	This sheet is for 1 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	HCI stand for....	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B
2	..... is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	..... And ..... are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	**B**
6	..... is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ..... Look	3D	2D	1D	None of these	A
9	People performing operations are called .... on objects	operating	Actions	pointing	None of these	B
10	..... interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	..... is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	..... could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C
S.r N	Question	a	b	c	d	Correct Answer
1	..... goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	..... is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete pic	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
7	A mouse device may be	electro-chemical	mechanical	optical	both mechanical and optic	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a funct	All of these	C
10	..... Is an goal of evaluation	acess effect of interface on user	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language used by the system is called	core	task	both A&B	None of these	A
12	_____are a well-established technique for collecting demographic data and users' op	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfac	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	Mistakes and "Slips" are two forms of	Error	goals	evaluation	objectives	A
	This sheet is for 3 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that .....tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
2	The name of the document should be shown on the application's	Menu bar	Title bar	Navigation bar	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
4	HCI is core subject of	software Engineering	phychology	arthopology	none	A
5	..... Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific problems	All of these	C
6	Advantages of direct observation is....	there can be no plagrarism	speaking with Computer	Error message	None of these	A
7	Advantages of direct observation is....	there can be false report	speaking with Computer	Error message	None of these	A
8	Advantages of continuous evalution is.....	Monitor the system in actual use	Monitor the communication betwe	Error message	None of these	A
9	..... Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirment	Achieving the goals within constrai	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	A
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performa	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performa	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessm	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the represent	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from th	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interface between	the design of interfaces between	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…….. capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented questio	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of these	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-oriented questio	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be signific	short-term memory	shortcuts	objects that appear on the screen	All of these	A
3	A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
4	What incorporates data, architectural, interface, and procedural representations of the	design model	User model	system image	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to pres	Your users don't know the term alg	The Help menu isn't in the right place	Radio buttons are too sma	A
7	…….. patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	…….. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____	Visual symbols	Brand equity	Grouping	Harmony	B

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B

5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	**D**
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C
	This sheet is for 2 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A
	This sheet is for 3 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B

2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D
	This sheet is for 1 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.	WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.	TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?	Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser	Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____	Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language	procedural	markup	object oriented	object based	markup
12	HTML documents are stored in the file in the form.....	.hxm	.html	.hm	.hml	.html
13	what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web	TRUE	FALSE			TRUE
15	URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is	a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets	Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.	1980	1990	1995	2000	1990
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet

	This sheet is for 2 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?	rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling	knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of	User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires	clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?	<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?	<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?	It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

	This sheet is for 3 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?	@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?	EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?	font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?	Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.	Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?	Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?	Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?	Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?	RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?	Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.	input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?	different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?	quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?	Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?	Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?	knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?	Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?	limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above
Sr.No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d

28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d

42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d

61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b

80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wante	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a

106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization’s commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d

121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____ refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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180	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
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188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
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192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b

197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a

17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c

31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b

48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototyp	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are know	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented questio	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c

104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d

118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b

130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C

141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a

152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d

170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c

188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	

11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b

21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d

29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b

43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						
52	"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?	Storyboard	Scenario	Use Case	UML Case	b

53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
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68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
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88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
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93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a

100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
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110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
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116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
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123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
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141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application’s		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?		VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d

28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c

48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word ‘_____’.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a

74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d

102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b

126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b

153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d

179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

MARK 2

S.r No	Question	Image	a	b	c	d	rect Ans
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d

2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d

14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a

38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d

70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the sam		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a we		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluat		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented questi	Workflow-oriented ques	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b

117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
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133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b

140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a

162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

MARK 3

S.r No	Question	Image	a	b	c	d	rect Ans
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b

20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a

41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c

81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
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92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

106	Which of the following instances illustrates ‘cognitive walkthrough’?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d
143	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

wer

wer

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer In	Human Computer Int	Human computer	All of above	B
2	..... is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	..... And ..... are the main functions of GUI.	Pointing & Selecting	Selecting & Executin	Pointing & Editing	None of these	**B**
6	..... is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ..... Look	3D	2D	1D	None of these	A
9	People performing operations are called .... on objects	operating	Actions	pointing	None of these	B
10	..... interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	..... is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	..... could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	..... goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	..... is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	..... Is an goal of evaluation	acess effect of inter	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language used by the system is called	core	task	both A&B	None of these	A
12	_____are a well-established technique for collecting demographic data and users' opini	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogue?	Command Line Inte	Query interfaces	Menus	Natural Language	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Conventional wisdom says that .....tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
2	The name of the document should be shown on the application’s	Menu bar	Title bar	Navigation bar	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective satisfacti	Generalisability.	All of these	C
4	HCI is core subject of	software Engineerin	phychology	arthopology	none	A
5	..... Is an goal of evaluation	GUI interaction	speaking with Compu	identify the specif	All of these	C
6	Advantages of direct observation is....	there can be no pla	speaking with Compu	Error message	None of these	A
7	Advantages of direct observation is....	there can be false r	speaking with Compu	Error message	None of these	A
8	Advantages of continuous evalution is.....	Monitor the system	Monitor the commun	Error message	None of these	A
9	..... Is an Interface Evalution method	walkthrough evaluti	Interactive evalution	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but....	system requirment	Achieving the goals within constraints	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	..... is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
11	..... is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is	Customizability	Learnability	Flexibility	Robustness	A

13	The extent to which the user can evaluate the internal state of the system from the representation on the user interface is	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
8	..... capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented question	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A

12	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these	A
3	A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
7	..... patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	..... are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
#3	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A

11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____ .	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
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This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**

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	This sheet is for 1 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object oriented	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet
	This sheet is for 2 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an `add on’	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & functic	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen &	pop-up boxes & hint ic	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of	All Of The Above	All Of The Above

7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame document .	To create a image map in the webpage.	To customize the imag	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head:	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interest	Private persona	Work and academic ex	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia en	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain	both a & b	domain name into physical address	both a & b
	This sheet is for 3 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar

9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?		hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	KLM model stands for		Keystroke-level model	Key-level model	model of kernel level	NOPE	Keystroke-level model
2	KLM model developed by.....		David Kieras	petersons	Brady	NOPE	David Kieras
3	KLM model based on.....		CMN-GOMS	waterfall model	both a&b	NOPE	CMN-GOMS
4	GOMS describes.....		goal,operator, method, selection	goods,operator,management, selection	goal, operation, method, search	NOPE	goal,operator,method, selection
5	CCT stands for.....		Cognitive complexity theory	Common complex theory	both a & b	NOPE	Cognitive complexity theory
6	BNF stands for.....		Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form
7	TAG stands for.....		Task Action Grammar	Task Automatic Grammar	Task Active Grammar	NOPE	Task Action Grammar
8	Issues for goal hierarchies is/are		Granularity	Routine learned behaviour	Conflict	All Of The Above	All Of The Above
9	HTA stands for.....		Hierarchical Task Analysis	Hierarchical Technical Analysis	Hierarchy based Task Analysis	NOPE	Hierarchical Task Analysis
10	What is the field of Natural Language Processing (NLP)?		Computer Science	Artificial Intelligence	Linguistics	All of the mentioned	All of the mentioned
11	NLP is concerned with the interactions between computers and human (natural) languages.		true.	false.			true.
12	What is the main challenge/s of NLP?		Handling Ambiguity of Sentences	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences
13	Modern NLP algorithms are based on machine learning		true.	false.			true.
14	Choose form the following areas where NLP can be useful.		Automatic Text Summarization	Automatic Question-Answering Systems	Information Retrieval	All of the mentioned	All of the mentioned
15	Which of the following includes major tasks of NLP?		Automatic Summarization	Discourse Analysis	Machine Translation	All of the mentioned	All of the mentioned

16	What is Machine Translation?		Converts one human language to another	Converts human language to machine language	Converts any human language to English	Converts Machine language to human language	Converts one human language to another
17	Natural Language generation is the main task of Natural language processing.		true.	false.			true.
18	OCR (Optical Character Recognition) uses NLP.		true.	false.			true.
19	Parsing determines Parse Trees (Grammatical Analysis) for a given sentence.		true.	false.			true.
20	IR (information Retrieval) and IE (Information Extraction) are the two same thing.		true.	false.			true.
	This sheet is for 2 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	what is the meaning of Goal in GOMS		what the user wants to achieve	basic actions user performs	decomposition of a goal into subgoals/operators	means of choosing between competing methods	what the user wants to achieve
2	what is the meaning of Operators in GOMS		what the user wants to achieve	basic actions user performs	means of choosing between competing methods	decomposition of a goal into subgoals/operators	basic actions user performs
3	what is the meaning of Methods in GOMS		basic actions user performs	what the user wants to achieve	decomposition of a goal into subgoals/operators	means of choosing between competing methods	decomposition of a goal into subgoals/operators
4	what is the meaning of selection in GOMS		decomposition of a goal into subgoals/operators	basic actions user performs	what the user wants to achieve	means of choosing between competing methods	means of choosing between competing methods
5	Problems with goal hierarchies		a post hoc technique	expert versus novice	How cognitive are they?	All Of The Above	All Of The Above
6	Measurements that are used with BNF are		Number of rules	Number of + and | operators	both a & b	NOPE	both a & b
7	Task Action Grammar (TAG) performs		Making consistency more explicit	Encoding user's world knowledge	Parameterised grammar rules	All Of The Above	All Of The Above

8	Architectural models consist of		Long-term/ Short-term memory	Problem space	Interacting Cognitive Subsystems	All Of The Above	All Of The Above
9	Organisational issues are defined as		Studying the work group is not sufficient	Before installing a new system must understand the who benefits And who puts in effort	both a & b	NOPE	both a & b
10	CSCW stands for computer supported cooperative work		true.	false.			true.
11	Telecommunications improvements allow:		neighbourhood workcentres	home-based tele-working	both a & b	NOPE	both a & b
12	Invisible workers having Many ecological and economic benefits that are		reduce car travel	flexible family commitments	both a & b	NOPE	both a & b
13	Barriers to tele-working are		managerial	social	not technological	both a & b	both a & b
14	In organization for capturing requirements we need to take account of		stakeholders	work groups a	organisation	All Of The Above	All Of The Above
15	stakeholder is anyone effected by success or failure of system		true.	false.			true.
16	stakeholder are categorised as primary,secondary,tertiary,facilitating.		true.	false.			true.
17	socio-technical modelling response to technological determinism		true.	false.			true.
18	In CATWOE “E” stands for		Energy	Environment	Element	NOPE	Environment
19	In CATWOE “C” stands for		Clients	common	clear	call	Clients
20	In CATWOE “A” stands for		Actors	accuracy	account	ambiguity	Actors
	This sheet is for 3 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	socio-technical modelling concerned with technical, social, organizational and human aspects of design		true.	false.			true.
2	socio-technical modelling describes impact of specific technology on Organization		true.	false.			true.

3	socio-technical modelling do information gathering through		interviews,	observation	focus groups & document analysis	All Of The Above	All Of The Above
4	socio-technical modelling several approaches like		CUSTOM	OSTA	both a & b	NOPE	both a & b
5	In CATWOE “W” stands for		Weltanschauun	work	wealth	width	Weltanschauung
6	In CATWOE “T” stands for		Transformation	total	trcker	NOPE	Transformations
7	In CATWOE “O” stands for		Owner	out	obvious	NOPE	Owner
8	In participatory design workers enter into design context		true.	false.			true.
9	In ethnography (as used for design) designer enters into work context		true.	false.			true.
10	participatory design & ethnography (as used for design) Both make workers feel valued in design		true.	false.			true.
11	User is an active member of the design team.		true.	false.			true.
12	Characteristics of Participatory Design are		context and work oriented rather than system oriented	collaborative	iterative	All Of The Above	All Of The Above
13	Methods of Participatory Design are		brain-storming	storyboarding	workshops, pencil and paper exercises	All Of The Above	All Of The Above
14	Three levels of participation are consultative, representative, consensus		true.	false.			true.
15	Ethnography is very influential in CSCW		true.	false.			true.
16	Ethnography a form of anthropological study with special focus on social relationships		true.	false.			true.
17	Ethnography does not enter actively into situation		true.	false.			true.
18	Ethnography seeks to understand social culture		true.	false.			true.
19	Ethnography is unbiased and open ended		true.	false.			true.
20	soft systems methodology developed by Checkland		true.	false.			true.

