1) Which one of these would NOT be found in a good Human Computer Interaction?
   A) Common short cuts, like CTRL+Z for undo   B) Icons that can have specific meanings
   C) A long command line to achieve a function D) Sounds that convey meanings
   Answer : C

2) Conventional wisdom says that …………….. tell the user when he has made some mistake.
   A) program crash   B) system stuck
   C) error messages   D) metadata
   Answer : C

3) How do you identify the user in the usability engineering lifecycle?
   A) Draw up a user profile   B) Run a thinking aloud test
   C) Assume the role of an apprentice learning from the master craftsman   D) Observe representative Users
   Answer : D

4) In a heuristic evaluation ……………………
   A) A group of usability expert judges an interface with a detailed checklist of guidelines   B) A group of test users conducts a formal experiment
   C) A group of psychologists administers a questionnaire   D) A group of usability experts reviews a user interface according to a small set of general principles
   Answer : B

5) The primary interactive method of communication used by human is …….
   A) reading   B) writing
   C) speaking   D) Listening
   Answer : C

6) Identify from among the following the attribute of usability.
   A) Learnability   B) Usefulness
   C) Generalizability   D) Subjective satisfaction
   Answer : A

7) Unlike traditional observation, guided observation ………………..
   A) set a strict guidelines for session activities   B) reduces error introduced by the experimenter
   C) sets strict guidelines for session length D) includes some interaction with participants
   Answer : B

8) A persona in the context of goa- oriented interaction design ………..
   A) is used to role-play through an interface design   B) is a real person
   C) represents a particular type of user   D) should represent an average user
   Answer : A

9) Which of the following fields is not an influence on Human Computer Interaction (HCI)?
   A) Ergonomics   B) Cognitive psychology
   C) Computer science   D) All of the above are an influence on HCI
   Answer : D

10) The name of the document should be shown on the application's ………………
   A) menu bar B) title bar
   C) tool bar   D) status bar
   Answer : B

11) is the best example for design.
   A) View   B) Model
   C) Analyzing D) None
   Answer : B

12) What is the benefit of good design
   A) positive effect or performance   B) success
   C) Both a & b D) None
   Answer : C

13) Study of how computer works together and to satisfy for accurate results is known as
   A) Good design   B) HCI
   C) Bad design D) All the Above

Answer : B

14) _____ & _____ are the main functions of GUI.
  A) Pointing & Selecting   B) Selecting & Executing
  C) Pointing & Editing D) None of these
  Answer : A

15) is an intermediate between users and computer.
  A) Keyboard   B) Monitor
  C) Both a & b D) Mouse
  Answer : B

16) When users are involved in complex tasks, the demand on _____ can be
significant.

  A) short-term memory B) shortcuts

  C) objects that appear on the screen D) all of the mentioned
  Answer : A

17) Which of the following option is not considered by the Interface design?

  A) the design of interfaces between software components
       B) the design of interfaces between the software and human producers and
consumers of information

  C) the design of the interface between two computers
       D) all of the mentioned
  Answer : C

18) What incorporates data, architectural, interface, and procedural representations of
the software?

  A) design model
       B) user's model

  C) mental image
       D) system image
  Answer : A

19) What establishes the profile of end-users of the system?

  A) design model
       B) user's model

  C) mental image
       D) system image
  Answer : B

20)
The cognitive walkthrough mainly evaluates a product's?

  A) Utility
       B) Efficiency

  C) Likeability
       D) learnability
  Answer : D

21) Providing accelerators (e.g. keyboard shortcuts) mostly addresses?

  A) Efficiency
       B) Learnability

  C) Attitude
       D) Utility
  Answer : A

22)
A pluralistic walkthrough?

A) requires a fully functional prototype
     B) Is usually conducted at the end of the development process

C) Is often conducted with low-fidelity designs
     D) Requires having several alternate designs
Answer : C

23)
A)   B)
C)   D)
Answer : D

24)
Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?

A) VR
     B) IR

C) AR
     D) OR
Answer : A

25)
Which of the following corresponds to the computer interface technology that uses icon, etc?

A) CUI
     B) CAI

C) GDI
     D) GUI
Answer : D

26)
Which of the following is the appropriate term to represent the processing mode in which computer user exchange information with the computer by selecting the icons displayed on the screen, and entering commands using the keyboard, adding human judgment to the information processing?

A) Time sharing processing
     B) Online transaction processing

C) Batch processing
     D) Interactive processing
Answer : C

27) Which of the following does not include in Shneiderman's 8 golden rules?

A) Support internal locus control
     B) Maintain the system frequently

C) Permit easy reversal actions
     D) Offer informative feedback
Answer : B

28) How many main categories of principles to support usability?

A) 5.0   B) 4.0
C) 6.0   D) 3.0
Answer : D

29) Which of the following is not a Model human processor?

A) The perceptual system   B) The cognitive system
C) The motor system   D) The memory system
Answer : D

30)

Which of the following does not belong to 9 heuristics?

   A) Provide clearly marked exits
         B) Easy to use

   C) Minimize user memory load
         D) Speak user language
   Answer : B

31) in a heuristic evaluation:

   A) a group of psychologists administer a questionnaire
         B) A group of usability experts review a user interface according to a small set
of principles

   C) a group of test users conduct a formal experiment
         D) A group of usability experts judge an interface with a detailed checklist of
guidelines
   Answer : B

32) Concerning the legibility of text:
   A) . If lines are too long, the text is hard to read B) All upper case improves
reading speed.
   C) A good font size for flowing text is 10 pt.   D) All upper case improves
reading speed.
   Answer : A

33) What is the best description of a conceptual model?
   A) A high level description of how a system is organised and how it operates B)
Interaction paradigms and interaction modes
   C)   D) The problem space faced by the designer when gathering user   requirements
   Answer : A

34) Which is the best example of triangulation in data gathering?
   A) Collecting information about designer's model, user's mental model, and system
image. B) sing different theories with which to interpret data.
   C) Using multiple researchers in a user-centred evaluation.   D) Collecting data from
users in different ways with different methods.
   Answer : D

35) Which of the following is a problem with low-level prototyping?
   A) Testers tend to comment on superficial aspects and not content.   B) They take too
long to build.
   C) User expectations can be set too high.   D) None of the above.
   Answer : D

36) The sensitivity of cones to blue light results into
   A) lower red acuity   B) lower red acuity
   C) higher blue acuity D) lower blue acuity
   Answer : D

37) What is an affinity diagram?
   A) A diagram showing the degree of connection between people in social networks
B) A diagram used to show people's cultural affinities or sense of belonging to groups.
   C) A diagram that organises individual ideas and insights into a hierarchy showing
themes D) A variant of a tag cloud that is generated from think-aloud protocols.
   Answer : C

38) Where would a card-based prototype best fit in the design process?
   A) After conceptual design, before scenario design   B) After scenario design, before
storyboarding.
   C) After storyboarding, before low-level prototyping. D) After low-level prototyping,
before high-level prototyping.
   Answer : C

39) The following are examples of placing "knowledge in the world":
   A) Showing an example of the required date format.   B) Using previously entered
values as defaults.
   C) Using shape coding for aircraft controls   D) All of the above.
   Answer : D

40) Regarding user interface components:
  A) Vertically scrolling lists support single-item scrolling   B) A single row of tabs
(property sheets) is a good user interface design.
  C) . On the Macintosh, the trash can was used to eject a diskette.   D) All of the
above.
  Answer : D

41) A task of developing a technical blueprint and specifications for a solution that
fulfills the business requirements is undertaken in the following phase of the system
development process
  A) system initiation B) system implementation
  C) system analysis   D) system design
  Answer : D

42) Which of the following is NOT a category of entities?
  A) concept   B) place
  C) object   D) relationship
  Answer : D

43) You are running a user test session and your participant wants to leave half way
through the session. What do you do?
  A) Ask them to stay until the end as planned, so you can collect your data.   B) After
ensuring they do not need medical help, let them leave, with your thanks.
  C) Offer them an incentive payment to encourage them to finish the   D) None of the
above.
  Answer : B

44) The limits on the human ability to seen is set by the
  A) loss of suppression   B) loss of oppression
  C) loss of discrimination   D) loss of calibration
  Answer : C

45) The user input in human computer interaction is occurred through
  A) motor controls   B) experience
  C) senses   D) education
  Answer : C

46) What is the best description of a conceptual model?
  A) A high level description of how a system is organised and how it operates B)
Interaction paradigms and interaction modes
  C) The problem space faced by the designer when gathering user   requirements D) None
of the above.
  Answer : A

47) The reading speed and accuracy is increased by reading familiar words based on
  A) word shape B) word color
  C) word as single letter   D) word as character by character
  Answer : A

48) The small region of retina where optic nerve enters the eye is called
  A) fovea   B) blind spot
  C) ligament   D) lens
  Answer : B

49) The user's vocal system is categorically used as
  A) input control   B) processing control
  C) memorization control   D) motor control
  Answer : D

50) The ear of a human is further categorized into
  A) two sections   B) three sections
  C) four sections   D) five sections
  Answer : B

51) The light sensitive part of an eye in human vision system is
  A) lens   B) cornea
  C) retina   D) rods
  Answer : C

52) What interaction paradigm did the Xerox Star use?
  A) Conversation   B) Knowledge of a physical desktop
  C) Embedded computing   D) Windows, Icons, Mouse, and Pointer (WIMP).
  Answer : D

53) Select the best way of analysing qualitative user comments collected during a user tset
  A) Classify the comments into categories and count number of comments in each category
B) Find the average and the standard deviation of the data and report it in the body of the report
  C) Use a scatterplot to graph users on the x axis and comments on the y axis.
D) Look for critical incidents to report.
  Answer : A

54) What are web analytics?
  A) Online methods for performing usability tests through the cloud.   B) Web-based methods for performing analysis of video records and electronic logs of user interaction
  C) Web-based methods for performing statistical analysis of data, using tools such as SPSS   D) Online methods for analysing and visualising patterns of visiting a website, viewing
  Answer : D

55) Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?
  A) End users and designers   B) Designers and usability experts
  C) Usability experts and marketing personnel D) Designers and marketing personnel.
  Answer : B

56) The analogy of the user in HCI is used as
  A) requirements design system B) system design
  C) information processing system   D) system output
  Answer : C

57) Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.
  A) button   B) text
  C) label   D) header
  Answer : B

58) The term "physical reception" of stimulus actually describes the
  A) infinite capabilities of human   B) skills of human vision
  C) unlimited human vision   D) limitation of human vision
  Answer : D

59) Rolf Molich's Comparative Usability Evaluation (CUE) studies:
  A) show there is a large amount of overlap between findings from different teams.
B) show many teams found more problems than they chose to report.
  C) use the Common Industry Format (CIF) for usability reports.   D) show that usability testing finds all known problems.
  Answer : B

60) Regarding the measurement of usability attributes:
  A) Reliability is measured by performing common use cases   B) . Sample expert users are needed to measure efficiency.
  C) Learnability is determined by measuring the time it takes to explain an interface to a new user.   D) None of these
  Answer : B

61) Which of these are usability inspection methods?
  A) Action Analysis   B) Heuristic Evaluation
  C) Cognitive Walkthrough   D) All of the above.
  Answer : D

62) Exploratory Evaluation:
  A) explores the potential design space for new designs.   B) involves collecting process data.
  C) a special kind of goal.   D) is a usability inspection method.
  Answer : A

63) What are the pros (advantages) of a heuristic evaluation?

