. Having the users sign a consent form
    d. **All of the above**

12. To reposition a layer in the image, you would click the layer listing on the Layers panel, then drag the image with which tool?
    a. Selection tool
    b. Hand tool

     c. Move tool

     d. None of the Above

13. Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the following?
     a. Focus Group Discussion
     b. Contextual Inquiry
     c. Market research
     d. Affinity Diagram

14. Which of the following is true about the process of drawing Affinity Diagrams?
     a. It is immersive
     b. It is persistent
     c. It involves brainstorming
     d. All of the above

15. Clicking and holding the mouse button or Right-clicking on a toolbar icon does what?
     a. Increases the size of that tool
     b. Locks that tool as the default action
     c. Reveals help text for that tool
     d. Shows additional tools related to that tool

Solutions to Week 3 Assignment

1. If a user is in your lab and you need to use lookback.io for user testing, you will use:
   a. Live Moderated Testing
   b. Unmoderated Self-Testing
   c. **In-Person Testing**
   d. None of the above

2. If you need to perform a interactive Task Analysis of your app and you need to use lookback.io for user testing, you will use:
   a. **Live Moderated Testing**
   b. Unmoderated Self-Testing
   c. In-Person Testing
   d. None of the above

3. If you need to give the user some fixed context and then let them understand your app themselves, and you would use _____ on lookback.io :
   a. Live Moderated Testing
   b. **Unmoderated Self-Testing**
   c. In-Person Testing
   d. None of the above

4. Using lookback.io, you can:
   a. **Have an interactive call**
   b. **Rewatch previous interviews**
   c. Conduct interviews without consent
   d. **Invite collaborators to join the interview**

5. An IRB proposal allows the committee to check which of the following:-
   a. Will the study lead to a feasible result
   b. **What kind of data is being collected**
   c. Are the researchers qualified to conduct the study
   d. **Who are the participants in the study**

6. On the basis of which of the following would you reject an IRB proposal
   a. The amount being paid to the subjects is not reflective of their effort
   b. The gender distribution of the study is not equal
   c. **There might be a degree of psychological risk to the participants**
   d. All of the above

7. Which of the following requires explicit signature of the IRB?
    a. Flier
    b. **Consent Form**
    c. Both a & b
    d. Neither a, nor b

8. Which of the following information you should include in an IRB proposal?
    a. **How will the subjects be recruited for the study**
    b. What is the long-term goal of the research
    c. **A summary of the study**
    d. **How will the data collected in the study be useful**

9. Which of the follow is/are **not** an important part of the IRB proposal?
    a. Goals of the research
    b. **Biographies of the researchers conducting the study**
    c. Confidentiality of the data
    d. **Results of the pre-experimental questions**

10. Which of the following discussed in the lecture is analogous to an end user license agreement?
    a. IRB proposal
    b. IRB application
    c. Flier
    d. Pre and Post experimental questions
    e. **Consent Form**

11. Why are pre-experiment questions important in a study?
    a. They allow debriefing the user about the goals of the study
    b. **They help decide if your participant is feasible for the study**
    c. They help ascertain if the subject is just doing the study for the money
    d. None of the above

12. Which of the following buttons can be found in the Material Design Library of proto.io:
    a. **Action Button**
    b. **Raised Button**
    c. Round Button
    d. **Icon Button**

13. To add resources like images to proto.io project, it must be dragged and dropped into the _____ window
    a. **Project Asset**
    b. Layers

  c. Images

  d. Inspector

14. Proto.io does not have default preset option to create prototypes for:

  a. Smart Phone

  b. Smart TV

  c. Smart Watch

  d. Web Desktop

15. Which of the following tools/services are not compatible with proto.io:

  a. Photoshop

  b. Dropbox

  c. Illustrator

  d. Lookback

Solutions to Week 4 Assignment

1. Which of the following should an HCI expert take care of while designing a product?
   a. You can make as many assumptions as possible
   b. If it's not obvious to the users, it's always their fault
   c. **You should not think yourself as a typical user**
   d. The end user is never a beginner