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.
2	What are the Methods of analysing people's jobs?		what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis		true.	false.			true.
4	HTA stands for Hierarchical Task Analysis		true.	false.			true.
5	TDH stands for Task Description Hierarchy		true.	false.			true.
6	KRG stands for Knowledge Representation Grammar		true.	false.			true.
7	ERT stands for		Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are		Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties		true.	false.			true.
10	STN stands for		State transition networks	State transfer networks	State level networks	Static transition networks	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.		Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.		Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.		Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as		Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into		Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.		Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.		Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.		Converter	Compiler	Text editor	Code optimizer	Compiler
19	A bottom up parser generates		Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in reverse
20	The linker		Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a load module
This sheet is for 2 Mark questions							

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task decomposition is a technique of splitting task into (ordered) subtasks		true.	false.			true.
2	Knowledge based techniques is an approaches to task analysis		true.	false.			true.
3	Entity/object based analysis is one of the Approaches of task analysis		true.	false.			true.
4	general methods of task analysis are		observe	collect unstructured lists of words and actions	organize using notation or diagrams	All of the above	All of the above
5	Systems analysis focused on system design And Task analysis Focused on the user		true.	false.			true.
6	Cognitive models focused on internal mental state Task analysis Focused on external action		true.	false.			true.
7	Sources of Information		Documentation	Observation	both a & b	NOPE	both a & b
8	Early analysis consist of		Extraction from transcripts	Sorting and classif	both a & b	NOPE	both a & b
9	Production rules are		Unordered list of rules	Good for concurre	Bad for sequenc	All of the above	All of the above
10	CSP and process algebras are		used in Alexander's SPI, and Agent notation	good for sequential dialogues	concurrent dial	All of the above	All of the above
11	Diagrammatic Dialogue Notations used		STN	JSD	Flow charts	All of the above	All of the above
12	State properties of State transition networks		reachability	reversibility	dangerous states(states you don't want to get to)	All of the above	All of the above
13	reachability of any state depends on		can you get anywhere from anywhere?	how easily you reach the state	both a & b	NOPE	both a & b
14	reversibility of state depends on		can you get to the previous state?	undo not allowed	both a & b	NOPE	both a & b
15	Lexical Issues of states are		visibility	style	layout	All of the above	All of the above
16	action properties dialogue		completeness	consistency	determinism	All of the above	All of the above

17	state properties dialogue		reachability	reversibility	dangerous stat	All of the above	All of the above
18	Compiler translates the source code to		Executable code	Machine code	Binary code	Both B and C	Both B and C
19	Compiler should report the presence of _____ in the source program, in translation process.		Classes	Objects	Errors	Text	Errors
20	What is the output of lexical analyzer?		A parse tree	A list of tokens	Intermediate code	Machine code	A list of tokens
This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Knowledge based techniques Is based on what the user knows about the task and how it is organised.		true.	false.			true.
2	Entity/object based analysis Defined as the relationships between objects, actions and the people who perform them		true.	false.			true.
3	Cognitive models practiced `unit' task and Task analysis focuses on whole job		true.	false.			true.
4	what is the aim of Task Decomposition		describe the actions people do	structure them within task subtask hierarchy	describe order of subtasks	All of the above	All of the above
5	Most common Variants Task Decomposition is Hierarchical Task Analysis (HTA).		true.	false.			true.
6	Generating the hierarchy (in task)		get list of tasks	group tasks into higher level tasks	decompose lowest level tasks further	All of the above	All of the above
7	Knowledge Based Analyses Focus on		Objects (used in task)	Actions	both a & b	NOPE	both a & b
8	In Knowledge Based Analyses Taxonomies represent levels of abstraction		true.	false.			true.
9	Entity-Relationship Techniques Focus on objects, actions and their relationships		true.	false.			true.
10	Entity-Relationship Techniques		includes non-computer entities	emphasises domain understanding not implementation	both a & b	NOPE	both a & b
11	Relationships is exist between		object-object	action-object	actions and eve	All of the above	All of the above

12	temporal relations		use HTA or dialogue notations.	show task sequence (normal HTA)	show object life	All of the above	All of the above
13	in early analysis Sorting and classifying defines		grouping or arranging words on cards	– ranking objects/ actions for task relevance.	use commercial outliner	All of the above	All of the above
14	Conceptual Manual based on		from knowledge or entity–relations based analysis	good for open ended tasks	both a & b	NOPE	both a & b
15	Requirements capture and systems design focused on		lifts focus from system to use	suggests candidates for automation	uncovers user's conceptual model	All of the above	All of the above
16	Detailed interface design(In requirements & design) focused on		object/action lists suggest interface objects	task frequency guides default choices	existing task sequences guide dialogue design	All of the above	All of the above
17	Hierarchical STNs deals with		managing complex dialogues	named sub-dialogues	both a & b	NOPE	both a & b
18	Petri nets aredefined as		one of the oldest notations in computing!	several counters allowed(concurrent dialogue states)	used for UI specification	All of the above	All of the above
19	State charts used in UML		true.	false.			true.
20	Flowcharts consists of		familiar to Programmers	Used boxes	used for dialogu	All of the above	All of the above

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b

16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?		VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a

67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b

84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d

101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization’s commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d

118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d

135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b

152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose which (s) of the main modal technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c

169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
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182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
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185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

MARKS 2

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a

54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the sam		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wea		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluat		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented questi	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c

122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130			Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b

156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a

173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c

190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn’t save money as it is expensive	Bad UI design doesn’t really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn’t matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it’s always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates ‘cognitive walkthrough’?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	

11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	Independent variables is characteristic changed to produce different condition. Choose the example of Independent variables i. Gender ii. Interface style		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	c

28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b

45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	Choose the example of independent variables i. Gender ii. Interface style iii. Task completion time iv. Background noise		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c

79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
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92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	c

96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b

113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	Choose the example of independent variables i. Gender ii. Interface style iii. Task completion time iv. Background noise		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a

130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d
143	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d

147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
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132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

185	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
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120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
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122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
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133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
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142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
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83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
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86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

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92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
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99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a

114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

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Human Computer Interaction (Anna University)

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St. Joseph's Institute of Technology
Department of CSE

CS6008- HUMAN COMPUTER INTERACTION - MCQ

Unit I

1. Why are people less able to distinguish fine detail in blue?

a) There are fewer cones in the center of the retina that are sensitive to blue light.
b) There are more cones in the center of the retina that are sensitive to blue light.
c) There are fewer cones in the center of the retina that are sensitive to red light.
d) There are more cones in the center of the retina that are sensitive to blue light.

Ans: (a) There are fewer cones in the center of the retina that are sensitive to blue light.

2. For a product to be successful, it must be:

a) Useful by humans
b) Usable by humans
c) Used by humans
d) All of the above

Ans:(d) All of the above

3. ____ derives the logically necessary conclusion from the given premises.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (a) Deductive reasoning

4. ____ is generalizing from cases we have seen to infer information about cases we have not seen.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (b) Inductive reasoning

5. ____ is the method we use to derive explanations for the events we observe.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (c) Abductive reasoning

6. ____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

a) Deductive reasoning

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b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (d) Reasoning

7. What is a semantic network?

a) A model of short-term memory
b) A model of long-term memory
c) A model of physical memory
d) A model of short and long-term memory

Ans: (b) A model of long-term memory

8. What does ASCII stand for?

a) American Standard Code for Information Interchange
b) American Scientific Code for Information Interchange
c) American Scientific Code for Interchanging Information
d) American Standard Code for Interchanging Information

Ans: (a) American Standard Code for Information Interchange

9. Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because: The grouping of the numbers is significant.

a) True
b) False

Ans: (a) True

10. The DVORAK keyboard differs from the QWERTY keyboard in that:

a) The QWERTY keyboard lays out the letters differently to achieve faster typing speeds.
b) The DVORAK keyboard lays out the letters differently to achieve faster typing speeds.

Ans: (b) The DVORAK keyboard lays out the letters differently to achieve faster typing speeds.

11. Statement 1

Speech technology is a small area of commercial interest.

Statement 2

Courier is a fixed-pitch font.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (c) Both statements are True

12. Statement 1

Fitts' Law uses the formula movement time = a + b log2 (distance/size + 1) where a and b are empirically determined constants.

Statement 2

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Studies of keyboard operators have shown that, although the faster operators were up to twice as fast as the others, the slower ones made 10 times the errors.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (c) Both statements are True

13. Statement 1

Recognition is easier than recall.

Statement 2

The main strength of the Problem Space Framework as a model of human problem solving is that it allows ill-defined problems to be solved.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (a) Only Statement 1 is True

14. The isometric joystick:

a) Moves the cursor according to how fast the joystick is moved
b) Moves the cursor according to how slow the joystick is moved

Ans: (a) Moves the cursor according to how fast the joystick is moved

15. Statement 1

Humans are limited in their capacity to process information.

Statement 2

Users share common capabilities and are individuals with differences, but these differences should be ignored.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (a) Only Statement 1 is True

16. Statement 1

The fovea of the human eye is just behind the cornea.

Statement 2

The blind spot of the eye is just under the lens.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (d) Both statements are False

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17. Speed is important for interactive devices: So that the devices can respond appropriately to a user's input.

a) True
b) False

Ans: (a) True

18. Expert "slips" occur when: A person is skilled at a task, and an element of the task changes.

a) True
b) False

Ans: (a) True

19. The term human-computer interaction has only been in widespread use since the early

a) 2000s
b) 1950s
c) 1970s
d) 1980s

Ans: (d) 1980s

20. The gulf of execution refers to: The user's difficulty in formulating and articulating an intention to the system.

a) True
b) False

Ans: (a) True

21. Which of the following is a long-term individual difference?

a) Weight
b) Color
c) Sex
d) Height

Ans: (c) Sex

22. Which of the following are important in the design focus of HCI?

a) Thinking of the user
b) Testing the HCI
c) Involving the users
d) All of the above

Ans: (d) All of the above

23. Statement 1

It is easier to recall information than to recognize it, which is why visible menus are preferable to typed commands.

Statement 2

When tracing the history of interactive computing, the windowing concept became popular when humans needed the ability to perform more than one task at a time.

a) Only Statement 1 is True

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b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (b) Only Statement 2 is True.

24. Which of the following are examples of paradigms for interaction?

a) Personal computing
b) Hypertext
c) Multi-modality
d) All of the above

Ans: (d) All of the above

25. You receive an email message, and a flag immediately appears in your electronic mailbox to indicate that you have a new message. This is an example of:

a) Persistence
b) Guidance
c) Existence
d) None of the above

Ans: (a) Persistence

Unit II

1. If requirements are easily understandable and defined then which model is best suited?

a) Spiral model
b) Waterfall model
c) Prototyping model
d) None of the above

Answer: b

2. Which of these describes stepwise refinement?

a) Nicklaus Wirth described the first software engineering method as stepwise refinement
b) Stepwise refinement follows its existence from 1971
c) It is a top down approach
d) All of the mentioned

Answer: d

3. What is followed by the design task?

a) Choosing specific classes, operations
b) Checking model's completeness
c) Following design task heuristics
d) All of the mentioned

Answer: d

4. Design phase is followed by _____ .

a) Coding
b) Testing

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c) Maintenance
d) None of the above.

Answer: a

5. Where is the prototyping model of software development well suited?

a) When requirements are well defined.
b) For projects with large development teams.
c) When a customer cannot define requirements clearly.
d) None of the above.

Answer: c

6. Project risk factor is considered in which model?

a) Spiral model.
b) Waterfall model.
c) Prototyping model
d) None of the above.

Answer: a

7. What is the meaning of requirement elicitation in software engineering?

a) Gathering of requirement.
b) Understanding of requirement.
c) Getting the requirements from client.
d) All of the above.

Answer: d

8. If requirements are easily understandable and defined then which model is best suited?

a) Spiral model
b) Waterfall model
c) Prototyping model
d) None of the above

Answer: b

9. Selection of a model is based on

a) Requirements
b) Development team & Users
c) Project type and associated risk
d) All of the mentioned

Answer: d

10. Which two models doesn't allow defining requirements early in the cycle?

a) Waterfall & RAD
b) Prototyping & Spiral
c) Prototyping & RAD
d) Waterfall & Spiral

Answer: b

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11. Which of the following life cycle model can be chosen if the development team has less experience on similar projects?

a) Spiral
b) Waterfall
c) RAD
d) Iterative Enhancement Model

Answer: a

12. If you were a lead developer of a software company and you are asked to submit a project/product within a stipulated time-frame with no cost barriers, which model would you select?

a) Waterfall
b) Spiral
c) RAD
d) Incremental

Answer: c

13. Which two of the following models will not be able to give the desired outcome if user's participation is not involved?

a) Waterfall & Spiral
b) RAD & Spiral
c) RAD & Waterfall
d) RAD & Prototyping

Answer: d

14. A company is developing an advance version of their current software available in the market, what model approach would they prefer ?

a) RAD
b) Iterative Enhancement
c) Both RAD & Iterative Enhancement
d) Spiral

Answer: c

15. Choose the correct option from given below:

a) Prototyping Model facilitates reusability of components
b) RAD Model Model facilitates reusability of components
c) Both RAD & Prototyping Model facilitates reusability of components
d) None

Answer: c

16. Which one of the following models is not suitable for accommodating any change?

a) Build & Fix Model
b) Prototyping Model
c) RAD Model
d) Waterfall Model

Answer: d

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17. 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

18. 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

19. 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

20. 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

21. 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

22. 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

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23. You have to address a usability issue pertaining to a software interface. You will provide solutions after understanding:

a) How the developer uses the software?
b) How the users use the software?
c) How you use the software?
d) How your friends use the software?

Answer: b

24. When should a developer apply usability principles?

a) After selling the product
b) None of the above
c) While developing the product.
d) Early in the SDLC

Answer: d

25. Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer ?

a) allow interaction to interruptible
b) allow interaction to be undoable
c) hide technical internals from casual users
d)only provide one rigidly defined method for accomplishing a task

Answer: d

Unit III

1.Subsystem of human machine processor that handles actions of system is called

a) Cognitive System
b) Motor System
c) Perceptual System
d) Autonomic System

Answer : b

2. Simple model of human interaction was proposed by

a) Stuart K. Card
b) Thomas P. Moran
c) Allen Newell
d) Card, Moran And Newell

Answer : d

3. A negative contrast on display screen result in to increasing the

a) Reusability
b) Quality
c) Legibility
d) Interactivity

Answer : c

4. Relationship among vision and distance from point of focus is

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a) Conversely
b) Indirectly
c) Directly
d) Inversely

Answer : d

5. Human perception in reading process is part of

a) Saccades
b) Fixations
c) Regressions
d) Suppression

Answer : b

6. Impressing moving icons in a system design can be

a) Appealing
b) Attractive
c) Distracting
d) Attentive

Answer : c

7. Delicate hair cells in cochlea is called

a) Cilia
b) Cochlea
c) Ossicles
d) Tympanic Membrane

Answer : a

8. By using capitalized words, reading speed and accuracy

a) Increased
b) Improved
c) Declined
d) Levelled

Answer : c

9. 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

10. Relationship among flicker and luminous is

a) Directly Proportion
b) Inversely Proportion
c) Conversely Proportion
d) Indirectly Proportional

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Answer : a

11. The hawthorne studies are of utmost significance as they form an honest and concerted attempt to understand:

a) The Human Factor
b) Employee Attitudes
c) The Workers Social Situations
d) D. All of the above.