A) all known problems are found   B) 3 evaluators find 80% of all known problems
C) usable early in development   D) costly
Answer : C

64) In general, a pilot test is intended to:
  A) discover gear-up accidents with aircraft landing gear.   B) discover unrealistic
time estimates for tasks.
  C) discover effective equipment.   D) determine an alternative set of tasks for
testing
  Answer : B

65) : _____capture the non-verbal dialogue between artifact and user over time.
  A) Persona   B) Scenario
  C) Dialogue   D) Design model
  Answer : B

66) Explanatory undo is, generally, a much more pleasant feature than _____.
  A) Single Undo   B) Multiple undo
  C) Blind undo D) Incremental Undo
  Answer : C

67) Browser Title always contains the word '_____'.
  A) Home   B) Default
  C) Error   D) Browser
  Answer : A

68) _____ and _____ are the same things
  A) Excise and Navigation   B) Excise and Testing
  C) Excise and Evaluation   D) All of above
  Answer : A

69) Which of the following does not belong to 9 heuristics?
  A) Provide clearly marked exits
        B) Easy to use
  C) Minimize user memory load
        D) Speak user language
  Answer : B

70) People frequently counter the idea of _____feedback with arguments that Users
don't like it
  A) Audible   B) Video
  C) Walkthroughs   D) Questions
  Answer : A

71) Which of the following is the comparison of what happened in the world with what we
wanted to happen?
  A) Action   B) Evaluation
  C) Execution D) None of these
  Answer : B

72) Conventional wisdom says that _____ tell the user when he has made some mistake.
  A) Program crash   B) System stuck
  C) Error messages   D) Metadata
  Answer : C

73) What are valid kinds of working prototype, along the dimensions of features and
funtionality?:
  A) Vertical prototype B) Scenario prototype
  C) Horizontal prototype   D) All of the above.
  Answer : D

74) The test materials for a usability test should include:
  A) Oriental Script   B) Data Connection Form
  C) Debriefing Topic Guide   D) Personality Questionnaire
  Answer : C

75) The human perception in reading process is the part of
  A) saccades   B) fixations
  C) regressions   D) suppression
  Answer : B

76) The simple model of human interaction was proposed in
  A) 1990.0   B) 1989.0
  C) 1983.0   D) 1988.0
  Answer : C

77) The characteristic of a software that enable it to be used multiple times is called
  A) reusable   B) useful
  C) usable   D) used
  Answer : A

78) The ratio of brightness of the color is defined as
  A) contrast   B) saturation
  C) intensity D) hue
  Answer : C

79) What is the most important property that a prototype should have?
  A) It should support a wide range of user tests.   B) It should look like the final product.
  C) It should allow the key design concepts to be tested with users.   D) It should be easy to throw away.
  Answer : C

80) What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?
  A) Agile programming methods were interlaces with iterative user testing.   B) Four different data gathering techniques were used.
  C) Participatory design was used.   D) Vibrations indicated the arrival of new photos in the application.
  Answer : B

81) The optical illusion used in designs effects page
  A) symmetry   B) composition
  C) borders   D) asymmetry
  Answer : A

82) All of the following are the project management causes of failed projects, except
  A) lack of organization's commitment to the system development methodology   B) lack of project documentation
  C) premature commitment to a fixed budget and schedule   D) failure to adopt to business change
  Answer : B

83) If you are taking lecture and suddenly you hear music or voices from the other room. It is called?
  A) Focused attention B) Divided attention
  C) Voluntary attention   D) Involuntary attention
  Answer : D

84) _____refers to how good a system at doing What it is supposed to do?
  A) Safety   B) Usability
  C) Efficiency D) Effectiveness
  Answer : D

85) _____ applications are great platforms for creating an environment rich, in visual feedback for the user.
  A) Sovereign B) Transient
  C) Auxiliary D) Daemonic
  Answer : A

86) _____ is the remarkable facility that lets us reverse a previous action.
  A) Redo   B) Undo
  C) Repeat   D) Delete
  Answer : B

87) The field of HCI _____

  A) is a brunch of computer engineering

B) involves very little applied knowledge

C) focuses on the study of human behavior on the basis of pschology

D) attempts to understand and shape the way people interact with computers

Answer : D

88) he Usability Engineering involve three phase EXCEPT:

A) Requirement Analysis

B) Implementation

C) Installation

D) Design, testing, and development

Answer : A

89) _____ plays a role to bridge up the gape between the interfaces of machines and human understanding.
A) Human   B) Computer
C) Human Computer Interaction D) None of these
Answer : C

90) A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.
A) Button   B) Pointer
C) Title bar D) Palette
Answer : D

91) What do you enjoy most about your job (or lifestyle) is an example of _____.
A) Avoidance B) Motivation
C) Exceptions D) Attitude-oriented questions
Answer : B

92) Waterfall model is basically a _____ model in which each step must be completed before the next step can be started
A) Incremental   B) Linear
C) Iterative D) Analytical
Answer : B

93) Which of the technique evaluates design on how well it supports user in learning task

A) Heuristik Evaluation

B) Cognitive Walkthrough

C) Model-based Evaluation

D) Review Based Evaluation

Answer : A

94) Choose THREE (3) senses in Multi-modal Technology
i. Touch
ii. Smell
iii. Sound
iv. Instinct

A) i, ii and iii

B) i, iii and iv

C) i, ii and iv

D) ii, iii and iv
    Answer : A

95) There can only be one _____ persona per interface for a product
    A) Primary   B) Secondary
    C) Supplemental   D) Customer
    Answer : A

96) What are the most common things you do with the product is a type of _____.
    A) Goal-oriented question.   B) System-oriented question.
    C) Workflow-oriented question.   D) Attitude-oriented question.
    Answer : B

97) Which of these are attributes of usability?
    A) Usefulness B) Generalisability
    C) Reliability   D) Learnability
    Answer : D

98) In human vision, the light into a sharp image is been focused by
    A) rods   B) lens
    C) retina   D) cones
    Answer : B

99) The division of visual perception process of human is in total
    A) 1 stage   B) 2 stages
    C) 3 stages   D) 4 stages
    Answer : B

100) Backup and recovery procedures are primarily implemented to
    A) to provide data redundancy B) to show different versions of data and programs
    C) handle the contingency when a file gets corrupted D) All of the above
    Answer : C

101) A technique that organizes data into groups to form non-redundant, stable, flexible,
and adaptive entities is:
    A) optimization   B) normalization
    C) randomization   D) requirements analysis
    Answer : B

102) Which of the following is not a factor in the failure of the systems developments
projects?
    A) size of the company   B) failure of systems integration
    C) inadequate user involvement   D) continuation of a project that should have
been cancelled
    Answer : A

103) A software might allow a user to interact via

    A) keyboard commands
        B) mouse movement

    C) voice recognition commands
        D) all of the mentioned
    Answer : D

104) _ helps meet psychological and cognitive processing needs, increases human
confidence.

    A) Attitude

        B) Feedback

    C) Visual Analysis   D) Interaction Design
    Answer : B

105) Evaluation done during design to check that product continues to meet users'needs
are known as _____ evaluation

A) Summative

   B) Formative

C) Relative

   D) Qualitative
Answer : B

106) What is the fundamental insight underlying the "cognitive walk through" method of evaluation?

A) The idea that cognitive processes are the most important aspect of the user experience

   B) The idea that users can sometimes be left out of the evaluation

C) The idea that users earn by exploring an interface

   D) The idea that experts need to work hand in hand with useers to develop an optimal user experience
Answer : C

107) Which of the following is a design implication of our understanding of human attention?

A) Tactile feedback should make the same kinds of distinctions that a person would feel in the world

   B) Avoid cluttering the interface with more information than is needed at the present moment for the user

C) Text should be legible and distinguishable from its background under different lighting conditions   D) Sounds should be audible and distinguishable in the user
Answer : B

108) What is the disadvantage of using focus groups to elicit user requirements?

A) Diverse or sensitive issues may be raised B) User may not be able to articulate what their requirements are?
C) Differences opinion may emerge that confuse the requirements gathering process
D) People don't necessarily respond the same way in a test as they would do in real life
Answer : C

109) "An informal narrative description of human activities or tasks in a story that allows exploration and discussion of contexts, needs, and requirements" describes which of the following?

A) Storyboard B) Scenario

C) Use Case   D) UML Case
Answer : B

110) Mental model is a/ an _____ of a device or a system

A) summary of the characteristics of users

B) estimate of mental level of users

C) human representation of the conceptual structure

D) investigation results about mental characteristics of users
Answer : C

111) What is the most important property that prototype should have?

A) should allow the key concepts to be tested with users

B) should support a wide range of user tests

C) should look like the final product

D) should be easy to throw away
Answer : A

112) Metaphor is a cognitive process in which an experience is related to:

A) an already familiar concept

B) a newly created concept
C) an expert rule   D) an organizational rule
Answer : A

113) A simplified model of Human Information Processign include human resources such as:

A) memory

B) strength

C) energy

D) head
Answer : A

114) The design of a keyboard layout reflects the _____ concern in HCI

A) cognitive

B) physical

C) usefulness

D) usability
Answer : B

115) Define life cycle model in HCI.

A) Spiral, usability engineering

B) Star, usability engineering

C) usability engineering, iterative design

   D) Star, iterative design
   Answer : B

116)   Process oriented
   Main element
   Issue, position and arguments
Which design rationale suite the characteristic above?

   A) Issue-based Information system

   B) Design space analysis

   C) Psychological Design Rationale

   D) Graphical Design Rationale
   Answer : A

117) Which rule in Schneiderman Golden Rule suite the statement below
"For every user action, to simplify new system sign up process, error correction system
must be provided to facilitate user"

   A) Strive for consistency

   B) Offer informative feedback

   C) Disign dialogues to yield closure

   D) Offer error prevention and simple error handling
   Answer : A

118) Which of the following is the handwriting recognition device?

   A) Tablet PC

   B) LCD monitor

   C) Keyboard

   D) Monochrome monitor
   Answer : A

119) How many principle in universal design?

   A) Six

   B) Seven

   C) Eight

   D) Ten
   Answer : B

120) Given a scenario where you have a very small user base, which evaluationstrategy
would you select:
  A) Between groups   B) Within groups, fixed order tasks
  C) Within groups, randomised tasks   D) Within groups, a combination of fixed and
random tasks
  Answer : C

121) Which of the following is/are false about Within-group study design?
  A) There are two groups of test users B) There is one group of test users
  C) There is a learning effect D) Every test user uses both systems
  Answer : A

122) In user experiments, we have a Control Group to:
  A) Deal with extra people   B) Establish a baseline
  C) Evaluate the default behaviour of people   D) Distract people
  Answer : C

123) Suppose you have designed two versions of your application and you show themto a set
of 10 users one by one for a user study. Which of the following studydesigns does this
signify?
  A) Within-Group   B) Between-Group
  C) Control-group   D) None of the above
  Answer : A

124) Which of the following is true about good design?
  A) Good design is just cool graphics B) Good design is just common sense
  C) Good design comes from an iterative process with the user in loop D) Good design
can come from fixing the UI at the end
  Answer : C

125) HCI design standards include recommendations based on
  A) human physical,   B) cognitive
  C) affective characteristics D) ALL of the Above
  Answer : D

126) Which of the following is golden rule for interface design?

  A) Place the user in control
        B) Reduce the user's memory load

  C) Make the interface consistent
        D) All of the mentioned
  Answer : D

127) Which of the following is not a design principle that allow the user to maintain
control?

  A) Provide for flexible interaction
        B) Allow user interaction to be interrupt-able and undo-able

  C) Show technical internals from the casual user
        D) Design for direct interaction with objects that appear on the screen
  Answer : C

128) Which of the following is not a user interface design process?

  A) User, task, and environment analysis and modeling
        B) Interface design

  C) Knowledgeable, frequent users
        D) Interface validation
  Answer : C

129) HyperCard is used to develop a quick
  A) system design   B) software
  C) mockup   D) quality test
  Answer : C

130) The total number of stages of reading process of the data from screen is
  A) 2.0   B) 3.0
  C) 4.0   D) 5.0
  Answer : B

131) Which of the following are principles of icon design?
  A) The icon set should be consistent in terms of size, colours, metaphor, and level of
realism.   B) Design a set of icons as a whole.