2. An HCI expert needs to be careful about which of the following
   a. Users hijacking a discussion during an interview
   b. Users deliberately providing incorrect information during a survey
   c. **Users hijacking a discussion during an FGD**
   d. All of the above
   e. Both a and c
   f. None of the Above

3. Why do we need a Survey?
   a. To narrow down the data collection for your problem
   b. Collecting qualitative data
   c. **To understand the needs of a large set of users**
   d. **Statistical representation of the population of interest**

4. Which of the following is a mode of conducting surveys?
   a. Telephone
   b. Web
   c. Hybrid
   d. **All of the above**

5. Which of the following issues occur in personal surveys?
   a. Surveys are unnecessarily long
   b. **Time consuming**
   c. Low response rate
   d. **Users may be biased due to the presence of the interviewer**

6. Which of the following survey techniques has the lowest response rate
   a. **Email**
   b. Telephone
   c. Personal
   d. Web

7. Which of the following is true about closed questions?
   a. Closed questions are easy to code because they are not mutually exclusive

- b. **They might introduce bias in the study**
- c. **Closed questions are time saving**
- d. They allow for greater creativity than open ended questions

8. Which of the following is **not** true about open-ended questions?
   - a. **They are easy to analyze**
   - b. Allow users to express their ideas without restriction
   - c. They incur greater time cost, compared to closed questions
   - d. All of the above

9. Which of the following questionnaire designs are particularly useful for exploratory studies?
   - a. Closed questions
   - b. Hypothetical questions
   - c. Questions with mutually exclusive options
   - d. **Open-ended questions**

10. Which of the following techniques can be used to understand the needs of a user?
    - a. **Focus Group Discussions**
    - b. **Interviews**
    - c. TV advertisements
    - d. None of the above

11. Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
    - a. Focus Group Discussions
    - b. Cognitive walkthrough
    - c. Survey
    - d. **Pilot study**

12. Choose the option with the most optimal order.
    - a. Focus Group Discussions -> Interviews -> Surveys
    - b. Surveys -> Focus Group Discussions -> Interviews
    - c. Surveys -> Interviews -> Focus Group Discussions
    - d. **Interviews -> Focus Group Discussions -> Survey**

13. Which of the following factors **does not** govern the choice of the survey mode?
    - a. Time and budget constraints
    - b. **Quality of the experts that will evaluate the survey**
    - c. The response rate desired

d. The complexity of the questions to be asked

14. Which of the following instances illustrates 'cognitive walkthrough'?
    a. Talk to the users about their needs
    b. Consult the experts
    c. Imagine yourself as the user and think from their perspective
    d. None of the above

15. What type of questions should one avoid in a questionnaire?
    a. Double negatives
    b. Leading questions
    c. Demographic questions
    d. Overlapping response categories

16. What is/are the goal/s of Task Analysis?
    a. To determine the tasks that the actual users of the product are most likely to perform
    b. To determine how often are the tasks performed
    c. To identify the tasks that the developers of the product designed into the product
    d. To identify the time constraints on the tasks

17. Which of the following can be classified as a difficult task while navigating on an e-commerce website?
    a. Create an account/Login
    b. Cancel a purchase
    c. Find a product and add to cart
    d. Checkout and proceed to purchase

18. Which of the following was one of the problem with the Stanford Prison Experiment?
    a. Violation of participants' privacy
    b. Ethical issues - severe repercussions on the participants
    c. Participants were not given enough time for the task
    d. Participants found the task very easy

19. Which of the following could be an example of a question in task analysis?
    a. What is your occupation?
    b. Under what situations will you use an app like this?
    c. Have you used a similar app?
    d. How would you change your profile picture in this app?

20. What is an ideal composition of tasks in a task analysis?
    a. All easy tasks
    b. All difficult tasks
    c. **A mix of easy, moderate and difficult tasks**
    d. More easy tasks and less difficult tasks

1-An icon is

a graphical picture that reflects specific functions within a system

2-An icon of a file folder, which users can drop files on in order to move them into the folder, is an example of which of the following:

the ?recognition rather than recall? principle

direct manipulation

a metaphor

A, B and C

3- allows eye to parse display more easily

Alignment

Consistency

Clarity

Metaphor

4-How has human-centered design changed the aircraft cockpit display?