Answer : d

12. Work attitudes can be reflected in an organization through

a) Job Satisfaction
b) Organizational Commitment
c) Both 'A' And 'B'
d) None of the above

Answer : c

13. All the unique traits and patterns of adjustment of the individual is known as

a) Personality
b) Responsibility
c) Creativity
d) Authority

Answer : a

14. Organization's using _____ model are very successful in the era of Globalisation.

a) Delegative
b) Authorative
c) Supportive
d) Responsive

Answer : c

15. Fundamental concepts of organizational behaviour revolve around:

a) The Nature Of Human Beings
b) The Working Of Human Beings
c) Both 'A' And 'B'
d) None Of The Above

Answer : a

16. Select the developer-specific requirement ?

a) Portability
b) Maintainability
c) Availability
d) Both portability and maintainability

Answer : c

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17. A stakeholder is anyone who will purchase the completed software system under development.

a) True
b) False

Answer : b

18. Which is one of the most important stakeholder from the following?

a) Entry Level Personnel
b) Middle Level Stakeholder
c) Managers
d) Users Of The Software

Answer : d

19. The internet has allowed employees to collaborate on work from any location, across different time zones and national borders. What is regarded as the defining feature of a dispersed collaboration apart from the use of communication technology?

a) Each colleague does not work face-to-face
b) Each work group has its own task to complete
c) Dispersed collaborations lack the social cues that profile traditional working relationships
d) Colleagues are spread across different locations

Answer : d

20. As would be common with many business strategies, which is regarded as the crucial stage in designing dispersed collaborations?

a) Have a clear identification of the mission and how it will be achieved
b) Conduct a skills analysis of potential members to validate their membership
c) Establish the size of the collaborative team required and then consider which tasks can besuccessfully completed
d) None of the above

Answer : a

21.what is multimedia file?

a) Is same as any other regular file
b) Must be accessed at specific rate
c) Store on remote server can not be delivered to its client
d) None of the above

Answer : b

22. In which type of streaming multimedia file is delivered to the client but not shared?

a) Real time sharing
b) Progressive download
c) Compression
d) None of the above

Answer : a

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23. A _____ displays a list of commands and usually appears in the toolbar at the top of the screen.

a) View
b) Menu
c) Kit
d) List

Answer : b

24. Changing the appearance of your slide _____ can alter the slide's color, shade, pattern, or texture.

a) Background
b) Foreground
c) Watermark
d) Design

Answer : d

25. A _____ can be added to your presentation and then used to go to a variety of locations ---- for example, a web address, an e-mail address, a custom show or document, just to name a few.

a) Menu link
b) Hyperlink
c) Toollink
d) Slide link

Answer: b

UNIT IV

1. Genetically different population with the same physical features is known as _____

a) Ecosystem
b) Ecads
c) Community
d) Ecotype

Answer: d

2. Name the group of species which exploit the abiotic and biotic resources in a similar way?

a) Guild
b) Ecads
c) Biomes
d) Community

Answer: a

3. Who proposed the term ecosystem?

a) Grinnel
b) Turesson

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c) A.G. Tansley
d) Lindeman

Answer: c

4. Android applications signed at the time _____.

a) Before installed
b) After installed
c) Both A and B
d) None of these

Answer: a

5. In android application Which file holds to use the internet_____

a) Create file
b) Manifest file
c) system file
d) None of these

Answer: b

6. **Specifies the layout of android screen use_____file.**

a) R
b) Manifest
c) Layout
d) None of these

Answer: c

7. **_____ contains the R.java file.**

a) Src
b) Gen
c) Both A and B
d) None of these

Answer: b

8. In memory, Activity doesn't exist Thatis____state.

a) Initial
b) Running
c) Starting
d) All of these

Answer: c

9. Mobile cloud computing at its simplest refers to an _____

a) Intervention
b) Internet
c) Infrastructure
d) Intervention & Internet

Answer: c

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10. To use the Android menu system what method you should override?

a) on Create Menu()
b) on Create Options Menu()
c) Both A & B
d) on Menu Created()
e) on Create Context Menu()
f) None of these

Answer: b

11. Which is not an Android component of the following?

a) Layout
b) Service
c) Activity
d) Both A & C
e) Content Provider
f) None of these

Answer: b

12. _____is the first callback method invoked by the system during an Activity life-cycle,?

a) on Stop()
b) Both A & B
c) on Create()
d) on Restore()
e) None of these

Answer: c

13. Which is not a valid Android resource file name of the following?

a) my_layout.xml
b) mylayout.xml
c) myLayout.xml
d) Both B & C
e) mylayout1.xml
f) None of these

Answer: c

14. _____is the parent class of all Activity widgets?

a) View
b) ViewGroup
c) Layout
d) Both A & C
e) Widget
f) None of these

Answer : a

15. _____is not included in the Android application framework?

a) Notification Manager
b) Window Manager

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c) Both A & B
d) Dialer Manager
e) Package Manage
f) None of these

Answer: d

16. The Android project folder "res/" contain_____?

a) Resource files
b) Java Activity classes
c) Both A & B
d) Java source code
e) Libraries
f) None of these

Answer: a

17. Which piece of code used in Android is not open source?

a) Power management
b) Audio driver
c) Wi-Fi driver
d) Keypad driver

Answer: c

18. In a cellular system, the same frequency is used for other users using the technique _____-

a)Frequency planning
b)Frequency hopping
c)Frequency reuse
d)None of the above

Answer: c

19. Which of the following mobile platform support hundreds of thousands of third-party applications?

a) iPhone
b) Symbian
c) Windows Mobile Phone
d) None of the mentioned

Answer: a

20. In which of the following computing, mobile device serves as the presentation platform or the display?

a) Soft
b) Mobile
c) JVS
d) All of the mentioned

Answer: b

21. Which of the following was built to serve as a mobile platform for Internet computing?

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a) Windows Phone
b) Android
c) Symbian
d) All of the mentioned
Answer: b

22.IMT-2000 is a digital mobile system that functions as

a) Pager
b) Cordless
c) Low earth orbit satellites
d) All of the above

Answer: d

23. What is the parent class of all Activity widgets?

a) ViewGroup
b) Layout
c) View
d) Widget

Answer: c

24. Which of the following programming medium is used by MobileMe to create the appearance of a desktop application inside a browser?

a) HTML
b) DHTML
c) Jquery
d) All of the mentioned
Answer: b

25. Which of the following is a photo and video sharing service by MobileMe?

a) iDisk
b) Find My iPhone
c) iWeb Publish
d) MobileMe Gallery
Answer: d

UNIT- V

1. What are the designing rich web interface.

a) Make it Direct
b) Stay on the Page
c) Use Transitions
d) All of the above

Answer: d

2. A drag lens provides,

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a) a view into a different part of data
b) a view into a different part of the list
c) a view into a different part of record
d) a view into a different part of objects

Answer: b

3. Dragging the insertion bar while editing text on the iPhone is an example of,

a) Drop lens
b) Drag lens
c) Drag object
d) Drop object

Answer b

4. In Drag lens, the lens will be made visible,

a) Before Dragging
b) During Dragging
c) After Dragging
d) All of the above

Answer : b

5. Checkbox or control-based selection is,

a) Collected Selection
b) Object Selection
c) Toggle Selection
d) Hybrid Selection

Answer : b

6. Selection that spans multiple pages is,

a) Collected Selection
b) Object Selection
c) Toggle Selection
d) Hybrid Selection

Answer : a

7. Combination of Toggle Selection and Object Selection is,

a) Collected Selection
b) Multiple Selection
c) Hybrid Selection
d) Non of the Above

Answer : c

8. ..... is a pattern for keeping track of selection as it spans multiple pages

a) Collected Selection
b) Object Selection
c) Toggle Selection

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d) Hybrid Selection

Answer : a

9. ..... is when selection is made directly on objects within the interface

a) Instant Selection
b) Direct Selection
c) Object Selection
d) Interface Selection

Answer : c

10. The time to acquire a target is a function of the distance to and size of the target,

a) Richard Feynman Law
b) Bruce Tognazzini Law
c) Fitts's Law
d) d.Rolf O. Peterson Law

Answer : b

11. A master switch to toggle on/off Contextual Tools for the page,

a) Multi-Level Tools
b) Hover-Reveal Tools
c) Always-Visible Tools
d) Toggle-Reveal Tools

Answer : d

12. .....is Progressively reveal actions based on user interaction,

a) Multi-Level Tools
b) Hover-Reveal Tools
c) Always-Visible Tools
d) Toggle-Reveal Tools

Answer : a

13. Multi-Level Tools —mutton is,

a) menu + on = mutton
b) b.mute + on = mutton
c) menu + button = mutton
d) d.mute + button = mutton

Answer : c

14. Virtual Scrolling turns the scrollbar into,

a) Virtual Control
b) Pagination control
c) Scrollbar Control
d) All of the Above

Answer: b

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15. Which one is an Overlay,

a) Dialog Overlay
b) Detail Overlay
c) Input Overlay
d) All of the Above

Answer :d

16. The ..... Effect is useful when the Dialog Overlay contains important information that the user should not ignore.

a) Overlay effect
b) Lightbox effect
c) Darkbox effect
d) Whitebox effect

Answer : b

17. What are the types of inlays?

a) Dialog Inlay , List Inlay & Detail Inlay
b) List Inlay & Detail Inlay
c) Dialog Inlay & Detail Inlay
d) Non of the Above

Answer : a

18. .....turns the scrollbar into a pagination control.

a) Message scrolling
b) Drop Down Scrolling
c) Virtual scrolling
d) Pagination Scrolling

Answer : c

19. clicking on a button to load more items into the page on demand is,

a) Virtual paging
b) Outline paging
c) Demand paging
d) Inline paging

Answer : d

20. A great place for Virtual Panning is,

a) Map
b) List
c) Page
d) Virtual Memory

Answer : a

21. .....is a way to create a virtual canvas.

a) Zoomable User Interface
b) Virtual User Interface

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c) Realtime User Interface
d) All of the Above

Answer : a

22. Interactive Single-Page Process is a type of,

a) Data Flow Patterns
b) Resource Flow Patterns
c) Process Flow patterns
d) Non of the Above

Answer : c

23. ..... is a powerful pattern that benefits from a reactive interface.

a) Complete Pattern
b) Auto Complete Pattern
c) Reactive Pattern
d) Auto Reactive Pattern

Answer : b

24. Pattern that support virtual pages,

a) Virtual Scrolling
b) Inline Paging
c) Scrolled Paging
d) All of the Above

Answer : d

25. Virtual Scrolling turns the scrollbar into,

a) Virtual Control
b) Pagination control
c) Scrollbar Control
d) All of the Above

Answer : b

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1. How many categories of risks ?

a. 3

b.5

c.7

d. 4

2. _____ is the analytical methods in Engineer's responsibility for safety

a. analytical testing

b. job related pressures

c. voluntarism and control

d. both b and c

3. The costs must be weighed against both _____ goals and degrees of acceptability of risks to clients and the public

a. management

b. organizational

c. acceptability

d. liability

4. _____ is the general features of morally responsible engineers ?

a comprehensive perspective

b. accuracy

c. fair value

d. non moral

-

5. _____ is the set of standards and laws.

a. discipline

b. support

c. code

d. protecting

6. The problems with the law in engineering _____

a. inspiration and guidance

b. minimal compliance

c. risk

d. ethics

7. _____ is the moral concept refers to the virtue properly valuing oneself

a. self esteem

b. self respect

c. virtue

d. accountability

8. Which is the type of theories about morality ?

a. obligations

b. recognizing rights

c. good moral

d. duty ethics

9. The view that right action consist in producing one's own good _____

a. ethical relativism

b. ethical egoism

c. ethical pluralism

d. normative ethics

ONLINE SHOPPING CLICK HERE

10. _____ deals with theories about ethics

a. tacit ethics

b. meta ethics

c. rights ethics

d. personal involvement

11. which knowledge required to assess the risk ?

a. advisability

b. low consequence

c. no estimation of risk

d. testing and safety

12. The tanks used to store methyl iso cyanate were overloaded to a tune of _____

a. 25%

b.17%

c.75%

d. 70%

13. The first metaphor was set forth by adam smith in _____ in the nations the founding text of modern economics

a. 1976

b.1977

c.1777

d. 1776

14. ARPA stands for _____

a. advanced risk projects agency

b. advanced research projects agency

c. advanced research projects assessment

d. advanced research project analysis

15. _____ is the purpose of any business is to reach and satisfy the end users.

a. organizational oriented issues

b. clients oriented issues

c. agencies oriented issues

d. environmental oriented issues

16. The control is required to maintain their _____ and protect their self interest.

a. safety

b. protecting

c. privacy

d. none of the above

17. The degree of complexity range of applications and sheer numbers continue to increase _____ network the globe.

a. communication

b. telecommunication

c. satellite

d. all the above

18. The study of knowing differences between engineering and other standard experiments is helpful to the engineers to realize their special _____ responsibility

a. non moral

b. standard

c. moral

d. group

19. A body of engineers can promote engineers interest with limits sets by professional concern for the _____ good

a. private

b. management

c. employee

d. public

20. The term _____ means being responsible liable answerable or obligated.

a. moral autonomy

b. responsible agents

c. relevant information

d. accountability

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21. _____ is the broad identity of specific goods and services allowing differences to be made among different trade.

a. trade

b. trademarks

c. professional rights

d. employee rights

22. _____ is the process of negotiating the terms of employment between and employer and a group of workers.

a. roles and responsibilities

b. negotiations at the beginning table

c. collective bargaining

d. workplace rights

-

23. The word _____ gets different meanings based on the context.

a. ethics

b. moral

c. non moral

d. professional

24. _____ is tries to reduce moral values to laws, conventions and customs of societies.

a. ethical relativism

b. ethical egoism

c. ethical subjectivism

d. ethical pluralism

25. _____ is the process of moving technology to quite new set of condition and implementing.

a. international rights

b. communication integration

c. technology development

d. technology transfer

ALL THE BEST

PROFESSIONAL ETHICS IN ENGINEERING

1. _____ deal with all the society problems which are unknown and suddenly burst out on a regional or national level.

a. micro ethics

b. macro ethics

c. senses of engineering ethics

d. professional ethics

2. _____ psychological concept means having a positive attitude toward oneself, even if the attitude is excessive or otherwise unwarranted.

a. responsibility

b. morality

c**. self esteem.**

d. non moral

3. The _____ enables engineers to contribute their maximum best to their corporate companies.

a. corporate climate

b. ethical climate

c. both a and b

d. none of the above

4. _____ means to make an unfair difference in one's treatment of people.

a. safety

b. preferential treatment

c. discrimination

d. all the above

5. _____ a code give positive support to professional seeking to act ethically.

a. shared standards.

b. education and responsible professional

c. support for responsible professional

d. contributing to the profession's image

6. _____ is the advantage of industrial standards.

a. experimental control

b. reasonable decision

c. engineering experimentation

d. standards also benefit user and public

7. _____ is a kind of connected ness grounded in respect for professional expertise.

a. society

b. protecting the public

c. collegiality

d. guidance

8. _____ is the drawbacks in the definition of lawrence ?

a. immediate risk

b. expected probability

c. overestimation of risks

d. threshold levels to risk

9. _____ is the view that alternative moral perspectives that are reasonable but no one of which must be accepted completely by all rational and morally concerned.