C) The icons in a set should be visually balanced   D) All of the above.
   Answer : D

132) What is the principal interaction mode for a Wii system?
  A) Gesture and body movements B) Haptic (touch) interface
  C) Exploring and browsing   D) Infrared position detection
   Answer : A

133) What is true for vertical protoyping?
  A) It is a particular kind of working prototype.   B) It provides full interface
features.
  C) . It is designed to show how much vertical scrolling is acceptable D) . It provides
critical functionality.
   Answer : A

134) What kind of activity does the D.E.C.I.D.E. acronym support?
  A) Planning and conducting an evaluation and analysing the data.   B) Conducting
user tests.
  C) Deciding what kind of prototype to use for user tests.   D) Deciding whether to
perform empirical or analytical evaluations.
   Answer : A

135) By using capitalized words, the reading speed and accuracy
  A) increased B) improved
  C) declined   D) leveled
   Answer : C

136) Impressing moving icons in a system design can be
  A) appealing B) attractive
  C) distracting   D) attentive
   Answer : C

137) The speed of reading text in reading process is measured by using
  A) legibility B) usability
  C) quality   D) readability
   Answer : A

138) The design of a system must be developed
  A) integrally with each part of system   B) at the end
  C) at the start   D) never
   Answer : A

139) Which is the best definition of an interface metaphor?
  A) In broad terms, the kind of technical and software framework within which human
system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world
that is used in the interface to help the user understand what to do (e.g., click on tabs
to change window contents, use shopping cart to store items to purchase)
  C) What the human does to make inputs and receive information from the system (e.g.,
click and drag an object, talk to an object, move self closer to an object, converse with
an entity, etc)   D) The conceptual model used to guide the design of the
interface.
   Answer : B

140) To reconstruct a system, which of the following key element(s) must be considered :
  A) outputs and inputs B) control and processors.
  C) feedback and environment   D) All of the above
   Answer : D

141) Which of the following is not a characteristic of good test data
  A) should be comprehensive   B) every statement should be executed
  C) users do not participate at this preliminary stage D) All of the above
   Answer : C

142) Which of these factors influence a user's conceptual model?
  A) Familiarity with similar devices. B) Constraints.
  C) Instructions.   D) All of the above
   Answer : D

143) Formative Evaluation:
  A) helps improve an interface design B) involves collecting process data.

C) helps find reasons for things that went wrong   D) All of the above
      Answer : D

144) Regarding personas:
   A) A primary persona needs their own interface   B) . Multiple secondary personas
are combined into a primary persona.
   C) A persona represents an average user.   D) A persona represents the elastic user.
   Answer : A

145) How do you perform user research in the usability engineering lifecycle?
   A) Draw up a user profile for each class of user.   B) Assume the role of an
apprentice learning from the master craftsman
   C) Observe representative end users.   D) All of the above
   Answer : D

146) Which of the following is a better example of a user experience goal than
a
usability goal?
   A) Effectiveness   B) Learnability
   C) Helpfulness   D) Safety
   Answer : C

147) Which of the following is the most likely interface metaphor used by a smart phone
calendar function?
   A) Restaurant menu   B) Touchscreen interface
   C) A paper diary   D) Mobile technology
   Answer : C

148) When desk-checking an algorithm, you should set up a table that contains _____.
   A) One column for each input item   B) One column for each output item
   C) One column for each processing item   D) All of the above
   Answer : D

149) Factors that effect speed of screen reading can be reduced using
   A) brightened displays   B) less words per screen
   C) colorful display   D) negative contrast
   Answer : D

150) Which of the following is the estimated amount of time required to complete a task,
based on a weighted average of pessimistic, optimistic, and expected duration?
   A) minimal duration   B) earliest completion
   C) weighted average duration D) most likely duration
   Answer : D

151) Regarding gear-up accidents:
   A) Pilots frequently lowered the landing gear instead of the flaps after take-off.
B) Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.
   C) The flap control knobs were replaced by beer tap handles. D) Shape-coded wheel and
flap controls are still used today.
   Answer : D

152) Human speed of reading text is higher at
   A) tablet screen reading   B) mobile screen reading
   C) book reading   D) computer screen reading
   Answer : C

153) Which of the following is not a factor in the failure of the systems developments
projects?
   A) failure of systems integration   B) size of the company
   C) continuation of a project that should have been cancelled D) inadequate user
involvement
   Answer : B

154) Positive testing is
   A) running the system with line data by the actual user   B) testing changes made
in an existing or a new program
   C) is checking the logic of one or more programs in the candidate system   D) making
sure that the new programs do in fact process certain transactions according to
Specifications
   Answer : D

155) Which of the following steps is NOT the process of defining the interaction Framework?
  A) Defining form factor and input methods   B) Defining Images and maps
  C) Defining functional and data elements   D) Constructing key path scenarios
  Answer : B

156) _____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.
  A) Audio recording.   B) Taking notes.
  C) Observation   D) Video
  Answer : B

157) _____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information
  A) Co-discovery   B) Active intervention
  C) Splendid research D) None of the given
  Answer : B

158) Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.
  A) Formative B) Summative
  C) Relative   D) None of the given
  Answer : A

159) Desktop applications fit into _____ categories of posture.
  A) Two   B) Three
  C) Four   D) Five
  Answer : C

160) Goal-oriented context scenarios are _____ task-oriented than key path Scenario
  A) Less   B) Alike
  C) More   D) None of the given
  Answer : A

161) An observational study:
  A) provides insight into how hardware is used.   B) . is a formative evaluation method.
  C) involves time-consuming manual analysis of user sessions. D) . can reach a wide subject group.
  Answer : C

162) Affordances are:
  A) the range of possible (physical) actions by a user on an artefact B) the costs of buying user interface components.
  C) . the completion times for a typical task D) what user wants.
  Answer : A

163) A diary study:
  A) involves self-reporting of activities by users.   B) provides insight into how hardware is used.
  C) is a summative evaluation method. D) involves time-consuming manual analysis of user sessions.
  Answer : A

164) Paper prototypes:
  A) . describe choices and results verbally   B) implement just simple algorithms.
  C) simulate screen and dialogue elements on paper.   D) are manipulated during a thinking aloud test by the facilitator.
  Answer : C

165) Regarding Augment/NLS:
  A) It had the first practical implementation of hypertext links.   B) It was the first use of the mouse.
  C) It used a pixel-based raster display   D) All of the above.
  Answer : D

166) Concerning competitive analysis:
  A) . Two groups of usability testers compare their results for the same interface.
B) It is used for usability benchmarking.

C) It is an online between-groups experiment D) represents a particular type of user.
   Answer : B

167) In a heuristic evaluation:
   A) A group of usability experts judges an interface with a detailed checklist of
guidelines.   B) A group of test users conducts a formal experiment.
   C) A group of usability experts reviews a user interface according to a small set of
general principles   D) All of the above
   Answer : C

168) Regarding a formal experiment:
   A) Objective measurements are made.   B) A larger number of test users is needed.
   C) A fully implemented system is required.   D) All of the above
   Answer : D

169) Thinking aloud testing:
   A) slows down the user by about 17%   B) cannot provide performance data.
   C) is a formative evaluation method. D) All of the above
   Answer : D

170) Cognitive Walkthrough:
   A) is a summative evaluation method. B) is performed by a single evaluator, who walks
through a typical task.
   C) focuses explicitly on learnability.   D) not with action sequence
   Answer : C

171) In a co-discovery test:
   A) The user works togther with the facilitator   B) Two users explore an interface
together.
   C) Nothing shows issue.   D) A structured walkthrough discovers problems.
   Answer : B

172) What are the pros (advantages) when using questionnaires as opposed to interviews?
   A) Easy to analyse and compare.   B) Easy to repeat.
   C) Can reach a wide subject group.   D) All of the above
   Answer : D

173) When conducting an investigation with human participants for research or commercial
reasons, which provision(s) for consent must be made?
   A) Approval of the research by a properly constituted ethics committee independent of
the researchers.   B) Participants informed they do not have to take part if they do
not want to
   C) Participants fully informed of their right to withdraw from the investigation
without consequences to them   D) All of the above.
   Answer : D

174) Rolf Molich's Comparative Usability Evaluation (CUE) studies:
   A) show there is a large amount of overlap between findings from different teams.
B) show that usability testing finds all known problems.
   C) show many teams found more problems than they chose to report.   D) use the Common
Industry Format (CIF) for usability reports.
   Answer : C

175) akes to explain an interface to a new user. T F 4. Which of the following are
advantages of using platform conventions during interface design:
   A) Users can run the same software on different platforms.   B) Users can load
documents created by different applications
   C) Users can transfer knowledge as they move between applications.   D) Users can
apply logical constraints between applications
   Answer : C

176) Which statement best reflects interaction design?
   A) Interaction design is a new discipline   B) Interaction design is
multidisciplinary
   C) Interaction design combines the disciplines of software engineering and psychology
D) Interaction design is an application of common sense
   Answer : B

177) According to Quintanar (1982) how do users rate an interface/system that gives them
personalised feedback?

A) They rate it as more honest   B) They rate it as less honest
C) They rate it as more likeable   D) They rate it as less likeable.
   Answer : B

178) Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?
   A) Focusing on users and their tasks in the design process   B) Measuring progress towards usability goals throughout development
   C) Developing and testing in several cycles   D) All of the above.
   Answer : D

179) User personas that are not primary or secondary are _____ personas.
   A) Served   B) Supplemental
   C) Customer   D) Negative
   Answer : B

180) _____ Research can tell you about what, how, many and why in rich, multivariate detail.
   A) Quantitative   B) Qualitative
   C) SME   D) None of these
   Answer : B

181) ____environments are environments that are user and context aware.
   A) Non-attentive   B) Visual
   C) Sensing   D) Attentive
   Answer : D

182) _____ suggests identifying goals and questions first before selecting techniques for the study
   A) RVM model B) DECIDE framework
   C) Usability testing D) Field study
   Answer : B

183) _____ applications are great platforms for creating an environment rich, in visual feedback for the user.
   A) Sovereign B) Transient
   C) Auxiliary D) Daemonic
   Answer : A

184) _____ is like the building name for a website.
   A) Site ID   B) Navigation
   C) Section   D) None of the given
   Answer : A

185) _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.
   A) Perception and recognition B) Attention
   C) Learning   D) None of these
   Answer : B

186) The type of ganglion cells that enables the early detection of image movement are called
   A) X-cells   B) Y-cells
   C) Z-cells   D) A-cells
   Answer : B

187) Which of the following are recognised kinds of prototype:
   A) Interactive sketches.   B) Conceptual models.
   C) Beta versions.   D) Easy understanding
   Answer : A

188) Regarding the knowledge required for precise behaviour:
   A) It can be distributed partly in the constraints of the head.   B) It can be distributed partly in the head & world.
   C) It can only be distributed using instructions   D) It can only be distributed using labels.
   Answer : B

189) The standard line length given by scientists for equally legible is
   A) 2.1 to 5.3 inches B) 2.3 to 5.2 inches

C) 2.2 to 5.3 inches D) 2.5 to 3.2 inches
   Answer : B

190) The human machine processor include some rules that governs the system behavior
under certain constraints is called
   A) principles of control   B) principles of operation
   C) principles of management   D) principles of behavior
   Answer : B

191) The optical illusion used in designs effects page
   A) borders   B) composition
   C) symmetry   D) asymmetry
   Answer : C

192) In the following data set, which number is the mode? 4 5 5 5 6 7 8 8
   A) 5.0   B) 5.5
   C) 6.0   D) None of the above.
   Answer : A

193) Which of the following' is NOT a characteristic of good test data?
   A) should be comprehensive   B) every statement should be executed
   C) users do not participate at this preliminary stage D) expected output from the
module's execution should be determined manually
   Answer : C

194) Which of the following are not the components of the HCI approach to design?
   A) Tasks   B) Humans
   C) Usability D) Technology
   Answer : B

195) 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
   Answer : D

196) 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
   Answer : C

197) 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
   Answer : B

198) What are the goals of a good design?
   A) Utility   B) Effectiveness
   C) Efficiency   D) All of the above
   Answer : D

199) Which of the following should an HCI expert take care of while designing aproduct?
   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 userd. D) The end user is never a
beginner
   Answer : D

200) 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
   Answer : C

201) 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?
   Answer : D

202) 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
   Answer : C

203) Which of the following techniques can teach you a few things about a thousandpeople?
  A) Cognitive walkthrough   B) Market Researchy
  C) Affinity Diagram   D) Contextual inquir
   Answer : D

204) Identify the main goal of interaction design

  A) To assess the effect of interface on system

        B) To assess the extend of design functionality

  C) To sketch the system layout from user's perspective

        D) To assess the extend and accessibility of system functionality
   Answer : D

205) Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard

  A) Heuristic Evaluation

        B) Cognitive Walkthrough

  C) Model-based Evaluation

        D) Review-based evaluation
   Answer : A

206) Select the heuristic principle to describe the given statement below:
Always keep user informed about what is going on, through appropriate feedback within reasonable time.