Provided an alternate source of energy

Added more displays to increase information

Improved aircraft performance

Reduced information clutter; easier to read

Changed flight schedules

5-Interaction flowcharts typically indicate

the color scheme of a user interface.

the reasons why users need particular tasks.

the order of user actions needed for completing a task.

which user controls are placed on a user interface.

6-The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design.

True

False

7-Recall is better than recognition to minimize user's memory load.

True

False

8-Structured Interview with groups of individuals focus on preferences and views, not performance

True

False

9-Affordances are:

possibilities for using an object or interface.

the cost of buying a user interface component.

the completion times for a typical task.

user settable preferences.

10-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.

a, b and c

11-Which one of these would NOT be found in a good HCI?

Common short cuts, like CTRL+Z for undo.

Icons that can have specific meanings.

A long command line to achieve a function

Sounds that convey meanings.

12-Several usability measures can be collected while observing users interacting with a computer system including

              down time for the application

              number of user errors

              software reliability

              time spent looking at help materials

              both b and d

13-………………… allows eye to rest between elements of activity

              Alignment

              Consistency

              White space

              Metaphor

14-Undo is an example of actions reversal

True

False

15-Be sure to use saturated blues for text or small, thin lines

True

False

16-In a well designed User Interface, the systems image and the mental image are completely different.

True

False

17-White space provides symmetry and balance through its use

True

False

18-Structured Interview with groups of individuals focus on preferences and views, not performance

True

False

19-Ethnography focus on understanding the full complexity of behavior, in its complete social context

True

False

20-Color is not good for supporting visual search

True

False

21-Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.

True

False

22-Metaphor enable tying presentation and visual elements to some familiar relevant items

True

False

23-Shortcuts enable frequent users to perform often-used operations quickly

True

False

24-White space provides symmetry and balance through its use

True

False

25-Color is not good for supporting visual search

True

False

26-Be sure to use saturated blues for text or small, thin lines

True

False

27-Whencolor is used in a graphical user interface, saturated color pairs are preferred:

True

False

27-Text legibility is improved by using only capital letters:

True

False

28-What is NOT a feature of technology design in consideration of human factors?

Increase in computer speed

Increase in text size and readability

Use of images/symbols for quick reference

3D images to view terrains and traffic

Use of color coding for identification

29-Which one of these would NOT be found in a good HCI?

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30-Several usability measures can be collected while observing users interacting with a computer system including

down time for the application

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software reliability

time spent looking at help materials

both b and d

31-Which of the following concerns the transfer of control for a) execution of tasks between system and user?

Substitutivity

Customizability

Flexibility

Task migratability

32-You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example of which of the following:

visibility

mapping

an affordance

feedback

33-Interface design focuses on:

how information is provided and captured from users

the design of forms and reports

the logical design of system files and databases

turning design specifications into working computer code

Which one of these would NOT be found in a good HCI ?

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Which of the following concerns the transfer of control for execution of tasks between system and user?

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Which one of these is a good reason for taking care to design a good computer human interface?

Not every user is a computer expert

Well designed HCIs allow the software to be sold at a better price.

Well designed HCIs use less computer resources.

Well designed HCIs allow the computer to run faster

What does HCI stand for?

> Human Computer Interface
>
> Human Computer Interaction
>
> Human Computer Implementation
>
> Human Computer Industry

Which of these are attributes of usability?

> Learnability.
>
> Usefulness.
>
> Generalisability.
>
> Dialogue

Several usability measures can be collected while observing users interacting with a computer system including?

Down time for the application

number of user errors

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What is NOT a feature of technology design in consideration of human factors?

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Use of images/symbols for quick reference

3-D images to view terrains and traffic

Use of color coding for identification

Which of the following is not measurable dimension of usability?

Learnability

Efficiency

Price

Error rate

Response time

Satisfaction

What is not an area of study within Human Factors research?

Human performance

Human and technology interaction

Human anatomy

Cognitive research/ human processing

Technology design

Which of the following is NOT a measureable human factor to facilitate the evaluation of a specific user interface design?