a. ethical relativism

b. ethical egoism

c. ethical esteem

d. ethical pluralism

ONLINE SHOPPING CLICK HERE

10. _____ deals with the unsaid or unspoken rule of practice

a. meta ethics

b. tacit ethic

c. ethical subjectivism

d. duty ethics

11. NSPE Stand for

a. national society of professional engineers

b. national society of professional ethics

c. national society of professional education

d. national service of professional engineers

12. complex and rapidly changing innovation in engineering leads to

a. the need for a rigid engineering ethics

b. need of an adaptive engineering ethics

c. unfamiliar ethical circumstances

d. both a and b

13. _____ is the possibility of suffering harm or loss

a. risk

b. educational attempts

c. safety

d. fault tree analysis

14. planning is defined as the process of _____

a. organization

b. project

c. management

d. analysis

15. management plays a vital role in the operation of

a. scenario analysis

b. uncertainties in design

c. high consequence

d. business organization

16. management encompasses three elements

a. planning demolishing developing

b. planning , executing , reviewing

c. both a and b

d. none of the above

17. In business organization this surplus is ____

a. profit

b. loss

c. equal

d. liquidity

18. It assists the engineers to identify a particular design scores _____ with that of the another one.

a. lower

b. equal.

c. higher

d. average

19. ____ is defined as the right of a person to guide

a. decision

b. greater advantage

c. both a and b

d. authority

ONLINE SHOPPING CLICK HERE

20. According to data from the world trade organization from 1970 to 2004 the volume of world merchandise trade expanded almost_____

a. 26 fold

b. 16 fold

c. 36 fold

d. 6 fold

21. Any business that has productive activities in two or more countries is called _____

a. multinational enterprise

b. business enterprise

c. project enterprise

d. none of the above

22. The process national economies and business systems are becoming deeply interlinked with each other is called _____

a. globalization

b. organization

c. multinational

d. company's management

23. What are the two main elements which are included to understand informed consent ?

a. knowledge

b. voluntaries

c. both a and b

d. none of the above

24. _____ is the purpose of various types of standards ?

a. right

b. high score

c. risk benefit

d. accuracy

25. How many types of relativism ?

a. 2

b. 3

c. 4

d. 5

ALL THE BEST

1. What is the primary interactive method of communication used by humans?
a) reading
b) writing
c) speaking
d) all of the mentioned
View Answer

Answer: c
Explanation: None.

2.Elementary linguistic units that are smaller than words are?
a) allophones
b) phonemes
c) syllables
d) all of the mentioned
View Answer

Answer: d

3. In LISP, the atom that stands for “true” is _____
a) t
b) ml
c) y
d) time
View Answer

Answer: a
Explanation: None.

4. A mouse device may be _____
a) electro-chemical
b) mechanical
c) optical
d) both mechanical and optical
View Answer

Answer: d
Explanation: None.

5. An expert system differs from a database program in that only an expert system _____
a) contains declarative knowledge
b) contains procedural knowledge
c) features the retrieval of stored information
d) expects users to draw their own conclusions
View Answer

Answer: b
Explanation: None.

6. Arthur Samuel is linked inextricably with a program that played _____
a) checkers

b) chess
c) cricket
d) football
View Answer

Answer: a
Explanation: None.

7. Natural language understanding is used in _____
a) natural language interfaces
b) natural language front ends
c) text understanding systems
d) all of the mentioned
View Answer

Answer: d
Explanation: None.

Which of the following are examples of software development tools?
a) debuggers
b) editors
c) assemblers, compilers and interpreters
d) all of the mentioned
View Answer

Answer: d
Explanation: None.

Which is the first AI programming language?
a) BASIC
b) FORTRAN
c) IPL(Inductive logic programming)
d) LISP
View Answer

Answer: d
Explanation: None.

10. The Personal Consultant is based on?
a) EMYCIN
b) OPS5+
c) XCON
d) All of the mentioned
View Answer

Answer: d
Explanation: None.

1. A search engine depends on _____to find information on the web.
resturants
computers
humans

grocery stores

2.A directory, unlike a search engine, is organized by _____ who discover new sites and relevant information by exploring the web themselves.
restaurants
computers
humans
grocery stores

3. What is the key characteristic of Web 2.0
better design
better sound
user generated and content
sharing and openess

4. Which of the following is true about Blogs and Wikis?
Blogs have comments, wikis don't
Blogs center around one person, wikis center around many.
Blog is an advanced form of a wiki
Wiki is centered around one person, blogs are centered around many.

5. The definition of computer and computing has changed over time and will continue to change.
True
False
HIDE ANSWER

6. Wikipedia contains human-generated content; therefore, it is a reliable source for research.
True
False
HIDE ANSWER

7. Which of the following is the correct way to search for an exact phrase
Exact: (new york city)
(new york city)
+new york city
"new york city"

8. Which is the easiest way to get a list of definitions for a word, such as technology?
technology
Define: techology
Definitions: technology
What is technology

9. What is a search engine spider?
A program that follows or "crawls" links through the internet, grabbing content from sites and adding it to search engine indexes
Adware and Malware
A programming error

Something that infects your computer

10. This organizes websites by subject and is maintained by humans instead of software
web crawlers
search engines
directories
browsers

11. A WHOLE website address is known as this. It also stands for URL
Uniform Resource Locator
Unfiltered Regular Location
Undone Resource Locator
Uniform Regular Lost site

12. A unique set of numbers separated by periods that identifies each computer using the internet
IP address
WWW
URL
domain name

13. An online tool that helps users of the world wide web find the sites and information they are looking for.
location services
domains
search engines
URL

14. A software application for retrieving, presenting, and traversing information resources on the World Wide Web. An example is Chrome.
browser
domain name
search engine
directory

15. A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.
Search Engines
Browsers
Algorithms
Web sites

6. This is an example of a web browser
Safari
Google
Yahoo
Bing

17. This is an example of a Search Engine
Google

Chrome
Safari
Internet Explorer

18. The collection of physical elements that make up a computer
Peripherals
Software
Hardware
CPU

19. the programs used to direct the operation of a computer, as well as documentation giving instructions on how to use them
Software
Hardware
Peripherals
Food

20. The more hits you get when doing a search, the better!
True
False
HIDE ANSWER

21. Directories SHOULD result in more credible sites.
True
False
HIDE ANSWER

22. No one site covers the entire web.
True
False
HIDE ANSWER

23. A computer device, such as a keyboard or printer, that is not part of the essential computer
CPU
Software
Hardware
Peripherals

24. The part of the a computer system that is commonly referred to as the "brains" of the computer
CPU
Hardware
Software
Peripherals

25. The reason why it is important to check the reliability of a website is because:
There isn't always someone to evaluate and validate all sites posted on the web.
Websites can be written by anyone on any subject whether the person is an expert in the subject or not.

Not everything posted on the web is true or accurate.
All of the above.

26. You can determine whether a website is reliable by looking at the author. You may find that a site is reliable if the author:
Is an expert in the subject.
Has links to several unidentifiable sites or organizations.
Has a short description of his/her background.
Has many advertisements on his/her website.

27. Many reliable websites will have:
A slow loading rate.
Search tips and a help link.
Difficulty navigating to a selected link.
Organizational issues.

28. Websites that are forums and allows for personal opinions should always be seen as a good source for information about controversial topics.
True
False
HIDE ANSWER

HUMAN COMPUTER INTERACTION - Solved MCQ's

Help Desk for beginner

Question No: 1

_____are unintentional while_____ occur through conscious deliberation.

- **Slips, mistakes (page 100)**
- Errors slips
- Mistakes, errors
- Mistakes, slips

Question No: 2

What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system (page 91)**
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

Question No: 3

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition
- **Attention (page 76)**
- Learning
- None of these

Question No: 4

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- True
- **False (page 176)**

Question No: 5

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 6

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- Scenario
- **Persona (page 187)**
- Prototype

Question No: 7

The difference between the intentions and allowable actions is the:

- **Gulf of Execution (page 103)**
- Gulf of Evaluation

- None of these

Question No: 8

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

- **Possibilities available (page 76)**
- Time Available
- None of these

Question No: 9

The goals of HCI are:

- **Usability and User Experience (page 30)**
- Learn ability and Comfort
- Tasks and Goals

Question No: 10

WYSIWYG stands for _____.

- Where you see is where you get
- **What you see is what you get (page 36)**
- When you see it when you get

Question No: 11

_____ is proportional to the amplitude of the sound.

- Pitch
- **Loudness (page 70)**
- Timber

Question No: 12

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

- True
- **False (page 189)**

Question No: 13

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 14

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental (page 196)**

Question No: 15

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 16

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 17

_____ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

Question No: 18

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 19

Which of the following is not a secondary color?

- Green
- Orange

- Purple
- **Blue (page 63)**

Question No: 20

Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- **a typical monitor**
- a typical speaker
- a typical processor

Question No: 21

Which of the following requires less cognitive effort than others?

- **Listening (page 87)**
- Speaking
- Hearing
- None of the given

Question No: 22

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 23

Which of the following is not true regarding “cones”?

- **A type of receptor in eye more sensitive to light (page 56)**
- Different types of cones are sensitive to different wavelengths of light
- Eye has approximately 6 million cones

Question No: 24

Which of the following does not count as one of the advantages of computers?

- Computers are enabling new discoveries
- Leading to efficiencies
- Making our life convenient
- **Depending so much on computers may give fatal results (page 9)**

Question No: 25

The gulf of execution refers to _____ .

- The user’s difficulty in understanding the feedback from the system
- The system’s difficulty in presenting information in the output language
- **The system’s difficulty in converting an input expression into the correct system state transition**

- The user’s difficulty in formulating and articulating an intention to the system

Question No: 26

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii) (page 31)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

Question No: 27

Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system (page 31)**
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Question No: 28

The command line interface is used because:

- It is easy to understand
- It is demanded by DOS
- It is offered by UNIX systems
- **It is powerful and flexible (page 127)**

Question No: 29

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is supposed to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 30

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

- Red
- Yellow
- Blue
- **Green (page 63)**

Question No: 31

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- **Psychology (page 43)**
- Sociology
- Statistics
- Computer Science

Question No: 32

HCI deals with:

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- **All of the given choices**

Question No: 33

Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- **All of the given (page 54)**

Question No: 33

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 34

Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing**
- Sense of touch

Question No: 35

_____is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

- Reasoning

- Decision Making
- **Attention (page 76)**

Question No: 36

_____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping (page 107)**

Question No: 37

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- **Human computer Interaction (page 14)**
- Software Engineering
- Human Computer Interfaces

Question No: 38

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness (page 31)**
- Efficiency
- Utility

Question No: 39

. _____is what goes on in out heads when we carry out our everyday activities?

- **Cognition (page 47)**
- Learnability
- Memeorability

Question No: 40

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning (page 89)**
- Problem Solving

Question No: 41

_____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.

- **Qualitative, Quantitative (page 167)**
- Quantitative, Qualitative

- None of them

Question No: 42

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 43

Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- **Cultural**
- None of these

Question No: 44

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 45

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 46

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 47

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 48

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 49

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 50

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 51

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 52

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started:

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 53

Models are used in design to,

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 54

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 55

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch**

Question No: 56

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

- **Efficiency (page 31)**
- Effectiveness
- Utility

Question No: 57

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors (page 51)**

Question No: 58

_____language tends to be grammatical while _____ language is often Ungrammatical.

- **Written, spoken (page 87)**
- Spoken, written
- None of the given choices

Question No: 59

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

- Strategic
- **Tactical (page 143)**
- None of the given choices

Question No: 60

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 61

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

- MS World
- **Worldwide Web (page 305)**
- Television Newspaper

Question No: 62

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

- **Analytic mode, synthetic mode (page 153)**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Question No: 63

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively).

- Modeling, Implementation
- Modeling, Research

- Research, Implementation
- **Research, Modeling (page 199)**

Question No: 64

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- Auxiliary
- **Transient (page 231)**
- Information
- Sovereign

Question No: 65

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

- **Pull Down Menus (page 132)**
- Main Menus
- Icons
- Buttons

Question No: 66

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

- Focused Attention
- **Voluntary Attention (page 78)**
- Involuntary attention
- Divided Attention

Question No: 67

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

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention (page 78)**

Question No: 68

GOMS stands for:

- **Goals, operation, methods and selection rules (page 50)**
- Goals, objects, models and selection rules
- Goals, operations, methods and state rules
- Goals, operations, models and state rules

Question No: 69

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

- Hue
- Intensity
- Saturation
- **All of the given (page 59)**

Question No: 70

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

- Non-user goals
- **End goals (page 192)**
- Experience goals
- Life goals

Question No: 71

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

- True
- **False (page 189)**

Question No: 72

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

- **True (page 207)**
- False

Question No: 73

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- Postural
- **Structural (page 217)**
- Behavioral
- Mnemonic

Question No: 74

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- True
- **False (page 256)**

Question No: 75

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

- **Usability testing (page 264)**
- Field study
- Predictive evaluation
- DECIDE framework

Question No: 76

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- Usability testing
- **Field study (page 264)**
- Predictive evaluation
- DECIDE framework

Question No: 77

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- Surface
- Structure
- **Skeleton (page 306)**
- Scope

Question No: 78

Roughly _____ percent of the male population has some degree of color blindness.

- **10 (page 358)**
- 20
- 30
- 40

Question No: 79

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 80

The _____ function came into being as the result of the implementation model for undo

- **Redo (page 314)**
- Undo
- Repeat
- Delete

Question No: 81

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- **Explicitly (page 327)**
- Implicitly
- Habitually
- Properly

Question No: 82

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework.

- Include, Functional
- **Exclude, Functional (page 343)**
- Include, Non-Functional
- Exclude, Non-Functional

Question No: 83

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- Videos
- Documentation
- **Interview CS408 Questions (page 371)**
- Contextual enquiry

Question No: 84

Conventional wisdom says that _____ tell the user when he has made some mistake.