  A) Error prevention

        B) Help and documentation

  C) Visibility of system status

        D) Consistency and standard
   Answer : C

207) Choose the suitable method to apply the criteria below:
    Data can be collected in database for analysis
    Present result clearly
    Responses are usually received quickly

  A) Interview

        B) Questionnaire

  C) Research

D) Observation
    Answer : B

208) "Using model of how a human would use a proposed system to obtain predict usability
measure by calculation or simulation."
Choose the evaluation technique to describe the above statement

    A) Heuristic evaluation

        B) Cognitive walkthrough

    C) Model-based evaluation

        D) Review-based evaluation
    Answer : C

209) Which problem that might occur in a group-experimental studies
i. Analysis
ii. Subject group
iii. Data assembly
iv. Choice of task

    A) i, ii and iii

        B) i, ii and iv
    C) i, iii and iv   D) ii, iii and iv
    Answer : B

210) Identify the evaluation technique that evaluates design on how well it support user
in learning task

    A) Heuristic Evaluation

        B) Cognitive walktrough

    C) Model-based evaluation

        D) Review-based evaluation
    Answer : A

211) Advantages:
question can be varied to suit context
Disadvantages
Time consuming
Choose the Evaluation query technique based on above statement

    A) Questionnaire

        B) Protocol analysis

    C) Interview

        D) Review-based evaluation
    Answer : C

212) Error rate will increase as font size decrease"
The above statement is

    A) Participants

        B) Hypothesis

C) Dependent variables

D) Independent variables
Answer : B

213) Independent variables is characteristic changed to produce different condition.
Choose the example of Independent variables
i. Gender
ii. Interface style
iii. Task completion time
iv. Background noise

A) i, ii and iii

B) i, ii and iv
C) i, iii and iv   D) ii, iii and iv
Answer : B

214) Which is the best definition of an interaction paradigm?
A) In broad terms, the kind of technical and software framework within which human
system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world
that is used in the interface to help the user understand what to do (e.g., click on tabs
to change window contents, use shopping cart to store items to purchase)
C) What the human does to make inputs and receive information from the system (e.g.,
click and drag an object, talk to an object, move self closer to an object, converse with
an entity, etc)   D) The conceptual model used to guide the design of the
interface.
Answer : A

215) Which is the best definition of an interaction mode?
A) In broad terms, the kind of technical and software framework within which human
system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world
that is used in the interface to help the user understand what to do (e.g., click on tabs
to change window contents, use shopping cart to store items to purchase)
C) What the human does to make inputs and receive information from the system (e.g.,
click and drag an object, talk to an object, move self closer to an object, converse with
an entity, etc)   D) The conceptual model used to guide the design of the
interface.
Answer : C

216) What is an "affordance" according to Norman (1999):
A) Property of an object that indicates to people how to use the object.   B) The
return on investment of the usercentred design process.
C) The opportunity cost of not using usercentred design.   D) An instruction on an
interface signalling how to use the interface.
Answer : A

217) According to Rogers et al. (2011) what was the primary reason for the success of the
iPod?
A) Powerful functionality   B) User experience
C) Access to content D) Conceptual design
Answer : B

218) Which of the following is a design implication of our understanding of human
attention?
A) Tactile feedback should make the same kinds of distinctions that a
person would
feel in the world (e.g. pushing vs. pulling)   B) Text should be legible and
distinguishable from its background under
different lighting conditions.
C) Avoid cluttering the interface with more information than is needed at
the
present moment for the user.   D) None of the above.
Answer : C

219) A question format that collects users opinions on a verbal scale (eg. strongly
disagree to strongly agree) is called what?
A) A psychometric scale   B) A Likert scale
C) A questionnaire   D) An open-response questionnaire item.
Answer : B

220) Sequential or series testing is
  A) running the system with line data by the actual user   B) testing changes made in an existing or a new program
  C) is checking the logic of one or more programs in the candidate system   D) making sure that the new programs do in fact process certain transactions according to Specifications
  Answer : C

221) Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:
  A) Will the user be trying to achieve the right effect?   B) Will the user know that the correct action is available and will achieve the desired effect?
  C) . If the correct action is taken, will the user see that things are going ok?
D) All of above
  Answer : D

222) Regarding the measurement of usability attributes:
  A) Reliability is measured by performing common use cases   B) Errors are measured by counting minor and catastrophic errors made by users.
  C) Learnability is determined by measuring the time it takes to explain an interface to a new user   D) users are needed to measure efficiency
  Answer : B

223) Which of the following techniques can teach you a few things about a thousandpeople?
  A) Cognitive walkthrough   B) Market Researchy
  C) Affinity Diagram   D) Contextual inquir
  Answer : B

224) Panes, frames and other containers on screen is a kind of _____
  A) Functional and data elements   B) View
  C) Input method   D) None of the given
  Answer : A

225) Regarding paper prototypes:
  A) Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away
B) High-fidelity paper prototypes look too much like a finished design.
  C) High-fidelity paper prototypes are designed on-screen and then printed out in colour. D) All of the above.
  Answer : D

226) Regarding font sizes and styles:
  A) 1 pt = 1/32 inch. B) Examples of serif fonts include Times Roman and Helvetica.
  C) A serif is a slight embellishment at the end of a letter stroke.   D) evaluation method.
  Answer : C

227) Regarding constraints:
  A) They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities. B) They can be divided into physical, semantic, political, and logical constraints.
  C) the trash can was used to eject a diskette.   D) They describe the range of possible actions
  Answer : A

228) What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?
  A) Learners may fixate on just one medium, such as text, and not process further information available in other media.   B) Learners may hop between media and only partially process the information in each one.
  C) Learners may feel that they are being patronised   D) Learners may need tools to help them keep track of the information with which they have and have not yet engaged.
  Answer : A

229) If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.
  A) Explicitly B) Implicitly
  C) Habitually D) Properly
  Answer : A

230) The communication problem involves the

A) manager and the analyst   B) operate and the computer
C) analyst and the programmer D) programmer and the computer
   Answer : A

231) What are the elements of the Gulf of Execution?
   A) Information processing elements involved in working out what the system did
B) Information processing elements involved in working out how to interact with the
system
   C) Forming intentions, specifying right action, selecting appropriate interface
mechanism.   D) Processing the interface, interpreting interface information, and
assessing information meaning.
   Answer : C

232) What was an important early drawback of the Clearboard system by Ishii et al.
(1993).
   A) It required people to move to a dedicated video conferencing facility at their
workplace   B) As people moved closer to the board to talk with a remote colleague,
the video system no longer picked them up
   C) People found it uncomfortable to interact "looking down" at a colleague.   D) All of
the above.
   Answer : C

233) When brainstorming, which of the following are recognised techniques for getting
unstuck:
   A) Pretend it's magic.   B) Pretend it's human.
   C) Renaming   D) All of the above
   Answer : D

234) Design is nothing but….
   A) system requirment B) Achieving the goals within constraints
   C) both a& b D) None of these
   Answer : B

235) Know your user or client ending with
   A) Testing   B) design
   C) Planning D) None of these
   Answer : B

236) Designer needs_____tool
   A) Good   B) Bad
   C) both a& b D) None of these
   Answer : A

237) HCI design components are…
   A) target area   B) Cost
   C) both a& b D) None of these
   Answer : C

238) ……… is an principles for user-centered design approach
   A) Early focus on users and tasks   B) planning
   C) tesing   D) All of these
   Answer : A

239) Design rules (or usability rules) are rules that a designer can follow in order to
increase the
   A) Usability of system   B) designing of system
   C) Testing of system D) None of these
   Answer : A

240) The ease with which new users can begin effective interaction and achieve maximal
performance is nothing but
   A) Learnability   B) Flexibility
   C) Robustness D) All of these
   Answer : A

241) The ease with which new users can begin effective interaction and achieve maximal
performance is a
   A) Learnability   B) Flexibility
   C) Robustness D) All of these
   Answer : A

242) The multiplicity of ways the user and system exchange information is a
  A) Learnability   B) Flexibility
  C) Robustness D) All of these
  Answer : B

243) The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior
  A) Learnability   B) Flexibility
  C) Robustness D) All of these
  Answer : C

244) ……… is the multiplicity of ways the user and system exchange information
  A) Learnability   B) Flexibility
  C) Robustness D) All of these
  Answer : B

245) The ability of the user or the system to modify the user interface is …..
  A) Customizability   B) Learnability
  C) Flexibility   D) Robustness
  Answer : A

246) The extent to which the user can evaluate the internal state of the system from the representation on the user interface is ….
  A) Customizability   B) Learnability
  C) Flexibility   D) Observability
  Answer : D

247) The _____ function came into being as the result of the implementation model for undo
  A) Redo   B) Undo
  C) Repeat   D) Delete
  Answer : A

248) Unable to edit pdf document, is a type of _____ constraints.
  A) Physical   B) Cultural
  C) Logical   D) Update
  Answer : C

249) Human problem solving can best be characterized as
  A) Error handling   B) Event handling
  C) Error-correcting or Trial and error.   D) All of these
  Answer : D

250) ….. Is an activity in Interaction basic design
  A) identifying the system   B) Developing alternative design
  C) Establish the requirments D) All of these
  Answer : C

251) Form-filling interfaces are used for
  A) data entry B) data integration
  C) data manipulation D) data definition
  Answer : A

252) Which of the following is not a design principle that allow the user to maintain control?
  A) Provide for flexible interaction   B) Show technical internals from the casual user
  C) Make the interface consistent   D) All of these
  Answer : B

253) Which of the following is not a user interface design process?
  A) Knowledgeable, frequent users   B) Interface design
  C) Interface validation   D) All of these
  Answer : A

254) Which of the following option is not considered by the Interface design?
  A) the design of the interface between two computers B) the design of interfaces between software components
  C) both A&B   D) None of these
  Answer : A

255) As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?
  A) Technical B) Strategic
  C) Manual   D) All of these
  Answer : B

256) ………… capture the non-verbal dialogue between artifact and user over time
  A) Persona   B) Scenario
  C) Dialogue   D) Design model
  Answer : B

257) A Web site is a collection of _____ systems with complex dependencies
  A) Connected B) same
  C) Different D) Interconnected
  Answer : D

258) Most common things you do with the product is a type of _____.
  A) Goal-oriented question   B) System - oriented question
  C) Workflow- oriented question   D) Attitude-oriented question
  Answer : B

259) Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.
  A) Consistency   B) Mapping
  C) Reliability   D) None of these
  Answer : A

260) What do you enjoy most about your job (or lifestyle) is an example of ………..
  A) Avoidance B) Motivation
  C) Exceptions D) Attitude-oriented questions
  Answer : B

261) User personas that are not primary or secondary are _____ personas
  A) Served   B) Negative
  C) Customer   D) Supplemental
  Answer : D

262) Building things from user's perspective is called
  A) Functionality   B) Usability
  C) Portability   D) None of the given
  Answer : B

263) Which of the following is used to toggle between two states?
  A) check boxes   B) Radio buttons
  C) Toolbars   D) menus
  Answer : B

264) Which of the following is golden rule for interface design?
  A) Place the user in control B) Reduce the user's memory load
  C) Make the interface consistent   D) All of these
  Answer : D

265) When users are involved in complex tasks, the demand on _____ can be significant.
  A) short-term memory B) shortcuts
  C) objects that appear on the screen D) All of these
  Answer : A