Ratio of completed tasks to incomplete tasks.

Rate of error.

Retention over time.

Subjective satisfaction.

Time to learn.

The main goal of HCI is to:

Identify problems and tasks that can be addressed with software products

Create usable software-enabled products and user-interfaces

Enhance the usability of existing software products

a, b and c

The field of HCI is concerned with :

The design of interactive computing systems

a, c, and d

The evaluation of interactive computing systems

The implementation of interactive computing systems

The Human Computer Interaction is :

Mediates the communication between human and computers

Studies the styles of interaction between human and computers

Studies the styles of user interfaces

All of the above

Safety and Security issues are considered:

Goals of HCI

Dimension of usability in HCI

Characteristics of user interface

None

The sequence of interaction between a user and a system refers to :

Interface

Discussion

Dialogue

Session

The dialog between user and system is influenced by

the style of interface

the used programming language

a computer engineering

none of the above

HCI is considered to be :

      a computer science discipline

      a computer engineering discipline

      a psychology and cognitive science

      all of the above

The action of dragging a file into the trash on a desktop on-screen is an example of which usability paradigm

      Use of real-world metaphor

      Windowing system

      Agent-based interface

      Multi-modality

When color is used in a graphical user interface, saturated color pairs are preferred:

False

The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design:

False

Text legibility is improved by using only capital letters:

False

Interaction flowcharts typically indicate

the color scheme of a user interface.

the reasons why users need particular tasks.

the order of user actions needed for completing a task.

which user controls are placed on a user interface.

———

An icon is:

a small vertical lever mounted on a base that steers the cursor on a computer display

a graphical picture that reflects specific functions within a system

a button on the mouse that tells the system when an item is selected

a sphere mounted on a fixed base that steers the cursor on a computer display

———
————————————-

What is NOT a feature of technology design in consideration of human factors?

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———
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————————————-

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False

———
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a, b and c

_____
_____-

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        visibility
        mapping
        an affordance
        feedback
_____
_____-

.... allows eye to rest between elements of activity

        Alignment
        Consistency
        White space
        Metaphor
_____
_____-

Text legibility is improved by using only capital letters:
 True

 False
_____
_____

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        Clarity
        Metaphor
_____
_____

Interface design focuses on:

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              Flexibility
              Task migratability
_____

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 True

 False
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True

False
_____-

Be sure to use saturated blues for text or small, thin lines

True

False
_____

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True

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_____

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True

False
_____

_____

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_____

_____

Informative feedback inform user about what is occurring

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False
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_____

_____

In Incremental Prototyping the next prototype is an improved version of the
1.current

True

False
_____

2 Fitts' Law describes the time it takes for a person to make a decision as a result of the possible choices he or she has

True

False

_____
_____
_____
_____

The Model Human Processor is a theoretical concept not used in the daily practice of
3.User Interface Research and Design

True

False
_____
_____
_____
_____

4 Which of the following is not a Prototyping Dimension
Representation
Scope
Sketches
Maturation

_____
_____
_____
_____

5:The Power Law of Practice applies to
knowledge acquisition
sensori-motor skilled behavior
 quality

_____
_____
_____
_____

6 Which of the following is not a physical/movement Model
Hick's Law
Model human processor
Fitts' Law
Simulations

_____
_____
_____

_____

7 ?Which of the following is not a Model human processor
The perceptual system
The cognitive system
The motor system
The memory system

_____
_____
_____

_____

8 ?Which of the following is not a Cognitive Model
Power Law of Practice
GOMS
Production Systems
Grammars

_____
_____
_____

_____

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_____
_____
_____

_____

10 ?How do you get to know the user in the usability engineering lifecycle
Draw up a user profile
Analyze user complaints
Run a thinking aloud test
Ask user in each phases

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Characteristics of user interface

None

The sequence of interaction between a user and a system refers to :

Interface

Discussion

Dialogue

Session

The dialog between user and system is influenced by

the style of interface

the used programming language

a computer engineering

none of the above

HCI is considered to be :

                a computer science discipline

                a computer engineering discipline

                a psychology and cognitive science

                all of the above

The action of dragging a file into the trash on a desktop on-screen is an example of which usability paradigm

                Use of real-world metaphor

                Windowing system

                Agent-based interface

                Multi-modality

When color is used in a graphical user interface, saturated color pairs are preferred:

False

The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design:

False

Text legibility is improved by using only capital letters:

False

Interaction flowcharts typically indicate

the color scheme of a user interface.

the reasons why users need particular tasks.

the order of user actions needed for completing a task.

which user controls are placed on a user interface.