- Program crash
- System stuck
- **Error messages (page 382)**
- Metadata

Question No: 85

People frequently counter the idea of _____feedback with arguments that users don't like it

- **Audible (page 393)**
- Video
- Walkthroughs
- CS408 Questions

Question No: 86

_____environments are environments that are user and context aware.

- Non-attentive
- Visual
- Sensing
- **Attentive (page 418)**

Question No: 87

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental**

Question No: 88

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 89

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 90

_____ research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**

- SME
- None of these

Question No: 91

_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- Audio recording
- **Taking notes (page 365)**
- Observation
- Video

Question No: 92

Panes, frames and other containers on screen is a kind of _____

- **Functional and data elements (page 206)**
- View
- Input method
- None of the given

Question No: 93

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- Co-discovery
- **Active intervention (page 276)**
- Splendid research
- None of the given

Question No: 94

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

- **Repeat (page 229)**
- Infrequent
- Nonuser
- None of the given

Question No: 95

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

- **Formative (page 258)**
- Summative
- Relative
- None of the given

Question No: 96

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

- More, Less
- **Less, more (page 230)**
- Less, less
- None of the given

Question No: 97

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 98

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 99

Using icons on the desktop to represent operations is a type of _____constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 100

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 101

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 102

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 103

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 104

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 105

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 106

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary

- Secondary
- **Served (page 159)**
- Negative

Question No: 107

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 108

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 109

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 110

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 111

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 112

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 113

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 115

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 116

Using icons on the desktop to represent operations is a type of _____constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 117

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 118

_____ minimizes errors.

- Affordance

- **Visibility (page 104)**
- Constraints
- None of these

Question No: 119

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 120

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 121

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 122

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 123

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

- **Served (page 159)**
- Negative

Question No: 124

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 125

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 126

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 127

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 128

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 129

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 130

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 131

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 132

You can load a VCR tape the right way because of _____.

- **Physical constraints (page 106)**
- Logical constraints
- Cultural constraints
- None of these

Question No: 133

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an
example of _____ Design Principle.

- Visibility
- **Affordance (page 105)**
- Mapping
- None of these

Question No: 134

_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

A. Efficient. B. Strategic. C. Tactical. D. Reliable.
Select correct option:
- Only A
- **Only C (page 143)**
- A and C
- B and D

Question No: 135
"Mistakes" and "Slips" are two forms of:
- **Errors (page 100)**
- Goals
- Evaluation
- Objectives

Question No: 136
Ergonomics is also called_____.
- Assembly
- **Human Factors (page 43)**
- Both
- None of the Given

Question No: 138
User and system has its own unique language, the language used by the system is called_____
- **Core (page 123)**
- Task
- Both
- None of the above

Question No: 139
Choice of operations and services are offered on the screen through_____
- Pointers
- Toolbars
- **Menus (page 131)**
- None of the given

Question No: 140
You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a
vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

- E and 4
- E and 7
- **E, 4 and 7**
- 4, E, 7 and K

Question No: 141

Which of the following is true regarding "Visibility"?

The more visible functions are, the more likely users will be able to know what to do next. (page 104)

The more visible functions are, the less likely users will be able to know what to do next.

Functions visibility and user knowing of what to do next, are not related to each other

None of the given

Question No: 142

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

- **Smaller (page 122)**
- Greater
- Balanced
- None of the Given

Question No: 143

Certain factors that help us to interact with graphical based systems is_____ .

- Indirect manipulation
- **Direct manipulation (page 36,137)**
- Both
- None of the given

Question No: 144

Which interface system is based on the question/answer dialogue?

- Command Line Interfaces
- **Query interfaces (page 128)**
- Menus
- Natural Language Interfaces

Question No: 145

Taking some real world concept to perform different tasks that represent some idea, inside the
computer is type of_____ .

- **Direct Manipulation (page 125,137)**
- Desktop metaphors
- Central processing unit
- None of the given

Question No: 146

Example of form fill interface is_____.

- A dialog box
- Pop up menus
- **Data entry form on some university web**
- All of the given

Question No: 147

Building things from user's perspective is called _____.

- Functionality
- **Usability (page 31)**
- Portability
- None of the given

Question No: 148

A small picture that is used to represent a closed window is said to be a/an:

- Menu
- Toolbar
- status bar
- **icon**

Question No: 149

Form-filling interfaces are used for:

- **Data entry (page 128)**
- Data integration
- Data manipulation
- Data definition

Question No: 150

_____ is an early release of a product to a few users.

Surveys

Beta test (page 271)

Focus

Question No: 151

_____ has a goal of assessing whether the product works according to its specifications.

Trunk Test

Quality assurance (page 270)

Question No: 152

In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

Active Intervention

Co-Discovery (page 276)

Trunk test

Question No: 153

What site is this", Statement represents_____.

Folder

Site ID (page 296)

Scroll bar

Question No: 154

In DECIDE frame work _____comes just after choosing the evaluation paradigm and
techniques.

- **Deciding about ethical issues (page 265)**
- Exploring the questions
- Identifying the practical issues
- None of the given

Question No: 155

Formal methods are used to represent:

- Architectural aspects of software systems only
- Procedural aspects of software systems only
- **Both architectural and procedural aspects of software systems (page 21)**
- None of the given

Question No: 156

The colors, which are directly opposite to each other are said to be:

- **Complementary colors (page 64)**
- Analogous colors
- Primary colors
- Secondary colors

Question No: 157

Which of the following is true about Short-Term memory?

- **Short-term memory has a limited capacity. (page 80)**
- Short-term memory has an unlimited capacity.
- Short-term memory has no capacity.
- Short-term memory has large but limited capacity.

Question No: 158

Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems
- **To produce non-functional systems (page 30)**

- To improve effectiveness of the systems

Question No: 159

According to Juran, the fitness for purpose or use, is said to be

- Usability
- Efficiency
- Reliability
- **Quality (page 39)**

Question No: 160

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.
- **It refers to the way a system supports users in carrying out their tasks. (page 31)**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 161

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

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question No: 162

Which of the following is considered as the most complex species?

- **Humans (page 18)**
- Computers
- Animals
- Birds

Question No: 163

Which of the following is the statement given by "Novatech" as a result of a survey on the
embarrassing experiences of computers?

- One in every four computers has been physically attacked by its owner
- Every computer can be saved from any type of physical attacks
- Every computer is attacked physically one in its life time

- **One in every four computers has been physically attacked by some outside source (page 24)**

Question No: 164

Which of the following is/are goal(s) of usability?

- Effectiveness
- Efficiency
- Safety
- **All of the given (page 31)**

Question No: 165

XYZ Ltd is well reputed software house; they make a significant investment in building ----------
------ that encourages greater customer loyalty.

- Visual Symbols
- Grouping
- **Brand Equity (page 353)**
- Harmony

Question No: 166

What are the three types of reasoning?

- **Deductive, Productive and Inductive (page 89)**
- Adductive, Inductive and Deductive
- Inductive, Adductive and Reproductive
- Productive, Reproductive and Deductive

Question No: 167

_____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- Co discovery
- **Active intervention (page 276)**
- Trunk test

Question No: 168

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- **Quality (page 40)**
- Effectiveness
- Standard
- Quantity

1. INCORRECT

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Your Answer: 12

Correct Answer: 10

Main processes include inbound and outbound logistics, manufacture, customer relationships etc., and this would rarely exceed ten.

---

2. INCORRECT

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Your Answer: Process

Correct Answer: Task analysis

A process or sub-process needs to be broken down through task analysis or task decomposition in what could be a hierarchical design or flow diagram.

---

3. CORRECT

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Your Answer: Task manual development

---

4. INCORRECT

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationship modelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for

entities', but what is the third stage?

Your Answer: Establish database table

Correct Answer: Identify relationships between entities

Relationships between entities require identification of which fields are used to link the tables within the database.

---

5. INCORRECT

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Your Answer: Primary and secondary key investigations

Correct Answer: Star schema data model

Star schema data model is a specific form of entity relationship modeling based on a central fact table referencing a transaction linked through database indexes to several dimensions which are arranged to form a star. This then provides alternative methods of breaking down these transactions.

---

6. CORRECT

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Your Answer: Client-server model

---

7. INCORRECT

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Your Answer: What is their purpose in visiting the site

Correct Answer: All of the above

These are all necessary issue to cover according to Bevan (199) and others include who the important users are, how frequent their visits, will they be able to read English, among others.

---

8. INCORRECT

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Your Answer: Usability audit

Correct Answer: Eye tracking

Eyetracking of prospects is offered by many usability agencies as part of a focus group. It is a usability testing technique that provides a visual overlay of where visitors most commonly look at on the screen and their gaze trails.

---

9. CORRECT

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Your Answer: Web design personas

---

10. INCORRECT

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Your Answer: Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases

Correct Answer: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

The first stage is to identify people, software or other devices that interface

with a system. The use-case is next and is the sequence of transactions between an actor and a system. Relate actors to end-cases follows and then detailed scenarios are developed to detail the different paths of events and activities for each use-case.

---

11. CORRECT

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Your Answer: Site map

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12. INCORRECT

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Your Answer: With the site

Correct Answer: All of the above

It is easy to assume that most people are internet savvy and will have a certain expertise with the internet and negotiating a website. This is not necessarily the case and novice users can be 'fickle' according to Nielsen (2000).

---

13. INCORRECT

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Your Answer: Site personality

Correct Answer: All of the above

Website design can be extremely varied but all of the factors would be under the banner of site design and structure.

14. INCORRECT

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Your Answer: Mandatory free access for those with certain disabilities

Correct Answer: Accessibility legislation

Many countries have introduced legislation to protect users of websites with disabilities, including those with visual disability.

---

15. INCORRECT

Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?

Your Answer: Firewalling

Correct Answer: Phishing

Phishing is the term used where personal details are obtained online through sites and e-mails masquerading as a legitimate business.

1. INCORRECT

In the context of strategy implementation for an e-business system, what usually precedes systems design?

Your Answer: Testing

Correct Answer: Systems analysis

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2. INCORRECT

Analysis and design phases of a project are usually:

Your Answer: Totally separate

Correct Answer: Iterative processes starting with analysis

---

3. INCORRECT

Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as:

Your Answer: Process mapping

Correct Answer: Analysis for e-business

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4. INCORRECT

Which of the following describes task analysis and task decomposition?

Your Answer: Places the different activities in a logical sequence using symbols for the different type of activities.

Correct Answer: Identifies the different activities conducted in a process in a hierarchical form.

---

5. INCORRECT

Which of the following best explains the purpose of e-business workflow systems?

Your Answer: Use of e-mail to offer new products to customers

Correct Answer: None of the above

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6. CORRECT

The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?

Your Answer: Relates the different activities conducted to different functional parts of the organization

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7. INCORRECT

Why is workflow management integral to many e-business applications?

Your Answer: Workflow helps manage business processes by ensuring that tasks are prioritised

Correct Answer: All the above are correct

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8. INCORRECT

Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?

Your Answer: Identify relationships, entities, attributes

Correct Answer: Identify entities, attributes, relationships

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9. INCORRECT

Concerning the computing architectural design of e-business systems; a typical architecture uses a three-tier client-server. Since most of the processing is executed on the servers rather than the client, this architecture is sometimes referred to as a:

Your Answer: User-centred design

Correct Answer: Thin client

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10. INCORRECT

A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.

Your Answer: Intermediary

Correct Answer: Customer

11. INCORRECT

Bevan in 1999 suggested that a test of effective design for website usability was dependent on three areas. Which is NOT one of these?

Your Answer: Productivity - are tasks completed in an acceptable amount of time

Correct Answer: Eyetracking - an objective mapping of users gaze trails and gaze points

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12. INCORRECT

Which of the following is a description of use-case analysis?

Your Answer: Providing specific content and services appropriate to different audience members

Correct Answer: Determination of interface design through identifying the stages a user needs follow when interacting with a system

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13. INCORRECT

A representation of the typical site user who is strategically important to the effectiveness of the site, but one which is challenging to fulfill the needs of, is referred to as a:

Your Answer: Web design persona

Correct Answer: Primary persona

14.

With web pag
of the page wi
shown by whi
wireframes?

Correct Answ

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15. INCORRECT

The process of reviewing wireframes is sometimes referred to as 'storyboarding'. Storyboards are intended to:

Your Answer: Prototype of the screen layout showing navigation and main design elements

Correct Answer: Prototype typical customer journeys or clickstreams through a website

---

16. INCORRECT

In relation to website security for e-businesses, the principal concern is the security of information. Which of the following best describes authentication?

Your Answer: Is transaction data protected? Are all non-essential traces of a transaction removed from the public network and all intermediary records eliminated?

Correct Answer: Are parties to the transaction who they claim to be?

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17. CORRECT

When monitoring electronic communications, employee monitoring is used by organisations mainly to:

Your Answer: Reduce productivity losses through time wasting

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18. INCORRECT

Covert monitoring is referred to as:

Your Answer: An assessment of the employee monitoring process in the workplace to identify improvements to minimize infringement of employee privacy

Correct Answer: Monitoring which the employer undertakes without notifying staff

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
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185	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
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187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
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84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
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94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
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24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

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40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
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54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
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61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
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63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
85	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

89	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a

114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

D. Y. Patil College of Engineering, Akurdi, Pune 411044

Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

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UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   - 18 – 24 ☐
   - 25 – 45 ☐
   - 46 + ☐

2. Gender
   - Male ☐
   - Female ☐

3. Are you a current member
   - Yes ☐
   - No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation …….

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer	Human Computer I	Human compute	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectir	Selecting & Executi	Pointing & Editin	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

	This sheet is for 2 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communica	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Com	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of thes	A
11	User and system has its own unique language the languag	core	task	both A&B	None of these	A
12	_____are a well-established technique for collect	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer	Command Line Interfac	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some r	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabil	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the s	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fal	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the sys	Monitor the	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough ev	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirmen	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase th	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and ass	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the repre	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for ur	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defin	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible int	Show technical interna	Make the interface consistent	All of thes	B
5	Which of the following is not a user interface design process?	Knowledgeable, freq	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the inter	the design of interface	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design me	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconn	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questi	Workflow- oriented question	Attitude-o	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of th	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-o	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Suppleme	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of th	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the use	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term me	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard con	voice recog	Both A&B	None of the	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system ima	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system ima	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users d	The Help mer	Radio button	A
7	…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that e	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know	Toolbar buttons are too	Radio buttons are too small	All of	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Sharehol ders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orie	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Sty	Costume Sty	Cascading	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge re		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consiste	instructional rather than desc	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame docu	To create a image map in the	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <b	<start><end> and <body></b	<head><body> and <title></title>	<title></title> and <body><>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment c	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interes	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain name	both a & b	domain name into physical	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of su	implementation and	all need careful desig	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tu	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and compl	Consistency & Robus	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistanc	Command prompts	Context sensitive hel	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirem	who has control of t	what should be adap	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mo		limited input facility	limited ouyput facili	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mo		hierarchical menus	navigate and browsi	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and comple	All Of The Above	All Of The Above

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Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Select one:

- a. Primary and secondary key investigations
- b. Normalisation
- c. E-business architecture modelling
- d. Star schema data model ✓

The correct answer is: Star schema data model

Question **2**

Correct

Mark 1.00 out of 1.00

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Select one:

- a. Eye tracking
- b. Expert review
- c. Use-case modelling
- d. Web design personas ✓

The correct answer is: Web design personas

Question **3**

Correct

Mark 1.00 out of 1.00

Select one:

- a. includes some interaction with participants
- b. set a strict guidelines for session activities
- c. reduces error introduced by the experimenter ✓
- d. sets strict guidelines for session length

The correct answer is: reduces error introduced by the experimenter

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following fields is not an influence on Human Computer Interaction (HCI)?