266) A software might allow a user to interact via
  A) keyboard commands B) voice recognition commands
  C) Both A&B   D) None of these
  Answer : C

267) What incorporates data, architectural, interface, and procedural representations of the software?
  A) design model   B) User model
  C) system image   D) All of these
  Answer : A

268) What establishes the profile of end-users of the system?
  A) design model   B) User model
  C) system image   D) All of these
  Answer : B

269) Which of the following is least likely to be revealed by a paper prototype?
  A) Toolbar buttons are too small to press   B) Your users don't know the term algorithm
  C) The Help menu isn't in the right place   D) Radio buttons are too small
  Answer : A

270) ………… patterns can be applied at the conceptual level
  A) Postural   B) Structural
  C) Behavioral D) Mnemonic
  Answer : A

271) ……………. are the street signs of the Web
  A) Site id   B) Home pages
  C) Sections   D) Page Names
  Answer : D

272) Use of highlighted tabs in global navigation bar shows this is the _____ ' page
  A) Home   B) Default
  C) Error   D) Browser
  Answer : A

273) XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty
  A) Visual symbols   B) Brand equity
  C) Grouping D) Harmony
  Answer : B

274) _____ is not like other pages; it has different burdens to bear, different promises to keep.
  A) Form   B) Homepage
  C) Sections   D) Navigation bar
  Answer : B

275) Top of the web page contain the _____
  A) Menu   B) Title bar
  C) Home icon D) Back button
  Answer : B

276) Browser title always contain the word
  A) Default   B) Error
  C) Home   D) Browser
  Answer : C

277) Which of the following is not one of the primary colors?
  A) Red   B) Green
  C) Yellow   D) Blue
  Answer : B

278) Which of the following is not a secondary color?
  A) Green   B) Orange
  C) Purple   D) Blue
  Answer : D

279) Biggest Challenges of Human Computer Interaction for Mobile
  A) Hand occupation   B) Battery Life
  C) Both A&B D) None of the given
  Answer : C

280) Toolkits provides the …..
  A) similar look and feel   B) Visibility
  C) Manu bar D) Section
  Answer : A

281) Models are used in design to:
  A) Generate the design   B) Generate and evaluate the design

C) Evaluate the design   D) None of the given
   Answer : B

282) Automatic error that occurs without deliberation
  A) slip   B) Default
  C) Runtime   D) Compiletime
   Answer : A

283) _____ is like the building name for a website
  A) Site ID   B) Navigation
  C) Section   D) None of the given
   Answer : A

284) Number of keystrokes is the type of _____ work
  A) Logical   B) Mnemonic
  C) Physical   D) Structural
   Answer : C

285) Which of these specialists is user centered?
  A) Software engineer B) Computing technology
  C) Web Designer   D) HCI
   Answer : D

286) The _____ phase sets the stage for the core of the design effort.
  A) Requirement definition   B) Modeling
  C) Implementation   D) None of the given
   Answer : A

287) Which of the following is least likely to be revealed by a paper prototype
  A) Your users don't know the term algorithm   B) Toolbar buttons are too small to press
  C) Radio buttons are too small   D) All of these
   Answer : B

288) _____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.
  A) Active intervention   B) Co-discovery
  C) Splendid research D) All of these
   Answer : A

289) Global Navigation system is also called_____.
  A) Site ID   B) Persistent Navigation
  C) Both   D) None of the given
   Answer : D

290) Panes, frames and other containers on screen is a kind of _____
  A) Functional and data elements   B) View
  C) Input method   D) None of the given
   Answer : A

291) _____ is like the building name for a website
  A) Subsections   B) Site ID or logo
  C) Windows   D) All of these
   Answer : B

292) 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
   Answer : B

293) .... minimize errors.
  A) Affordance B) Visibility
  C) Constraints   D) All of these
   Answer : C

294) _____ are people who do not currently use the product but who are good candidates for using it in the future
  A) Developers B) Stakeholder
  C) Potential users   D) Shareholders
   Answer : C

295) Implementation tools for HCI is
   A) screen mock-up   B) widget labels
   C) run-time logger   D) All of these
   Answer : A

296) Lack of perceivable feedback is an type of _____error
   A) Perceptual B) Cognitive
   C) Motor   D) None of the given
   Answer : A

297) Inconsistency is an type of _____error
   A) Perceptual B) Cognitive
   C) Motor   D) None of the given
   Answer : B

298) Biggest Challenges of Human Computer Interaction for Mobile
   A) Battery Life   B) Resolution
   C) Compact Design   D) All of these
   Answer : D

299) Why errors are important
   A) Errors are unavoidable E   B) Minimize likelihood
   C) both A &B D) None of the given
   Answer : C

300) Failure to capture user's attention is an type of _____error
   A) Perceptual B) Cognitive
   C) Motor   D) None of the given
   Answer : A

301) We are deficient in our development _____, not in our development _____
   A) ⬜Process, Tools   B) Tools, Process
   C) Tools, Methodology D) None of the given
   Answer : A

302) Usability testing works for _____.
   A) Software products B) Hardware products
   C) All products   D) None of these
   Answer : C

303) _____ is the extra work that satisfies the needs to achieve our objective
   A) Evaluation B) Excise
   C) Testing   D) None of the given
   Answer : B

304) _____ has a goal of assessing whether the product works according to its specifications
   A) Trunk Test B) Quality assurance
   C) Both above D) None of the given
   Answer : B

305) Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.
   A) Repeat   B) Infrequent
   C) Nonuser   D) None of the given
   Answer : A

306) To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.
   A) Form factor   B) Input method
   C) View   D) None of the given
   Answer : A

307) _____ are dragged down from the title at the top of the screen.
   A) Pull Down Menus   B) Main Menus
   C) Icons   D) Buttons
   Answer : A

308) ____ are individual and isolated regions within display that can be selected by the user to invoke specific operations

A) Buttons   B) Pointers
  C) Menus   D) Windows
  Answer : A

309) The term _____ derives from systems theory and refers not only to the
hardware and software but to the entire environment
  A) Operating system   B) Processor
  C) Monitor   D) System
  Answer : D

310) Creating a scaled-down system is nothing but _____
  A) error handling   B) Evaluation
  C) Execution D) Prototyping
  Answer : D

311) HCI stand for….
  A) Human Computer Interface   B) Human Computer Interaction
  C) Human computer Implementation   D) All of above
  Answer : B

312) ………. is the best example for design.
  A) View   B) Model
  C) Analyzing D) None of these
  Answer : A

313) What is the benefit of good design.
  A) positive effect or performance   B) Success
  C) Both a & b D) None of these
  Answer : C

314) Study of how computer works together and to satisfy for accurate results is known as
  A) Good design   B) Bad design
  C) Hci   D) None of these
  Answer : A

315) ………. And …….. are the main functions of GUI.
  A) Pointing & Selecting   B) Selecting & Executing
  C) Pointing & Editing D) None of these
  Answer : B

316) ……….. is an intermediate between users and computer.
  A) Keyboard   B) Disk
  C) Both a & b D) None of these
  Answer : A

317) Operations includes accessing & modifying objects by
  A) Selecting B)   Manipulating
  C) Pointing   D)   Both a & b
  Answer : D

318) Graphic screen assumed as ……. Look
  A) 3D B) 2D
  C) 1D D) None of these
  Answer : A

319) People performing operations are called …. on objects
  A) operating B) Actions
  C) pointing   D) None of these
  Answer : B

320) ……… interacts with the collection of elements with referred to as objects .
  A) Server   B) Computer
  C) User   D) All of these
  Answer : D

321) ……….. is an intermediate between users and computer.
  A) Disk   B) Monitor
  C) Both a & b D) None of these
  Answer : B

322) Collection of Techniques & mechanism to interact with tools or etc is known as
  A) Graphics   B) icons
  C) Action   D) Graphical user interface
  Answer : D

323) Specifically Text could be replaced by graphical images are called
  A) Icon's   B) Images
  C) Picture   D) None of these
  Answer : A

324) ………. could be represented by object or actions
  A) Icon's   B) Images
  C) Both a & b D) Graphical user interface
  Answer : A

325) What is the benefit of good design.
  A) positive effect   B) performance
  C) Both a & b D) None of these
  Answer : C

326) …….. goal to build a hierarchy of means and pages that feels natural
  A) Organized B) Design
  C) Driven   D) All of these
  Answer : D

327) ……….. is an intermediate between users and computer.
  A) Mouse   B) Disk
  C) Ram   D) All of these
  Answer : A

328) The display devices are_____.
  A) A. input   B) B. output
  C) C. a and b D) D. none of these
  Answer : B

329) In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.
  A) A. dots   B) B. pixels
  C) C. co-ordinates   D) D. points
  Answer : B

330) is the best example for design.
  A) View   B) Model
  C) Analyzing D) None of these
  Answer : A

331) What is the primary interactive method of communication used by humans?
  A) reading   B) writing
  C) Spaking   D) All of these
  Answer : C

332) A mouse device may be ….
  A) electro-chemical   B) mechanical
  C) optical   D) both mechanical and optical
  Answer : D

333) It is the rich stories of the design
  A) scenario

      B) program
  C) criteria   D) iteration
  Answer : A

334) Which one of these would NOT be found in a good Human Computer Interaction?
  A) Common short cuts B) CTRL+Z for undo
  C) A long command line to achieve a function D) All of these

Answer : C

335) ……….. Is an goal of evaluation
   A) acess effect of interface on user B) GUI interaction
   C) Sofware   D) All of these
   Answer : A

336) User and system has its own unique language the language used by the system is called ……
   A) core   B) task
   C) both A&B   D) None of these
   Answer : A

337) _____are a well-established technique for collecting demographic data and users' opinions
   A) Questionnaires   B) Feedbacks
   C) Interviews D) Walkthroughs
   Answer : A

338) which interface system is based on the question / answer dialogue?
   A) Command Line Interfaces   B) Query interfaces
   C) Menus   D) Natural Language Interfaces
   Answer : B

339) Which of the following is a text entry device?
   A) Keyboard   B) mouse
   C) monitor   D) touch pad
   Answer : A

340) "Mistakes" and "Slips" are two forms of
   A) Error   B) goals
   C) evaluation D) objectives
   Answer : A

341) Conventional wisdom says that …………..tell the user when he has made some mistak
   A) Error   B) metadata
   C) Error message   D) All of these
   Answer : C

342) The name of the document should be shown on the application's ……………...
   A) Menu bar   B) Title bar
   C) Navigation bar   D) All of these
   Answer : B

343) Which of these are attributes of usability?
   A) Learnability.   B) Subjective satisfaction
   C) Generalisability. D) All of these
   Answer : C

344) HCI is core subject of
   A) software Engineering   B) phychology
   C) arthopology   D) none
   Answer : A

345) ……….. Is an goal of evaluation
   A) GUI interaction   B) speaking with Computer
   C) identify the specific problems   D) All of these
   Answer : C

346) Advantages of direct observation is….
   A) there can be no plagrarism B) speaking with Computer
   C) Error message   D) None of these
   Answer : A

347) Advantages of direct observation is….
   A) there can be false report B) speaking with Computer
   C) Error message   D) None of these
   Answer : A

348) Advantages of continuous evalution is…..