_____

An icon is:

a small vertical lever mounted on a base that steers the cursor on a computer display

a graphical picture that reflects specific functions within a system

a button on the mouse that tells the system when an item is selected

a sphere mounted on a fixed base that steers the cursor on a computer display

_____

What is NOT a feature of technology design in consideration of human factors?

Increase in computer speed

Increase in text size and readability

Use of images/symbols for quick reference

3-D images to view terrains and traffic

Use of color coding for identification

_____

How has human-centered design changed the aircraft cockpit display?

Provided an alternate source of energy

Added more displays to increase information

Improved aircraft performance

Reduced information clutter; easier to read

Changed flight schedules

_____

in a well designed User Interface, the systems image and the mental image are completely different.

True

False

_____

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.

a, b and c

_____

_____-

You drag a folder to make a copy of its contents. An animation appears on the screen, showing files moving from one folder to another. This is an example of which of the following:

      visibility

      mapping

      an affordance

      feedback

_____

_____-

.... allows eye to rest between elements of activity

      Alignment

      Consistency

      White space

      Metaphor

_____

_____-

Text legibility is improved by using only capital letters:

 True

 False

_____

_____

.... allows eye to parse display more easily

      Alignment

      Consistency

      Clarity

      Metaphor

_____

_____

Interface design focuses on:

      how information is provided and captured from users

      the design of forms and reports

      the logical design of system files and databases

      turning design specifications into working computer code

Several usability measures can be collected while observing users interacting with a computer system including

      down time for the application

      number of user errors

      software reliability

      time spent looking at help materials

      both b and d

_____

When color is used in a graphical user interface, saturated color pairs are preferred:
True

False
_____

_____-
Which of the following concerns the transfer of control for a) execution of tasks between system and user?

        Substitutivity
        Customizability
        Flexibility
        Task migratability
_____

_____-
Shortcuts enable frequent users to perform often-used operations quickly
True

False
_____

__
Ethnography focus on understanding the full complexity of behavior, in its complete social context
True

False
_____

_____
Structured Interview with groups of individuals focus on preferences and views, not performance
True

False
_____

_____
Color is not good for supporting visual search
True

False
_____

Interaction flowcharts typically indicate
        the color scheme of a user interface.
        the reasons why users need particular tasks.
        the order of user actions needed for completing a task.
        which user controls are placed on a user interface.

White space provides symmetry and balance through its use
 True

 False
_____-

Be sure to use saturated blues for text or small, thin lines

 True

 False
_____
Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.
 True

 False
_____
_____-
The Model Human Processor is a theoretical concept not used in the daily practice of User Interface Research and Design.
 True

 False
_____
_____

In a well designed User Interface, the systems image and the mental image are completely different.
 True

 False
_____
_____

Informative feedback inform user about what is occurring
 True

 False
_____
_____

Affordances are:
            possibilities for using an object or interface.
            the cost of buying a user interface component.
            the completion times for a typical task.
            user settable preferences.
_____
_____-

Observation technique focus on specific task-relevant behaviors in notes, but later convert to abstract subtasks.

True

 False
_____
_____-

Which of the following concerns the transfer of control for a) execution of tasks between system and user?

Substitutivity
Customizability
Flexibility
Task migratability
_____
_____

Metaphor enable tying presentation and visual elements to some familiar relevant items

True

 False
_____
_____-

Be sure to use saturated blues for text or small, thin lines
True

 False
_____
_____-

Recall is better than recognition to minimize user's memory load
True

 False
_____
_____

لسست مسسؤول عن الاجابات انما هذا اجتهاد شخصي ..اذا فادتكك
هات دعوة يوحش ..#قدعنة