Select one:

- a. Computer science
- b. recognitive psychology
- c. Ergonomics
- d. All of the above are an influence on HCI ✓

The correct answer is: All of the above are an influence on HCI

Question **5**

Correct

Mark 1.00 out of 1.00

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Select one:

- a. 6
- b. 10 ✓
- c. 12
- d. 8

The correct answer is: 10

Question **6**

Correct

Mark 1.00 out of 1.00

Select one:

- a. title bar ✓
- b. menu bar
- c. status bar
- d. tool bar

The correct answer is: title bar

Question **7**

Correct

Mark 1.00 out of 1.00

Which one of these would NOT be found in a good Human Computer Interaction?

Select one:

- a. Common short cuts, like CTRL+Z for undo
- b. Icons that can have specific meanings
- c. Sounds that convey meanings
- d. A long command line to achieve a function ✓

The correct answer is: A long command line to achieve a function

Question **8**

Correct

Mark 1.00 out of 1.00

Select one:

- 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

The correct answer is: is used to role-play through an interface design

Question **9**

Correct

Mark 1.00 out of 1.00

Identify from among the following the attribute of usability.

Select one:

- a. Learnability ✓
- b. Generalizability
- c. Usefulness
- d. Subjective satisfaction

The correct answer is: Learnability

Question **10**

Correct

Mark 1.00 out of 1.00

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Select one:

- a. Eyeball test
- b. Eye tracking ✓
- c. Usability audit
- d. Crowdsourcing

The correct answer is: Eye tracking

Question **11**

Correct

Mark 1.00 out of 1.00

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Select one:

- a. What is their purpose in visiting the site
- b. What type of browsers will they use
- c. How large a screen or window they will use
- d. All of the above ✓

The correct answer is: All of the above

Question **12**

Correct

Mark 1.00 out of 1.00

How do you identify the user in the usability engineering lifecycle?

Select one:

- a. Run a thinking aloud test
- b. Observe representative Users ✓
- c. Assume the role of an apprentice learning from the master craftsman
- d. Draw up a user profile

The correct answer is: Observe representative Users

Question **13**

Correct

Mark 1.00 out of 1.00

Select one:

- a. error messages ✓
- b. program crash
- c. system stuck
- d. metadata

The correct answer is: error messages

Question **14**

Incorrect

Mark 0.00 out of 1.00

. In virtual reality which of the senses cannot currently be portrayed?

Select one:

- a. Touch
- b. Sight
- c. Hearing
- d. Smell ✗

The correct answer is: Touch

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. reading
- b. writing
- c. Listening
- d. speaking ✓

The correct answer is: speaking

Question **16**

Incorrect

Mark 0.00 out of 1.00

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Select one:

- a. Web index
- b. Wireframe
- c. Blueprint ✗
- d. Site map

The correct answer is: Site map

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A long command line to achieve a function ✓
- b. Sounds that convey meanings.
- c. Common short cuts, like CTRL+Z for undo.
- d. Icons that can have specific meanings.

The correct answer is: A long command line to achieve a function

Question **18**

Correct

Mark 1.00 out of 1.00

Select one:

- a. A group of test users conducts a formal experiment ✓
- b. A group of psychologists administers a questionnaire
- c. A group of usability expert judges an interface with a detailed checklist of guidelines
- d. A group of usability experts reviews a user interface according to a small set of general principles

The correct answer is: A group of test users conducts a formal experiment

Question **19**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. Well designed HCIs use less computer resources. ✗
- b. Not every user is a computer expert
- c. Well designed HCIs allow the software to be sold at a better price.
- d. Well designed HCIs allow the computer to run faster

The correct answer is: Not every user is a computer expert

Question **20**

Correct

Mark 1.00 out of 1.00

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Select one:

- a. Client-server model ✓
- b. Client database structures
- c. Client server
- d. Data systems architecture

The correct answer is: Client-server model

Question **21**

Correct

Mark 1.00 out of 1.00

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Select one:

- a. All of the above ✓
- b. Site navigation
- c. Site organization
- d. Site personality

The correct answer is: All of the above

Question **22**

Correct

Mark 1.00 out of 1.00

Which of these is not a interface style?

Select one:

- a. Voice Recognition. ✓
- b. Command line/command prompt
- c. Natural Language
- d. Menus

The correct answer is: Voice Recognition.

Question **23**

Correct

Mark 1.00 out of 1.00

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Select one:

- a. Event-driven process chain model
- b. Network diagram
- c. Flow process chart
- d. Task manual development ✓

The correct answer is: Task manual development

Question **24**

Incorrect

Mark 0.00 out of 1.00

What is HCI stand for?

Select one:

- a. Human Computer Industry
- b. Human Computer Interaction
- c. Human Computer Interface ✗
- d. Human Computer Implementation

The correct answer is: Human Computer Interaction

Question **25**

Correct

Mark 1.00 out of 1.00

What techniques can be used to guide user's attention to important information on the interface?

Select one:

- a. Layouts and animations
- b. Colour ✓
- c. Flashing
- d. Auditory warning

The correct answer is: Colour

Question **26**

Correct

Mark 1.00 out of 1.00

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Select one:

- a. Mandatory free access for those with certain disabilities
- b. Accessibility legislation ✓
- c. Much larger screens
- d. None of the above

The correct answer is: Accessibility legislation

Question **27**

Correct

Mark 1.00 out of 1.00

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Select one:

- a. With the organisation's products
- b. With the internet
- c. With the organization
- d. All of the above ✓

The correct answer is: All of the above

Question **28**

Correct

Mark 1.00 out of 1.00

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Select one:

- a. Activity-based process definition method
- b. Task analysis ✓
- c. Process mapping
- d. Process

The correct answer is: Task analysis

Question **29**

Correct

Mark 1.00 out of 1.00

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationshipmodelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for entities', but what is the third stage?

Select one:

- a. Identify relationships between entities ✓
- b. Establish database table
- c. All of the above
- d. Define fields and records

The correct answer is: Identify relationships between entities

Question **30**

Correct

Mark 1.00 out of 1.00

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Select one:

- a. Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases
- b. Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios ✓
- c. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios
- d. Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases

The correct answer is: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

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Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

This SDLC phase assesses the software for errors and documents bugs if there are any.

Select one:

- a. development/ implementation phase
- b. testing phase ✓
- c. designing phase
- d. analysis phase

The correct answer is: testing phase

Question **2**

Correct

Mark 1.00 out of 1.00

It is describing of an 'example' user

Select one:

- a. android
- b. persona ✓
- c. assistant
- d. proxy

The correct answer is: persona

Question **3**

Correct

Mark 1.00 out of 1.00

These are the reports that provide details about the accident, analysis of the factual data, and conclusions.

Select one:

- a. accident reports ✓
- b. factual data
- c. bugs and errors
- d. infinite informations

The correct answer is: accident reports

Question **4**

Correct

Mark 1.00 out of 1.00

It is the rich stories of the design.

Select one:

- a. B. program
- b. . scenario ✓
- c. C. criteria
- d. D. iteration

The correct answer is: . scenario

Question **5**

Correct

Mark 1.00 out of 1.00

It is a term used in systems engineering, information systems and software engineering to describe a process for planning, creating, testing, and deploying an information system.

Select one:

- a. Process Software Circular Cycle
- b. Program Life Cycle
- c. Maintenance Program Structure Cycle
- d. Systems Development Life Cycle ✓

The correct answer is: Systems Development Life Cycle

Question **6**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what is happening inside".

Select one:

- a. explore interactions ✗
- b. explore cognition
- c. explore architecture
- d. explore definition

The correct answer is: explore architecture

Question **7**

Correct

Mark 1.00 out of 1.00

It is a type of secondary navigation scheme that reveals the user's location in a website path through web site hierarchy.

Select one:

- a. trail sign
- b. website bugs
- c. . breadcrumb trail ✓
- d. linear formats

The correct answer is: . breadcrumb trail

Question **8**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the actual task of developing the software starts here with data recording going on in the background.

Select one:

- a. designing phase
- b. planning phase
- c. development/ implementation phase ✓
- d. analysis phase

The correct answer is: development/ implementation phase

Question **9**

Correct

Mark 1.00 out of 1.00

It is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process.

Select one:

- a. D. design development
- b. A. design process
- c. C. design computing ✓
- d. B. design algorithm

The correct answer is: C. design computing

Question **10**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what happens when".

Select one:

- a. explore definition ✗
- b. explore cognition
- c. explore interactions
- d. explore architecture

The correct answer is: explore interactions

Question **11**

Correct

Mark 1.00 out of 1.00

This SDLC phase provides a maintenance process wherein it will be maintained and upgraded from time to time to adapt to changes.

Select one:

- a. maintenance phase ✓
- b. analysis phase
- c. designing phase
- d. development/ implementation phase

The correct answer is: maintenance phase

Question 12

Correct

Mark 1.00 out of 1.00

These has controls, physical layout, modes of device and uses by the real world.

Select one:

- a. connectors
- b. diagrams
- c. physical devices ✓
- d. end user points

The correct answer is: physical devices

Question 13

Correct

Mark 1.00 out of 1.00

It helps people understand and visualize how a computer network is set up.

Select one:

- a. flowchart diagram
- b. hierarchical diagram
- c. engineering diagram
- d. network diagram ✓

The correct answer is: network diagram

Question **14**

Correct

Mark 1.00 out of 1.00

It is a rudimentary working model of a product or information system, usually built for demonstration purposes or as part of the development process.

Select one:

- a. beta
- b. draft system
- c. actual project
- d. prototype ✓

The correct answer is: prototype

Question **15**

Incorrect

Mark 0.00 out of 1.00

It is a discrete action designed to improve the system but you can't predict exactly how things are going to turn out.

Select one:

- a. C. system design
- b. design interactions ✗
- c. B. intervention design
- d. D. design protocols

The correct answer is: B. intervention design

Question **16**

Correct

Mark 1.00 out of 1.00

It has direct observation; probe packs, and used to inform interviews and ideas.

Select one:

- a. . persona
- b. system failure
- c. project design
- d. cultural probes ✓

The correct answer is: cultural probes

Question **17**

Correct

Mark 1.00 out of 1.00

It is the construction process on what is happening/building in the software/ program.

Select one:

- a. navigation
- b. design process ✓
- c. users
- d. design

The correct answer is: design process

Question **18**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the step of designing takes over, which is basically building the architecture of the project

Select one:

- a. analysis phase
- b. planning phase
- c. designing phase ✓
- d. testing phase

The correct answer is: designing phase

Question **19**

Correct

Mark 1.00 out of 1.00

They are the navigation controller/ commander of the user interface.

Select one:

- a. D. file handlers
- b. B. planners
- c. CEOs
- d. C. users ✓

The correct answer is: C. users

Question **20**

Correct

Mark 1.00 out of 1.00

It is the ability to calculate backward to obtain an input that would result in a given output.

Select one:

- a. goal seeking ✓
- b. system encoding
- c. program designing
- d. job hunting

The correct answer is: goal seeking

Question **21**

Correct

Mark 1.00 out of 1.00

It is a part of explore the depths of a system project which states "what are the users thinking".

Select one:

- a. explore cognition ✓
- b. explore definition
- c. explore architecture
- d. explore interactions

The correct answer is: explore cognition

Question **22**

Correct

Mark 1.00 out of 1.00

This SDLC phase calculates the strengths and weaknesses of the project and development of software.

Select one:

- a. designing phase
- b. planning phase ✓
- c. analysis phase
- d. testing phase

The correct answer is: planning phase

Question **23**

Correct

Mark 1.00 out of 1.00

It is a method to achieve the best outcome (such as maximum profit or lowest cost) in a mathematical model whose requirements are represented by linear relationships.

Select one:

- a. Complex programming
- b. Multi programming
- c. Linear programming ✓
- d. Single programming

The correct answer is: Linear programming

Question **24**

Correct

Mark 1.00 out of 1.00

It is the intervention, part of the goal and constraints when creating software

Select one:

- a. scenario
- b. navigation
- c. users
- d. design ✓

The correct answer is: design

Question **25**

Correct

Mark 1.00 out of 1.00

Which of the following is the golden rule of the design?

Select one:

- a. make your design simple
- b. make more programs
- c. understand your materials ✓
- d. share your files

The correct answer is: understand your materials

Question **26**

Correct

Mark 1.00 out of 1.00

It is the process of studying a procedure or business in order to identify its goals and purposes and creates systems and procedures.

Select one:

- a. system structure
- b. system data
- c. system project
- d. system analysis ✓

The correct answer is: system analysis

Question **27**

Correct

Mark 1.00 out of 1.00

It is described as a visual representation of a system/ website of hierarchy and can also be referred to as a structure chart.

Select one:

- a. statistical chart
- b. slide chart
- c. system chart
- d. hierarchical chart ✓

The correct answer is: hierarchical chart

Question **28**

Correct

Mark 1.00 out of 1.00

It finds your way around the system software

Select one:

- a. creation
- b. C. simulation
- c. D.navigation ✓
- d. B. criterion

The correct answer is: D.navigation

Question **29**

Incorrect

Mark 0.00 out of 1.00

It is the design of the interaction between users and products.

Select one:

- a. D. design protocols
- b. B. intervention design
- c. C. system design ✗
- d. design interactions

The correct answer is: design interactions

Question **30**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about analyzing the performance of the software.

Select one:

- a. designing phase
- b. planning phase
- c. testing phase
- d. analysis phase ✓

The correct answer is: analysis phase

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Question **1**

Correct

Mark 1.00 out of 1.00

Which of the following term describes testing?

Select one:

- a. b) Evaluating deliverable to find errors ✓
- b. a) Finding broken code
- c. d) None of the mentioned
- d. c) A stage of all projects

The correct answer is: b) Evaluating deliverable to find errors

Question **2**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of CASE tool?