A) Monitor the system in actual use   B) Monitor the communication between human and computer
   C) Error message   D) None of these
   Answer : A

349) ….. Is an Interface Evalution method
   A) walkthrough evalution   B) Interactive evalution
   C) Both a & b D) None of these
   Answer : C

350) The clearity of a displayed image depends on the_____.
   A) A. resolution   B) B. floating point precision of system
   C) C. associated software   D) D. aspect ratio
   Answer : A

351) Firefox uses _____ rendering engine.
   A) WebKit   B) Gecko
   C) Trident   D) Presto
   Answer : B

352) State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.
   A) 1 B) 0
   C)   D)
   Answer : A

353) Which of the following is used to read a HTML page and render it?
   A) Web browser   B) Web server
   C) Web matrix D) Web network
   Answer : A

354) Which of the following is the first web browser?
   A) Nexus   B) Netscape Navigator
   C) Internet Explorer D) Mosaic
   Answer : A

355) Who created the first web browser
   A) Tim Berners Lee   B) Jacobs, Lan
   C) Marc Andeersen   D) Mozilla foundation
   Answer : A

356) IDE stands for _____
   A) Internet Development Environment   B) Integrated Development Environment
   C) Intelligent Development Environment   D) Integrated Developed Environment
   Answer : B

357) Tomcat is an open source web server that provides a servlet container allowing you to run Java code.
   A) 1 B) 0
   C)   D)
   Answer : A

358) Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.
   A) 1 B) 0
   C)   D)
   Answer : A

359) Which of the following are automatically loaded and operates as a part of browser?
   A) Add-ons   B) Plug-ins
   C) Utilities D) Widgets
   Answer : B

360) Which of the following allows user to view a webpage?
   A) Operating System   B) Website
   C) Interpreter   D) Internet Browser
   Answer : D

361) HTML is a .... type of language
   A) procedural B) markup

```
   C) object oriented    D) object based
   Answer : B

362) HTML documents are stored in the file in the form........
  A) .hxm        B) .html
  C) .hm         D) .hml
   Answer : B

363) what is the language of the web?
  A) basic       B) c++
  C) MS VISUAL BASIC    D) HTML
   Answer : D

364) WWW stands for world wide web
  A) 1  B) 0
  C)    D)
   Answer : A

365) URL stands for
  A)  Uniform Resource Locator  B)  Uniform Resource Location
  C)  Uniform Riverce Locator   D) NOPE
   Answer : A

366)  Internet is ...............................
  A) a network of networks     B)  an ocean of resources waiting to be mined
  C)  a cooperative anarchy     D) all of the above
   Answer : D

367) HTML tags are surrounded by ___ brackets
  A) Angle       B)  Square
  C)  Round      D)  Curly
   Answer : A

368) Who is the primary author of HTML?
  A) Brendan Eich        B) Tim Berners-Lee
  C) Web Programmer      D)  Google Inc
   Answer : B

369) HTML was first proposed in year ___.
  A) 1980.0       B) 1990.0
  C) 1995.0       D) 2000.0
   Answer : B

370) CSS is an acronym for
  A)  Cascading Style Sheet     B)  Costume Style Sheet
  C)  Cascading System Style    D)  None of the Above
   Answer : A

371) What are the Techniques of knowledge representation?
  A) rule based B) frame based
  C) network based       D) All Of The Above
   Answer : D

372) what are the Problems with knowledge
representation and modelling
  A) knowledge acquisition      B) resources
  C) interpretation of user behaviour   D) All Of The Above
   Answer : D

373) Designing user support consists of .....
  A) User support is not an `add on'    B) it should be designed integrally with the
System.
  C) Concentrate on content and context of
help rather than technological issues.  D) All Of The Above
   Answer : D

374) How is help requested in user support?
  A) command    B) Button & function (on/off)
  C) separate application       D) All Of The Above
   Answer : D
```

375) How is help displayed in user support?
  A) new window B) whole screen & split screen
  C) pop-up boxes & hint icons D) All Of The Above
  Answer : D

376) Effective presentation requires
  A) clear, familiar, consistent language   B) instructional rather than descriptive language
  C) avoidance of blocks of text   D) All Of The Above
  Answer : D

377) In HTML, Uniform Resource Identifier (URI) is used to
  A) To create a frame document .   B) To create a image map in the webpage.
  C) To customize the image in the webpage.   D) To identify a name or a resource on the internet.
  Answer : D

378) For every Web document, you can add words that appear in the upper left bar area of your browser. What set of tags allows you to provide this information?
  A) <head></head>   B) <head><head>
  C) <label><label>   D) <title></title>
  Answer : D

379) A Web document is broken into sections. What are the tags called that create these sections?
  A) Structure tags   B) HTML tags
  C) Heading tags   D) Body tags
  Answer : A

380) What does an HTML tag do?
  A) It specifies formatting and layout instructions for your web page.   B) It hides programming instructions from view.
  C) It determines the organizational structure of your Web site.   D) It connects your web site to an operating environment.
  Answer : A

381) Which of the following web elements should you know about before building your web site?
  A) The web audience B) The operating environment of your ISP
  C) The operating system of your visitor   D) Each consideration should determine your web design choices
  Answer : A

382) What type of information should you avoid including on your Web site?

  A) Links to sites of interest B) Private personal information
  C) Work and academic experience   D) Graphical
  Answer : B

383) The .... attribute adds space within each cell.

  A) CELL SPACING   B) CELL PADDING
  C) WIDTH   D) ALIGN
  Answer : B

384) Which of the following is best suitable for remote administration of a computer?
  A) Telnet   B) WAIS
  C) Browsers D) HTML
  Answer : A

385) .... is known as father of World Wide Web.
  A) Robert Cailliau   B) Tim Thompson
  C) Charles Darwin   D) Tim Berners-Lee
  Answer : D

386) Once the email is sent, the message is broken into pieces called ....

  A) Packets   B) Process
  C) Digits   D) Bytes

Answer : A

387) IEEE stands for ....
  A) Institute of estimated elevator efficiency   B) Institute of electrical and economical engineers
  C) Institute of Eurasia engineering event   D) Institute of electrical and electronics engineers
  Answer : D

388) DNS translates ....
  A) domain name into IP   B) IP into domain name
  C) both a & b   D) domain name into physical address
  Answer : C

389) Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?
  A) @font-face B) @charset
  C) @media   D) !important
  Answer : A

390) Which of the following font format is supported by all the latest browser?
  A) EOT   B) WOFF2
  C) SVG   D) WOFF
  Answer : D

391) Which among the following is the system root folder for Microsoft Windows by default?
  A) Windows Manager   B) C:/Windows
  C) Task Manager   D) Homegroup
  Answer : B

392) Two or more computers connected to each other for sharing information form a _____.
  A) Router   B) Server
  C) Network   D) Tunnel
  Answer : C

393) What type of technology allows you to use your finger, eye, or voice print to secure your information resources?
  A) Haptics   B) Caves
  C) Biometrics D) RFID
  Answer : C

394) Which among the following was the first graphical web browser?
  A) Mosaic   B) WAIS
  C) CERN   D) Gopher
  Answer : A

395) Which bar is usually located below the Title Bar that provides categorized options?
  A) Menu Bar   B) Toolbar
  C) Status bar D) Scroll Bar
  Answer : A

396) Which among following is odd one ?
  A) RAM   B) ROM
  C) CACHE   D) Hard Disk
  Answer : D

397) Which among following is not an input device?
  A) Mouse   B) Scanner
  C) Keyboard   D) Printer
  Answer : D

398) The device that can both feed data into and accept data from a computer is called _____.
  A) input-output device   B) ALU
  C) CPU   D) NONE
  Answer : A

399) what are the issues in user support?

A) different types of support at different times   B) implementation and presentation both important
C) all need careful design   D) All Of The Above
Answer : D

400) What are types of user support?
A) quick reference   B) task specific help
C) full explanation & tutorial   D) All Of The Above
Answer : D

401) what are the Requirementsof user support?
A) Availability   B) Accuracy and completeness
C) Consistency & Robustness   D) All Of The Above
Answer : D

402) what are the Approaches to user support?
A) Command assistance B) Command prompts
C) Context sensitive help   D) All Of The Above
Answer : D

403) what are the problems of Adaptive Help Systems?
A) knowledge requirements considerable   B) who has control of the interaction?
C) what should be adapted?   D) All Of The Above
Answer : D

404) what are the Approaches to user modelling?
A) Quantification   B) Stereotypes
C) Overlay   D) All Of The Above
Answer : D

405) What are the hardware challenges in designing of mobile devices ?
A) limited input facility   B) limited ouyput facility
C) both a & b D) NOPE
Answer : C

406) What are the software challenges in designing of mobile devices ?
A) hierarchical menus B) navigate and browsing
C) image and icon   D) All Of The Above
Answer : D

407) what are the requirement of user supports?
A) Availability   B) consistency
C) accuracy and completeness D) All Of The Above
Answer : D

408) Which of the following is not a Model human processor?
A) The perceptual system   B) The cognitive system
C) The motor system   D) The memory system
Answer : D

409) Which of the following does not belong to 9 heuristics?
A) Provide clearly marked exits   B) Easy to use
C) Minimize user memory load D) Speak user language
Answer : B

410) in a heuristic evaluation:
A) a group of psychologists administer a questionnaire   B) A group of usability experts review a user interface according to a small set of principles
C) a group of test users conduct a formal experiment D) A group of usability experts judge an interface with a detailed checklist of guidelines
Answer : B

411) What is the best description of a conceptual model?
A) A high level description of how a system is organised and how it operates B) Interaction paradigms and interaction modes
C)   D) The problem space faced by the designer when gathering user   requirements
Answer : A

412) Which is the best example of triangulation in data gathering?
A) Collecting information about designer's model, user's mental model, and system

image. B) sing different theories with which to interpret data.
   C) Using multiple researchers in a user-centred evaluation.   D) Collecting data from
users in different ways with different methods.
   Answer : D

413) Which of the following is a problem with low-level prototyping?
   A) Testers tend to comment on superficial aspects and not content.   B) They take too
long to build.
   C) User expectations can be set too high.   D) None of the above.
   Answer : D

414) What is an affinity diagram?
   A) A diagram showing the degree of connection between people in social networks
B) A diagram used to show people's cultural affinities or sense of belonging to groups.
   C) A diagram that organises individual ideas and insights into a hierarchy showing
themes D) A variant of a tag cloud that is generated from think-aloud protocols.
   Answer : C

415) Where would a card-based prototype best fit in the design process?
   A) After conceptual design, before scenario design   B) After scenario design, before
storyboarding.
   C) After storyboarding, before low-level prototyping. D) After low-level prototyping,
before high-level prototyping.
   Answer : C

416) You are running a user test session and your participant wants to leave half way
through the session. What do you do?
   A) Ask them to stay until the end as planned, so you can collect your data.   B) After
ensuring they do not need medical help, let them leave, with your thanks.
   C) Offer them an incentive payment to encourage them to finish the   D) None of the
above.
   Answer : B

417) What is the best description of a conceptual model?
   A) A high level description of how a system is organised and how it operates B)
Interaction paradigms and interaction modes
   C) The problem space faced by the designer when gathering user   requirements D) None
of the above.
   Answer : A

418) What interaction paradigm did the Xerox Star use?
   A) Conversation   B) Knowledge of a physical desktop
   C) Embedded computing D) Windows, Icons, Mouse, and Pointer (WIMP).
   Answer : D

419) Select the best way of analysing qualitative user comments collected during a user
tset
   A) Classify the comments into categories and count number of comments in each category
B) Find the average and the standard deviation of the data and report it in the body of
the report
   C) Use a scatterplot to graph users on the x axis and comments on the y axis. D) Look
for critical incidents to report.
   Answer : A

420) What are web analytics?
   A) Online methods for performing usability tests through the cloud.   B) Web-based
methods for performing analysis of video records and electronic logs of user interaction
   C) Web-based methods for performing statistical analysis of data, using tools such as
SPSS   D) Online methods for analysing and visualising patterns of visiting a website,
viewing
   Answer : D

421) Which professional groups are most appropriately involved in preparation and
performance of the classic kind of cognitive walkthrough?
   A) End users and designers   B) Designers and usability experts
   C) Usability experts and marketing personnel D) Designers and marketing personnel.
   Answer : B

422) What is the most important property that a prototype should have?
   A) It should support a wide range of user tests.   B) It should look like the final

product.
   C) It should allow the key design concepts to be tested with users.   D) It should be easy to throw away.
   Answer : C

423) What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?
   A) Agile programming methods were interlaces with iterative user testing.   B) Four different data gathering techniques were used.
   C) Participatory design was used.   D) Vibrations indicated the arrival of new photos in the application.
   Answer : B

424) The field of HCI _____
   A) is a brunch of computer engineering   B) involves very little applied knowledge
   C) focuses on the study of human behavior on the basis of pschology   D) attempts to understand and shape the way people interact with computers
   Answer : D

425) he Usability Engineering involve three phase EXCEPT:
   A) Requirement Analysis   B) Implementation
   C) Installation   D) Design, testing, and development
   Answer : A

426) Which of the technique evaluates design on how well it supports user in learning task
   A) Heuristik Evaluation   B) Cognitive Walkthrough
   C) Model-based Evaluation   D) Review Based Evaluation
   Answer : A

427) Choose THREE (3) senses in Multi-modal Technology
i. Touch
ii. Smell
iii. Sound
iv. Instinct
   A) i, ii and iii   B) i, iii and iv
   C) i, ii and iv   D) ii, iii and iv
   Answer : A

428) A software might allow a user to interact via
   A) keyboard commands B) mouse movement
   C) voice recognition commands D) all of the mentioned
   Answer : D

429) _ helps meet psychological and cognitive processing needs, increases human confidence.
   A) Attitude   B) Feedback
   C) Visual Analysis   D) Interaction Design
   Answer : B

430) Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation
   A) Summative B) Formative
   C) Relative   D) Qualitative
   Answer : B

431) What is the fundamental insight underlying the "cognitive walk through" method of evaluation?
   A) The idea that cognitive processes are the most important aspect of the user experience   B) The idea that users can sometimes be left out of the evaluation
   C) The idea that users earn by exploring an interface D) The idea that experts need to work hand in hand with useers to develop an optimal user experience
   Answer : C

432) Which of the following is a design implication of our understanding of human attention?
   A) Tactile feedback should make the same kinds of distinctions that a person would feel in the world   B) Avoid cluttering the interface with more information than is needed at the present moment for the user
   C) Text should be legible and distinguishable from its background under different

lighting conditions   D) Sounds should be audible and distinguishable in the user
   Answer : B

433) What is the disadvantage of using focus groups to elicit user requirements?
   A) Diverse or sensitive issues may be raised B) User may not be able to articulate
what their requirements are?
   C) Differences opinion may emerge that confuse the requirements gathering process
D) People don't necessarily respond the same way in a test as they would do in real life
   Answer : C

434) "An informal narrative description of human activities or tasks in a story that
allows exploration and discussion of contexts, needs, and requirements" describes which
of the following?
   A) Storyboard B) Scenario
   C) Use Case   D) UML Case
   Answer : B

435) Mental model is a/ an _____ of a device or a system
   A) summary of the characteristics of users   B) estimate of mental level of users
   C) human representation of the conceptual structure   D) investigation results about
mental characteristics of users
   Answer : C

436) What is the most important property that prototype should have?
   A) should allow the key concepts to be tested with users   B) should support a wide
range of user tests
   C) should look like the final product D) should be easy to throw away
   Answer : A

437) Metaphor is a cognitive process in which an experience is related to:
   A) an already familiar concept   B) a newly created concept
   C) an expert rule   D) an organizational rule
   Answer : A

438) A simplified model of Human Information Processign include human resources such as:
   A) memory   B) strength
   C) energy   D) head
   Answer : A

439) The design of a keyboard layout reflects the _____ concern in HCI
   A) cognitive B) physical
   C) usefulness D) usability
   Answer : B

440) Define life cycle model in HCI.
   A) Spiral, usability engineering   B) Star, usability engineering
   C) usability engineering, iterative design   D) Star, iterative design
   Answer : B

441) Process oriented
     Main element
     Issue, position and arguments
Which design rationale suite the characteristic above?
   A) Issue-based Information system   B) Design space analysis
   C) Psychological Design Rationale   D) Graphical Design Rationale
   Answer : A

442) Which rule in Schneiderman Golden Rule suite the statement below
"For every user action, to simplify new system sign up process, error correction system
must be provided to facilitate user"
   A) Strive for consistency   B) Offer informative feedback
   C) Disign dialogues to yield closure D) Offer error prevention and simple error
handling
   Answer : A

443) Which of the following is the handwriting recognition device?
   A) Tablet PC B) LCD monitor
   C) Keyboard   D) Monochrome monitor
   Answer : A

444) How many principle in universal design?
  A) Six   B) Seven
  C) Eight   D) Ten
  Answer : B

445) HCI design standards include recommendations based on
  A) human physical,   B) cognitive
  C) affective characteristics D) ALL of the Above
  Answer : D

446) Which of the following is golden rule for interface design?
  A) Place the user in control B) Reduce the user's memory load
  C) Make the interface consistent   D) All of the mentioned
  Answer : D

447) Which of the following is not a design principle that allow the user to maintain control?
  A) Provide for flexible interaction   B) Allow user interaction to be interrupt-able and undo-able
  C) Show technical internals from the casual user   D) Design for direct interaction with objects that appear on the screen
  Answer : C

448) Which of the following is not a user interface design process?
  A) User, task, and environment analysis and modeling B) Interface design
  C) Knowledgeable, frequent users   D) Interface validation
  Answer : C

449) What is the principal interaction mode for a Wii system?
  A) Gesture and body movements B) Haptic (touch) interface
  C) Exploring and browsing   D) Infrared position detection
  Answer : A

450) Inconsistency is an type of _____error
  A) Perceptual B) Cognitive
  C) Motor   D) None of the given
  Answer : B

451) Failure to capture user's attention is an type of _____error
  A) Perceptual B) Cognitive
  C) Motor   D) None of the given
  Answer : A

452) IDE stands for _____
  A) Internet Development Environment   B) Integrated Development Environment
  C) Intelligent Development Environment   D) Integrated Developed Environment
  Answer : B

453) URL stands for
  A) Uniform Resource Locator   B) Uniform Resource Location
  C) Uniform Riverce Locator   D) NOPE
  Answer : A

454) Internet is ....
  A) a network of networks   B) an ocean of resources waiting to be mined
  C) a cooperative anarchy   D) all of the above
  Answer : D

455) HTML tags are surrounded by ___ brackets
  A) Angle   B) Square
  C) Round   D) Curly
  Answer : A

456) Who is the primary author of HTML?
  A) Brendan Eich   B) Tim Berners-Lee
  C) Web Programmer   D) Google Inc
  Answer : B

457) CSS is an acronym for
  A) Cascading Style Sheet   B) Costume Style Sheet

C) Cascading System Style   D) None of the Above
   Answer : A

458) In HTML, Uniform Resource Identifier (URI) is used to
   A) To create a frame document .   B) To create a image map in the webpage.
   C) To customize the image in the webpage.   D) To identify a name or a resource on
the internet.
   Answer : D

459) For every Web document, you can add words that appear in the upper left bar area of
your browser. What set of tags allows you to provide this information?
   A) <head></head>   B) <head><head>
   C) <label><label>   D) <title></title>
   Answer : D

460) What should be the first and last pair of tags in your Web document?
   A) <html></html> and <body></body>   B) <start><end> and <body></body>
   C) <head><body> and <title></title>   D) <title></title> and <body<>/body>
   Answer : A

461) A Web document is broken into sections. What are the tags called that create these
sections?
   A) Structure tags   B) HTML tags
   C) Heading tags   D) Body tags
   Answer : A

462) What does an HTML tag do?
   A) It specifies formatting and layout instructions for your web page. B) It hides
programming instructions from view.
   C) It determines the organizational structure of your Web site.   D) It connects
your web site to an operating environment.
   Answer : A

463) Which of the following web elements should you know about before building your web
site?
   A) The web audience   B) The operating environment of your ISP
   C) The operating system of your visitor   D) Each consideration should determine
your web design choices
   Answer : A

464) What type of information should you avoid including on your Web site?
   A) Links to sites of interest B) Private personal information
   C) Work and academic experience   D) Graphical
   Answer : B

465) An ordered list is a .... list and an unordered list is a
.... list.
   A) bulleted & numbered   B) bulleted & tabular
   C) tabular & numbered D) numbered & bulleted
   Answer : D

466) The .... attribute adds space within each cell.
   A) CELL SPACING   B) CELL PADDING
   C) WIDTH   D) ALIGN
   Answer : B

467) Which of the following is best suitable for remote administration of a computer?
   A) Telnet   B) WAIS
   C) Browsers   D) HTML
   Answer : A

468) .... is known as father of World Wide Web.
   A) Robert Cailliau   B) Tim Thompson
   C) Charles Darwin   D) Tim Berners-Lee
   Answer : D

469) Once the email is sent, the message is broken into pieces called ....
   A) Packets   B) Process
   C) Digits   D) Bytes
   Answer : A

470) IEEE stands for ....
  A) Institute of estimated elevator efficiency B) Institute of electrical and economical engineers
  C) Institute of Eurasia engineering event   D) Institute of electrical and electronics engineers
  Answer : D

471) DNS translates ....
  A) domain name into IP   B) IP into domain name
  C) both a & b D) domain name into physical address
  Answer : C

472) Which of the following property sets the style of a font?
  A) font   B) style
  C) font-style D) @font-face
  Answer : C

473) Which among the following is the system root folder for Microsoft Windows by default?
  A) Windows Manager   B) C:/Windows
  C) Task Manager   D) Homegroup
  Answer : B

474) What type of technology allows you to use your finger, eye, or voice print to secure your information resources?
  A) Haptics   B) Caves
  C) Biometrics D) RFID
  Answer : C

475) Which among the following was the first graphical web browser?
  A) Mosaic   B) WAIS
  C) CERN   D) Gopher
  Answer : A

476) Which among following is odd one ?
  A) RAM   B) ROM
  C) CACHE   D) Hard Disk
  Answer : D

477) The device that can both feed data into and accept data from a computer is called _____.
  A) input-output device   B) ALU
  C) CPU   D) NONE
  Answer : A

478) Which one of these would NOT be found in a good Human Computer Interaction?
  A) Common short cuts, like CTRL+Z for undo   B) Icons that can have specific meanings
  C) A long command line to achieve a function D) Sounds that convey meanings
  Answer : C

479) Conventional wisdom says that ………….. tell the user when he has made some mistake.
  A) program crash   B) system stuck
  C) error messages   D) metadata
  Answer : C

480) How do you identify the user in the usability engineering lifecycle?
  A) Draw up a user profile   B) Run a thinking aloud test
  C) Assume the role of an apprentice learning from the master craftsman   D) Observe representative Users
  Answer : D

481) In a heuristic evaluation …………………
  A) A group of usability expert judges an interface with a detailed checklist of guidelines   B) A group of test users conducts a formal experiment
  C) A group of psychologists administers a questionnaire   D) A group of usability experts reviews a user interface according to a small set of general principles
  Answer : B

482) The primary interactive method of communication used by human is …….

A) reading   B) writing
C) speaking   D) Listening
Answer : C

483) Identify from among the following the attribute of usability.
A) Learnability   B) Usefulness
C) Generalizability   D) Subjective satisfaction
Answer : A

484) Unlike traditional observation, guided observation ………………..
A) set a strict guidelines for session activities   B) reduces error introduced by
the experimenter
C) sets strict guidelines for session length D) includes some interaction with
participants
Answer : B

485) A persona in the context of goa- oriented interaction design ………..
A) is used to role-play through an interface design   B) is a real person
C) represents a particular type of user   D) should represent an average user
Answer : A

486) Which of the following fields is not an influence on Human Computer Interaction
(HCI)?
A) Ergonomics B) Cognitive psychology
C) Computer science   D) All of the above are an influence on HCI
Answer : D

487) The name of the document should be shown on the application's ………………
A) menu bar   B) title bar
C) tool bar   D) status bar
Answer : B

488) is the best example for design.
A) View   B) Model
C) Analyzing D) None
Answer : B

489) &   are the main functions of GUI.
A) Pointing & Selecting   B) Selecting & Executing
C) Pointing & Editing D) None of these
Answer : A

490) is an intermediate between users and computer.
A) Keyboard   B) Monitor
C) Both a & b D) Mouse
Answer : B

491) When users are involved in complex tasks, the demand on _____ can be
significant.
A) short-term memory B) shortcuts
C) objects that appear on the screen D) all of the mentioned
Answer : A

492) Which of the following option is not considered by the Interface design?
A) the design of interfaces between software components   B) the design of
interfaces between the software and human producers and consumers of information
C) the design of the interface between two computers D) all of the mentioned
Answer : C

493) What incorporates data, architectural, interface, and procedural representations of
the software?
A) design model   B) user's model
C) mental image   D) system image
Answer : A

494) What establishes the profile of end-users of the system?
A) design model   B) user's model
C) mental image   D) system image
Answer : B

495) The cognitive walkthrough mainly evaluates a product's?
  A) Utility   B) Efficiency
  C) Likeability   D) learnability
  Answer : D

496) Providing accelerators (e.g. keyboard shortcuts) mostly addresses?
  A) Efficiency B) Learnability
  C) Attitude   D) Utility
  Answer : A

497) A pluralistic walkthrough?
  A) requires a fully functional prototype   B) Is usually conducted at the end of the development process
  C) Is often conducted with low-fidelity designs   D) Requires having several alternate designs
  Answer : C

498) Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?
  A) VR B) IR
  C) AR D) OR
  Answer : A

499) Which of the following corresponds to the computer interface technology that uses icon, etc?
  A) CUI   B) CAI
  C) GDI   D) GUI
  Answer : D

500) Which of the following is the appropriate term to represent the processing mode in which computer user exchange information with the computer by selecting the icons displayed on the screen, and entering commands using the keyboard, adding human judgment to the information processing?
  A) Time sharing processing   B) Online transaction processing
  C) Batch processing   D) Interactive processing
  Answer : C

501) Which of the following does not include in Shneiderman's 8 golden rules?
  A) Support internal locus control   B) Maintain the system frequently
  C) Permit easy reversal actions   D) Offer informative feedback
  Answer : B

502) How many main categories of principles to support usability?
  A) 5.0   B) 4.0
  C) 6.0   D) 3.0
  Answer : D

503) Operations includes accessing & modifying objects by
  A) Selecting B) Manipulating
  C) Pointing   D) Both a & b
  Answer : D

504) What is the benefit of good design.
  A) positive effect   B) performance
  C) Both a & b D) None of these
  Answer : C

505) …….. goal to build a hierarchy of means and pages that feels natural
  A) Organized B) Design
  C) Driven   D) All of these
  Answer : D

506) What is the primary interactive method of communication used by humans?
  A) reading   B) writing
  C) Spaking   D) All of these
  Answer : C

507) It is the rich stories of the design
  A) scenario   B) program
  C) criteria   D) iteration

Answer : A

508) Conventional wisdom says that ……………..tell the user when he has made some mistak
   A) Error   B) metadata
   C) Error message   D) All of these
   Answer : C

509) Which of these are attributes of usability?
   A) Learnability.   B) Subjective satisfaction
   C) Generalisability. D) All of these
   Answer : C

510) Advantages of direct observation is….
   A) there can be no plagrarism B) speaking with Computer
   C) Error message   D) None of these
   Answer : A

511) Advantages of direct observation is….
   A) there can be false report B) speaking with Computer
   C) Error message   D) None of these
   Answer : A

512) Advantages of continuous evalution is…..
   A) Monitor the system in actual use   B) Monitor the communication between human and
computer
   C) Error message   D) None of these
   Answer : A

513) ….. Is an Interface Evalution method
   A) walkthrough evalution   B) Interactive evalution
   C) Both a & b D) None of these
   Answer : C

514) Know your user or client ending with
   A) Testing   B) design
   C) Planning   D) None of these
   Answer : B

515) Designer needs_____tool
   A) Good   B) Bad
   C) both a& b D) None of these
   Answer : A

516) ……… is an principles for user-centered design approach
   A) Early focus on users and tasks   B) planning
   C) tesing   D) All of these
   Answer : A

517) Human problem solving can best be characterized as
   A) Error handling   B) Event handling
   C) Error-correcting or Trial and error.   D) All of these
   Answer : D

518) Which of the following is not a user interface design process?
   A) Knowledgeable, frequent users   B) Interface design
   C) Interface validation   D) All of these
   Answer : A

519) Which of the following option is not considered by the Interface design?
    A) the design of the interface between two computers B) the design of interfaces
between software components
   C) both A&B   D) None of these
   Answer : A

520) Which of the following is golden rule for interface design?
   A) Place the user in control B) Reduce the user's memory load
   C) Make the interface consistent   D) All of these
   Answer : D

521) When users are involved in complex tasks, the demand on _____ can be

significant.
  A) short-term memory B) shortcuts
  C) objects that appear on the screen D) All of these
  Answer : A

522) A software might allow a user to interact via
  A) keyboard commands B) voice recognition commands
  C) Both A&B D) None of these
  Answer : C

523) What incorporates data, architectural, interface, and procedural representations of the software?
  A) design model   B) User model
  C) system image   D) All of these
  Answer : A

524) What establishes the profile of end-users of the system?
  A) design model   B) User model
  C) system image   D) All of these
  Answer : B

525) Implementation tools for HCI is
  A) screen mock-up   B) widget labels
  C) run-time logger   D) All of these
  Answer : A

526) What kind of activity does the D.E.C.I.D.E. acronym support?
  A) Planning and conducting an evaluation and analysing the data.   B) Conducting user tests.
  C) Deciding what kind of prototype to use for user tests.   D) Deciding whether to perform empirical or analytical evaluations.
  Answer : A

527) Which is the best definition of an interface metaphor?
  A) In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world that is used in the interface to help the user understand what to do (e.g., click on tabs to change window contents, use shopping cart to store items to purchase)
  C) What the human does to make inputs and receive information from the system (e.g., click and drag an object, talk to an object, move self closer to an object, converse with an entity, etc) D) The conceptual model used to guide the design of the interface.
  Answer : B

528) Which of the following is a better example of a user experience goal than a
usability goal?
  A) Effectiveness   B) Learnability
  C) Helpfulness   D) Safety
  Answer : C

529) Which of the following is the most likely interface metaphor used by a smart phone calendar function?
  A) Restaurant menu   B) Touchscreen interface
  C) A paper diary   D) Mobile technology
  Answer : C

530) When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?
  A) Approval of the research by a properly constituted ethics committee independent of the researchers.   B) Participants informed they do not have to take part if they do not want to
  C) Participants fully informed of their right to withdraw from the investigation without consequences to them   D) All of the above.
  Answer : D

531) Which statement best reflects interaction design?
  A) Interaction design is a new discipline   B) Interaction design is multidisciplinary
  C) Interaction design combines the disciplines of software engineering and psychology
D) Interaction design is an application of common sense
  Answer : B

532) According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?
  A) They rate it as more honest   B) They rate it as less honest
  C) They rate it as more likeable   D) They rate it as less likeable.
  Answer : B

533) Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?
  A) Focusing on users and their tasks in the design process   B) Measuring progress towards usability goals throughout development
  C) Developing and testing in several cycles   D) All of the above.
  Answer : D

534) In the following data set, which number is the mode? 4 5 5 5 6 7 8 8
  A) 5.0   B) 5.5
  C) 6.0   D) None of the above.
  Answer : A

535) Which of the following are not the components of the HCI approach to design?
  A) Tasks   B) Humans
  C) Usability D) Technology
  Answer : B

536) 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
  Answer : D

537) 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
  Answer : C

538) 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
  Answer : B

539) What are the goals of a good design?
  A) Utility   B) Effectiveness
  C) Efficiency D) All of the above
  Answer : D

540) Identify the main goal of interaction design
  A) To assess the effect of interface on system   B) To assess the extend of design functionality
  C) To sketch the system layout from user's perspective   D) To assess the extend and accessibility of system functionality
  Answer : D

541) Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard
  A) Heuristic Evaluation   B) Cognitive Walkthrough
  C) Model-based Evaluation   D) Review-based evaluation
  Answer : A

542) Select the heuristic principle to describe the given statement below:
Always keep user informed about what is going on, through appropriate feedback within reasonable time.
  A) Error prevention   B) Help and documentation
  C) Visibility of system status   D) Consistency and standard
  Answer : C

543) Choose the suitable method to apply the criteria below:
    Data can be collected in database for analysis

Present result clearly
Responses are usually received quickly
A) Interview B) Questionnaire
C) Research   D) Observation
Answer : B

544) "Using model of how a human would use a proposed system to obtain predict usability measure by calculation or simulation."
Choose the evaluation technique to describe the above statement
A) Heuristic evaluation   B) Cognitive walkthrough
C) Model-based evaluation   D) Review-based evaluation
Answer : C

545) Which problem that might occur in a group-experimental studies
i. Analysis
ii. Subject group
iii. Data assembly
iv. Choice of task
A) i, ii and iii   B) i, ii and iv
C) i, iii and iv   D) ii, iii and iv
Answer : B

546) Identify the evaluation technique that evaluates design on how well it support user in learning task
A) Heuristic Evaluation   B) Cognitive walktrough
C) Model-based evaluation   D) Review-based evaluation
Answer : A

547) Advantages:
question can be varied to suit context
Disadvantages
Time consuming
Choose the Evaluation query technique based on above statement
A) Questionnaire   B) Protocol analysis
C) Interview D) Review-based evaluation
Answer : C

548) Error rate will increase as font size decrease"
The above statement is
A) Participants   B) Hypothesis
C) Dependent variables   D) Independent variables
Answer : B

549) Independent variables is characteristic changed to produce different condition.
Choose the example of Independent variables
i. Gender
ii. Interface style
iii. Task completion time
iv. Background noise
A) i, ii and iii   B) i, ii and iv
C) i, iii and iv   D) ii, iii and iv
Answer : B

550) Which is the best definition of an interaction paradigm?
  A) In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world that is used in the interface to help the user understand what to do (e.g., click on tabs to change window contents, use shopping cart to store items to purchase)
  C) What the human does to make inputs and receive information from the system (e.g., click and drag an object, talk to an object, move self closer to an object, converse with an entity, etc) D) The conceptual model used to guide the design of the interface.
  Answer : A

551) Which is the best definition of an interaction mode?
  A) In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)   B) An idea from the world that is used in the interface to help the user understand what to do (e.g., click on tabs to change window contents, use shopping cart to store items to purchase)
  C) What the human does to make inputs and receive information from the system (e.g., click and drag an object, talk to an object, move self closer to an object, converse with

an entity, etc) D) The conceptual model used to guide the design of the interface.
   Answer : C

552) What is an "affordance" according to Norman (1999):
   A) Property of an object that indicates to people how to use the object.   B) The return on investment of the usercentred design process.
   C) The opportunity cost of not using usercentred design.   D) An instruction on an interface signalling how to use the interface.
   Answer : A

553) According to Rogers et al. (2011) what was the primary reason for the success of the iPod?
   A) Powerful functionality   B) User experience
   C) Access to content D) Conceptual design
   Answer : B

554) Which of the following is a design implication of our understanding of human attention?
   A) Tactile feedback should make the same kinds of distinctions that a
person would feel in the world (e.g. pushing vs. pulling)   B) Text should be legible and distinguishable from its background under
different lighting conditions.
   C) Avoid cluttering the interface with more information than is needed at
the present moment for the user.   D) None of the above.
   Answer : C

555) A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?
   A) A psychometric scale   B) A Likert scale
   C) A questionnaire   D) An open-response questionnaire item.
   Answer : B

556) What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?
   A) Learners may fixate on just one medium, such as text, and not process further information available in other media.   B) Learners may hop between media and only partially process the information in each one.
   C) Learners may feel that they are being patronised   D) Learners may need tools to help them keep track of the information with which they have and have not yet engaged.
   Answer : A

557) What are the elements of the Gulf of Execution?
   A) Information processing elements involved in working out what the system did
B) Information processing elements involved in working out how to interact with the system
   C) Forming intentions, specifying right action, selecting appropriate interface mechanism.   D) Processing the interface, interpreting interface information, and assessing information meaning.
   Answer : C

558) What was an important early drawback of the Clearboard system by Ishii et al. (1993).
   A) It required people to move to a dedicated video conferencing facility at their workplace   B) As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up
   C) People found it uncomfortable to interact "looking down" at a colleague.   D) All of the above.
   Answer : C