Select one:

- a. b) Classic
- b. c) Real
- c. d) Middle ✓
- d. Lower

The correct answer is: d) Middle

Question **3**

Incorrect

Mark 0.00 out of 1.00

Which of the following lasts for the duration of the project and covers the development process?

Select one:

- a. c) Providing information on the development process in terms of metrics
- b. a) Monitoring all key parameters like cost, schedule, risks
- c. d) All of the mentioned ✗
- d. b) Taking corrective actions when needed

The correct answer is: a) Monitoring all key parameters like cost, schedule, risks

Question **4**

Correct

Mark 1.00 out of 1.00

If the user queries a collection of large databases and extracts information from the webapp, the webapp is categorized under

Select one:

- a. a) Service oriented app
- b. b) Database access app
- c. d) Data warehousing app ✓
- d. c) Portal app

The correct answer is: d) Data warehousing app

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. Provide for flexible interaction
- b. c) Show technical internals from the casual user ✓
- c. b) Allow user interaction to be interrupt-able and undo-able
- d. d) Design for direct interaction with objects that appear on the screen

The correct answer is: c) Show technical internals from the casual user

Question **6**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) Interface design
- b. c) Knowledgeable, frequent users ✓
- c. d) Interface validation
- d. User, task, and environment analysis and modeling

The correct answer is: c) Knowledgeable, frequent users

Question **7**

Correct

Mark 1.00 out of 1.00

A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.

Select one:

- a. a) True ✓
- b. b) False

The correct answer is: a) True

Question **8**

Correct

Mark 1.00 out of 1.00

What stores all changes and info related to the project from development through maintenance in CASE tools?

Select one:

- a. d) None of the mentioned
- b. c) Registers
- c. b) Repository ✓
- d. a) Database

The correct answer is: b) Repository

Question **9**

Correct

Mark 1.00 out of 1.00

Which of the following is not a typical environment in communication facilitation ?

Select one:

- a. d) Multiple locations
- b. b) Multiple user groups
- c. a) Multiple teams
- d. c) Multiple fests ✓

The correct answer is: c) Multiple fests

Question **10**

Correct

Mark 1.00 out of 1.00

What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?

Select one:

- a. a) mental image
- b. b) interface design
- c. d) interface validation
- d. c) system image ✓

The correct answer is: c) system image

Question **11**

Correct

Mark 1.00 out of 1.00

Which of the following is a risk associated with using hypertext in web applications?

Select one:

- a. b) Cognitive overload for users
- b. c) All of the mentioned ✓
- c. d) None of the mentioned
- d. a) Loss of sense of locality and direction

The correct answer is: c) All of the mentioned

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following is golden rule for interface design?

Select one:

- a. c) Make the interface consistent
- b. Place the user in control
- c. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **13**

Correct

Mark 1.00 out of 1.00

CASE stands for

Select one:

- a. b) Computer Aided Software Engineering ✓
- b. Cost Aided Software Engineering
- c. d) None of the mentioned
- d. c) Control Aided Software Engineering

The correct answer is: b) Computer Aided Software Engineering

Question **14**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to electronic shopping?

Select one:

- a. d) Workflow-oriented
- b. a) Informational
- c. b) Interactive
- d. c) Transaction-oriented ✓

The correct answer is: c) Transaction-oriented

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Availability
- b. c) Content sensitive ✓
- c. b) Data driven
- d. d) Continuous evolution

The correct answer is: c) Content sensitive

Question **16**

Incorrect

Mark 0.00 out of 1.00

Which of the following statements are incorrect with reference to web-based systems? Web-based systems

Select one:

- a. b) must be able to cope with uncertain, random heavy demands on services
- b. a) should be unscalable
- c. c) must be secure ✗
- d. d) are subject to assorted legal, social, and ethical scrutiny

The correct answer is: a) should be unscalable

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) design model ✓
- b. d) system image
- c. c) mental image

The correct answer is: a) design model

Question **18**

Correct

Mark 1.00 out of 1.00

A software might allow a user to interact via

Select one:

- a. c) voice recognition commands
- b. a) keyboard commands
- c. d) all of the mentioned ✓
- d. b) mouse movement

The correct answer is: d) all of the mentioned

Question **19**

Correct

Mark 1.00 out of 1.00

Select one:

- a. b) Performance
- b. a) Unpredictable load
- c. d) Network intensiveness
- d. c) Concurrency ✓

The correct answer is: c) Concurrency

Question **20**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) shortcuts
- b. d) all of the mentioned
- c. c) objects that appear on the screen
- d. short-term memory ✓

The correct answer is: short-term memory

Question **21**

Correct

Mark 1.00 out of 1.00

What is a collection of software elements treated as a unit for the purposes of SCM?

Select one:

- a. b) Baseline
- b. c) Configuration
- c. a) Software Configuration Item ✓
- d. d) Configuration Control Board

The correct answer is: a) Software Configuration Item

Question **22**

Correct

Mark 1.00 out of 1.00

Standard Enforcer is a

Select one:

- a. a) Static Testing Tool ✓
- b. b) Dynamic Testing
- c. d) None of the mentioned
- d. c) Static & Dynamic Testing

The correct answer is: a) Static Testing Tool

Question **23**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to discussion groups?

Select one:

- a. b) Online communities ✓
- b. c) Web portals
- c. a) Collaborative work
- d. d) Workflow-oriented

The correct answer is: b) Online communities

Question **24**

Correct

Mark 1.00 out of 1.00

Web-based systems are often document-oriented containing static or dynamic content

Select one:

- a. b) False
- b. a) True ✓

The correct answer is: a) True

Question **25**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) the design of interfaces between software components
- b. c) the design of the interface between two computers ✓
- c. b) the design of interfaces between the software and human producers and consumers of information
- d. d) all of the mentioned

The correct answer is: c) the design of the interface between two computers

Question **26**

Correct

Mark 1.00 out of 1.00

Maintenance testing is performed using which methodology?

Select one:

- a. c) Breadth test and depth test ✓
- b. d) Confirmation testing
- c. a) Retesting
- d. b) Sanity testing

The correct answer is: c) Breadth test and depth test

Question **27**

Correct

Mark 1.00 out of 1.00

Which process model should be used in virtually all situations of web engineering?

Select one:

- a. b) Waterfall Model
- b. d) None of the mentioned
- c. a) Incremental Model ✓
- d. c) Spiral Model

The correct answer is: a) Incremental Model

Question **28**

Correct

Mark 1.00 out of 1.00

Which of the following is not a conflict in software development team?

Select one:

- a. b) Shared and common code
- b. a) Simultaneous updates
- c. d) Graphics issues ✓
- d. c) Versions

The correct answer is: d) Graphics issues

Question **29**

Correct

Mark 1.00 out of 1.00

Which analysis is a part of Analysis model of the web engineering process framework?

Select one:

- a. Content Analysis
- b. c) Functional Analysis
- c. b) Interaction Analysis
- d. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **30**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. c) mental image
- b. d) system image
- c. design model ✗

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Question **1**

Correct

Mark 1.00 out of 1.00

1. The perception of size by human eye depends upon

Select one:

- a. D. other factors ✓
- b. B. visual acuity
- c. A. visual angle
- d. C. visual eld

The correct answer is: D. other factors

Question **2**

Correct

Mark 1.00 out of 1.00

20. The optical illusion used in designs effects page

Select one:

- a. C. borders
- b. D. asymmetry
- c. B. composition
- d. A. symmetry ✓

The correct answer is: A. symmetry

Question **3**

Incorrect

Mark 0.00 out of 1.00

14. The visual angle measurement given by 1 degree is equivalent to

Select one:

- a. C. 60 minutes of arc ✗
- b. B. 600 seconds of arc
- c. A. 60 seconds of arc
- d. D. 360 seconds of arc

The correct answer is: A. 60 seconds of arc

Question **4**

Incorrect

Mark 0.00 out of 1.00

27. The characteristic of software that enable it to be used multiple times is called

Select one:

- a. C. usable ✗
- b. A. reusable
- c. B. useful
- d. D. used

The correct answer is: A. reusable

Question **5**

Incorrect

Mark 0.00 out of 1.00

21. The image is made at the back side of eye in the form of

Select one:

- a. A. straight image
- b. C. vertical image
- c. B. horizontal image
- d. D. upside down image ✗

The correct answer is: A. straight image

Question **6**

Correct

Mark 1.00 out of 1.00

26. The ratio of cones over fovea region is

Select one:

- a. C. 2-3%
- b. D. 4-5%
- c. A. 3-4% ✓
- d. B. 1-2%

The correct answer is: A. 3-4%

Question **7**

Correct

Mark 1.00 out of 1.00

5. The visible section of an ear is called

Select one:

- a. B. middle ear
- b. D. outer ear ✓
- c. C. medium ear
- d. A. inner ear

The correct answer is: D. outer ear

Question **8**

Correct

Mark 1.00 out of 1.00

28. The first priority requirements must be of

Select one:

- a. A. user ✓
- b. D. time
- c. C. finance
- d. B. computer system

The correct answer is: A. user

Question **9**

Correct

Mark 1.00 out of 1.00

10. The term "physical reception" of stimulus actually describes the

Select one:

- a. C. unlimited human vision
- b. B. skills of human vision
- c. D. limitation of human vision ✓
- d. A. innite capabilities of human

The correct answer is: D. limitation of human vision

Question **10**

Correct

Mark 1.00 out of 1.00

The human computer interaction is a core subject of

Select one:

- a. D. no ones
- b. C. anthropology
- c. B. software engineering ✓
- d. A. psychology

The correct answer is: B. software engineering

Question **11**

Incorrect

Mark 0.00 out of 1.00

17. The user's vocal system is categorically used as

Select one:

- a. B. processing control
- b. D. motor control
- c. A. input control
- d. C. memorization control ✗

The correct answer is: D. motor control

Question **12**

Correct

Mark 1.00 out of 1.00

6. The photoreceptors of eyes that are been saturated and active by sudden light are called

Select one:

- a. B. lens
- b. D. rods ✓
- c. A. cones
- d. C. corneas

The correct answer is: D. rods

Question **13**

Correct

Mark 1.00 out of 1.00

16. The jerky movement of human eyes during reading process is followed by

Select one:

- a. B. fixations ✓
- b. C. saccades
- c. D. suppression
- d. A. regressions

The correct answer is: B. fixations

Question **14**

Correct

Mark 1.00 out of 1.00

8. The small region of retina where optic nerve enters the eye is called

Select one:

- a. A. fovea
- b. C. ligament
- c. B. blind spot ✓
- d. D. lens

The correct answer is: B. blind spot

Question **15**

Correct

Mark 1.00 out of 1.00

9. The three colors of cone sensitivity for three different types of conesare

Select one:

- a. A. blue, green and red ✓
- b. C. blue, green and purple
- c. B. orange, green and red
- d. D. blue, green and white

The correct answer is: A. blue, green and red

Question **16**

Correct

Mark 1.00 out of 1.00

4. Generally, the computer input in human computer interaction is

Select one:

- a. C. user input
- b. B. computer input
- c. A. computer output
- d. D. user output ✓

The correct answer is: D. user output

Question **17**

Correct

Mark 1.00 out of 1.00

25. The cones over fovea region is sensitive to

Select one:

- a. D. green light
- b. C. yellow light
- c. B. blue light ✓
- d. A. red light

The correct answer is: B. blue light

Question **18**

Correct

Mark 1.00 out of 1.00

29. The user's hearing system is categorically used as

Select one:

- a. B. motor control
- b. C. input control ✓
- c. D. memorization control
- d. A. processing control

The correct answer is: C. input control

Question **19**

Incorrect

Mark 0.00 out of 1.00

22. The subsystem of human machine processor that handles connections is called

Select one:

- a. C. autonomic system
- b. D. cognitive system ✗
- c. B. motor system
- d. A. perceptual system

The correct answer is: A. perceptual system

Question **20**

Correct

Mark 1.00 out of 1.00

13. The user output in human computer interaction is occurred through

Select one:

- a. A. motor controls ✓
- b. C. senses
- c. B. experience
- d. D. education

The correct answer is: A. motor controls

Question **21**

Correct

Mark 1.00 out of 1.00

3. The function between luminance of an object and its background iscalled

Select one:

- a. C. saturation
- b. B. icker
- c. D. intensity
- d. A. contrast ✓

The correct answer is: A. contrast

Question **22**

Incorrect

Mark 0.00 out of 1.00

24. The ratio of different hues that can be discriminated by an average person is

Select one:

- a. D. 150 ✗
- b. C. 125
- c. A. 50
- d. B. 100

The correct answer is: A. 50

Question **23**

Correct

Mark 1.00 out of 1.00

30. The cones are also not active in temporary blindness due to the rods'

Select one:

- a. D. demolition
- b. C. depression
- c. A. suppression ✓
- d. B. repression

The correct answer is: A. suppression

Question **24**

Incorrect

Mark 0.00 out of 1.00

23. The human vision that is dominated by rods to see directly in the center of view is called

Select one:

- a. D. peripheral vision ✗
- b. A. center vision
- c. B. vertical vision
- d. C. horizontal vision

The correct answer is: A. center vision

Question **25**

Correct

Mark 1.00 out of 1.00

7. The reading speed and accuracy is increased by reading familiar words based on

Select one:

- a. B. word color
- b. C. word as single letter
- c. A. word shape ✓

The correct answer is: A. word shape

Question **26**

Correct

Mark 1.00 out of 1.00

2. The photoreceptors of eyes that allows color vision are called

Select one:

- a. B. lens
- b. C. corneas
- c. D. cones ✓
- d. A. rods

The correct answer is: D. cones

Question **27**

Correct

Mark 1.00 out of 1.00

18. The ear of a human is further categorized into

Select one:

- a. D. ve sections
- b. C. four sections
- c. A. two sections
- d. B. three sections ✓

The correct answer is: B. three sections

Question **28**

Correct

Mark 1.00 out of 1.00

11. The research related to human computer interaction was begin with the title

Select one:

- a. C. man-machine interaction ✓
- b. D. user-machine interaction
- c. B. person-machine interaction
- d. A. individual-machine interaction

The correct answer is: C. man-machine interaction

Question **29**

Correct

Mark 1.00 out of 1.00

19. The light sensitive part of an eye in human vision system is

Select one:

- a. A. lens
- b. B. cornea
- c. D. not from above
- d. C. retina ✓

The correct answer is: C. retina

Question **30**

Correct

Mark 1.00 out of 1.00

15. The total time period taken by the xations in reading process isapproximately

Select one:

- a. C. 92%
- b. B. 93%
- c. A. 94% ✓
- d. D. 91%

The correct answer is: A. 94%

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Question **1**

Correct

Mark 1.00 out of 1.00

10. Predictive analytics is same as forecasting.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **2**

Correct

Mark 1.00 out of 1.00

27. Incremental view maintenance is needed to efficiently update

Select one:

- a. C. Relational views
- b. A. Materialized views ✓
- c. B. Rational views
- d. D. Query views

The correct answer is: A. Materialized views

Question **3**

Correct

Mark 1.00 out of 1.00

11. What is Machine learning?

Select one:

- a. a) The autonomous acquisition of knowledge through the use of computer programs ✓
- b. b) The autonomous acquisition of knowledge through the use of manual programs
- c. d) The selective acquisition of knowledge through the use of manual programs
- d. c) The selective acquisition of knowledge through the use of computer programs

The correct answer is: a) The autonomous acquisition of knowledge through the use of computer programs

Question **4**

Correct

Mark 1.00 out of 1.00

9. Which of the following function can be used for forecasting?

Select one:

- a. a) predict
- b. c) ets
- c. all of the mentioned
- d. b)forecast ✓

The correct answer is: b)forecast

Question **5**

Correct

Mark 1.00 out of 1.00

30. Materialized views are used to speed up

Select one:

- a. B. Query processing ✓
- b. D. Query cost
- c. C. Query management
- d. A. Query optimization

The correct answer is: B. Query processing

Question **6**

Correct

Mark 1.00 out of 1.00

22. Which is used to improve the agents performance?

Select one:

- a. Perceiving
- b. c) Observing
- c. b) Learning ✓
- d. d) None of the mentioned

The correct answer is: b) Learning

Question **7**

Correct

Mark 1.00 out of 1.00

8. Which of the following is used to assist the quantitative trader in the development?

Select one:

- a. c) quantity
- b. b) quantile
- c. d) mboost
- d. a)quantmod ✓

The correct answer is: a)quantmod

Question **8**

Correct

Mark 1.00 out of 1.00

Which of the following method can be used to combine different classifiers?

Select one:

- a. a) Model stacking ✓
- b. d) None of the mentioned
- c. c) Model structuring
- d. b) Model combining

The correct answer is: a) Model stacking

Question **9**

Correct

Mark 1.00 out of 1.00

21. In which agent does the problem generator is present?

Select one:

- a. a) Learning agent ✓
- b. b) Observing agent
- c. c) Reflex agent
- d. d) None of the mentioned

The correct answer is: a) Learning agent

Question **10**

Correct

Mark 1.00 out of 1.00

25. Which element in the agent are used for selecting external actions?

Select one:

- a. b) Performance ✓
- b. c) Learning
- c. d) Actuator
- d. a) Perceive

The correct answer is: b) Performance

Question **11**

Correct

Mark 1.00 out of 1.00

12. Which of the factors affect the performance of learner system does not include?

Select one:

- a. d) Good data structures ✓
- b. c) Type of feedback
- c. a) Representation scheme used
- d. b) Training scenario

The correct answer is: d) Good data structures

Question **12**

Correct

Mark 1.00 out of 1.00

29. Histograms can be computed using

Select one:

- a. B. Average of data
- b. C. Sampling ✓
- c. D. Hard data
- d. A. Population

The correct answer is: C. Sampling

Question **13**

Correct

Mark 1.00 out of 1.00

18. How many types of agents are there in artificial intelligence?

Select one:

- a. c) 3
- b. d) 4 ✓
- c. a) 1
- d. 2

The correct answer is: d) 4

Question **14**

Correct

Mark 1.00 out of 1.00

5. Point out the correct statement.

Select one:

- a. a) Combining classifiers improves interpretability
- b. b) Combining classifiers reduces accuracy
- c. c) Combining classifiers improves accuracy ✓
- d. d) All of the mentioned

The correct answer is: c) Combining classifiers improves accuracy

Question **15**

Correct

Mark 1.00 out of 1.00

1. Which of the following is correct about regularized regression?

Select one:

- a. a) Can help with bias trade-off ✓
- b. c) Cannot help with variance trade-off
- c. b) Cannot help with model selection
- d. d) All of the mentioned

The correct answer is: a) Can help with bias trade-off

Question **16**

Correct

Mark 1.00 out of 1.00

20. What is the composition for agents in artificial intelligence?

Select one:

- a. d) None of the mentioned
- b. c) Both Program & Architecture ✓
- c. b) Architecture
- d. a) Program

The correct answer is: c) Both Program & Architecture

Question **17**

Correct

Mark 1.00 out of 1.00

3. Which of the following methods are present in caret for regularized regression?

Select one:

- a. b) lasso
- b. d) all of the mentioned ✓
- c. a) ridge
- d. c) relaxo

The correct answer is: d) all of the mentioned

Question **18**

Correct

Mark 1.00 out of 1.00

14. In language understanding, the levels of knowledge that does not include?

Select one:

- a. d) Logical
- b. a) Phonological
- c. c) Empirical ✓
- d. b) Syntactic

The correct answer is: c) Empirical

Question **19**

Correct

Mark 1.00 out of 1.00

15. A model of language consists of the categories which does not include?

Select one:

- a. c) System constraints
- b. d) Structural units ✓
- c. a) Language units
- d. b) Role structure of units

The correct answer is: d) Structural units

Question **20**

Correct

Mark 1.00 out of 1.00

19. What is the rule of simple reflex agent?

Select one:

- a. c) Simple & Condition-action rule
- b. d) None of the mentioned
- c. a) Simple-action rule
- d. b) Condition-action rule ✓

The correct answer is: b) Condition-action rule

Question **21**

Correct

Mark 1.00 out of 1.00

13. Different learning methods does not include?

Select one:

- a. b) Analogy
- b. d) Introduction ✓
- c. a) Memorization
- d. c) Deduction

The correct answer is: d) Introduction

Question **22**

Correct

Mark 1.00 out of 1.00

7. Model based prediction considers relatively easy version for covariance matrix.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **23**

Correct

Mark 1.00 out of 1.00

6. Which of the following function provides unsupervised prediction?

Select one:

- a. a) cl_forecast
- b. d) none of the mentioned ✓
- c. c) cl_precast
- d. b) cl_nowcast

The correct answer is: d) none of the mentioned

Question **24**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Search
- b. c) Retrieve
- c. d) Both Search & Plan ✓
- d. b) Plan

The correct answer is: d) Both Search & Plan

Question **25**

Correct

Mark 1.00 out of 1.00

28. Advanced optimization techniques includes optimization of updates,multiquery optimization and

Select one:

- a. D. All of the Above ✓
- b. A. Top-K optimization
- c. C. Parametric query optimization
- d. B. Join minimization

The correct answer is: D. All of the Above

Question **26**

Correct

Mark 1.00 out of 1.00

16. Which instruments are used for perceiving and acting upon the environment?

Select one:

- a. c) Perceiver
- b. a) Sensors and Actuators ✓
- c. b) Sensors
- d. d) None of the mentioned

The correct answer is: a) Sensors and Actuators

Question **27**

Correct

Mark 1.00 out of 1.00

26. Most database systems to store the number of values for an attributewithin several ranges, uses

Select one:

- a. C. Pie-chart
- b. B. Gantt chart
- c. D. Bar-graph
- d. A. Histogram ✓

The correct answer is: A. Histogram

Question **28**

Correct

Mark 1.00 out of 1.00

23. Which agent deals with happy and unhappy states?

Select one:

- a. d) Utility based agent ✓
- b. b) Model based agent
- c. c) Learning agent
- d. Simple reflex agent

The correct answer is: d) Utility based agent

Question **29**

Not answered

Marked out of 1.00

2. Point out the wrong statement.

Select one:

- a. d) All of the mentioned
- b. b) Model based approach use Bayes theorem
- c. c) Model based approach are reasonably inaccurate on real problems
- d. a) Model based approach may be computationally convenient

The correct answer is: c) Model based approach are reasonably inaccurate on real problems

Question **30**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Used to perceive the environment
- b. b) Complete history of actuator
- c. c) Complete history of perceived things ✓
- d. d) None of the mentioned

The correct answer is: c) Complete history of perceived things

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Question **1**

Correct

Mark 1.00 out of 1.00

22. Which of the following is not a test level

Select one:

- a. A. component testing
- b. D. integration testing
- c. B. system testing
- d. C.client acceptance testing ✓

The correct answer is: C.client acceptance testing

Question **2**

Incorrect

Mark 0.00 out of 1.00

17. Which of the technique evaluates design on how well it supports user in learning task

Select one:

- a. B. Cognitive Walkthrough
- b. D. Review Based Evaluation ✗
- c. C. Model-based Evaluation

Question **3**

Correct

Mark 1.00 out of 1.00

15. 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

Select one:

- a. A. i, ii and iii
- b. B. i, ii and iv ✓
- c. C. i, iii and iv
- d. D. ii, iii and iv

The correct answer is: B. i, ii and iv

Question **4**

Correct

Mark 1.00 out of 1.00

24. Debugging is the process of writing test data.

Select one:

- a. B. False ✓
- b. A.True

The correct answer is: B. False

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, iii and iv
- b. D. ii, iii and iv
- c. B.i, ii and iv ✓
- d. A. i, ii and iii

The correct answer is: B.i, ii and iv

Question **6**

Incorrect

Mark 0.00 out of 1.00

21. Good usability is

Select one:

- a. C. developer dependent ✗
- b. user independent
- c. D. developer independent
- d. A. user dependent

The correct answer is: A. user dependent

Question **7**

Correct

Mark 1.00 out of 1.00

3. 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.

Select one:

- a. D. Consistency and standard
- b. C.Visibility of system status ✓
- c. . Error prevention
- d. B. Help and documentation

The correct answer is: C.Visibility of system status

Question **8**

Correct

Mark 1.00 out of 1.00

23. Running a program is one way of testing the solution to that problem.

Select one:

- a. B. False
- b. A.True ✓

The correct answer is: A.True

Question **9**

Correct

Mark 1.00 out of 1.00

8. IDENTIFY fingerprint scanner, Iris scanner, hand geometry reader Identify the type of technology based on example above

Select one:

- a. Cloud computing
- b. A. Mobile device
- c. B. Security devices ✓
- d. D. Wearable computing

The correct answer is: B. Security devices

Question **10**

Correct

Mark 1.00 out of 1.00

1. Identify the main goal of interaction design

Select one:

- a. D To assess the extend and accessibility of system functionality ✓
- b. A. To assess the effect of interface on system
- c. B. To assess the extend of design functionality
- d. C. To sketch the system layout from user's perspective

The correct answer is: D To assess the extend and accessibility of system functionality

Question **11**

Correct

Mark 1.00 out of 1.00

14. "Error rate will increase as font size decrease" The above statement is

Select one:

- a. A. Participants
- b. D. Independent variables
- c. C. Dependent variables
- d. B. Hypothesis ✓

The correct answer is: B. Hypothesis

Question **12**

Correct

Mark 1.00 out of 1.00

29. White Box Techniques are also called as:-

Select one:

- a. A. Structural Testing ✓
- b. C. Error Guessing Technique
- c. D. Experience-Based Technique
- d. B. Design-Based Testing

The correct answer is: A. Structural Testing

Question **13**

Correct

Mark 1.00 out of 1.00

5. "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

Select one:

- a. A. Heuristic evaluation
- b. Cognitive walkthrough
- c. D. Review-based evaluation
- d. C.Model-based evaluation ✓

The correct answer is: C.Model-based evaluation

Question **14**

Correct

Mark 1.00 out of 1.00

Which of the following techniques is NOT a White box technique?

Select one:

- a. B. Decision Testing and coverage
- b. C. Condition Coverage
- c. D. Boundary value analysis ✓
- d. A. Statement Testing and coverage

The correct answer is: D. Boundary value analysis

Question **15**

Correct

Mark 1.00 out of 1.00

20. How many principle in universal design?

Select one:

- a. A. Six
- b. C. Eight
- c. D. Ten
- d. Seven ✓

The correct answer is: Seven

Question **16**

Correct

Mark 1.00 out of 1.00

25. Which tool would you use if a programmer wanted to express algorithm visually?

Select one:

- a. C. Storyboard
- b. A. Flowchart ✓
- c. D. Graphical user interface
- d. B. Pseudocode

The correct answer is: A. Flowchart

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Questionnaire
- b. B. Protocol analysis
- c. D. Review-based evaluation
- d. C. Interview ✓

The correct answer is: C. Interview

Question **18**

Correct

Mark 1.00 out of 1.00

9. IDENTIFY Fitness bands, Google glass, Oculus rift Identify the type of technology based on example above

Select one:

- a. A. Mobile device
- b. C. Cloud computing
- c. B. Security devices
- d. D. Wearable computing ✓

The correct answer is: D. Wearable computing

Question **19**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Heuristic Evaluation ✓
- b. B. Cognitive Walkthrough
- c. C. Model-based Evaluation

The correct answer is: A. Heuristic Evaluation

Question **20**

Correct

Mark 1.00 out of 1.00

11. Choose the principle that applies all the guideline below:Accommodate variation in hand and grip sizeComponents comfortably reachable by seated or standing userProvide a clear line of sight to important elements for any seated or standing user

Select one:

- a. D. Size and space for approach and use
- b. B. Low psychical effort ✓
- c. A. Equitable use
- d. C. Perceptible Information

The correct answer is: B. Low psychical effort

Question **21**

Correct

Mark 1.00 out of 1.00

28. User Acceptance testing is

Select one:

- a. C. Gray box testing
- b. D. None of the above
- c. B. Black box testing ✓
- d. A. White box testing

The correct answer is: B. Black box testing

Question **22**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. Model-based evaluation
- b. B. Cognitive walkthrough
- c. A.Heuristic Evaluation ✓
- d. D. Review-based evaluation

The correct answer is: A.Heuristic Evaluation

Question **23**

Correct

Mark 1.00 out of 1.00

19. Which of the following is the handwriting recognition device?

Select one:

- a. Monochrome monitor
- b. Keyboard
- c. LCD monitor
- d. A. Tablet PC ✓

The correct answer is: A. Tablet PC

Question **24**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. D. Graphical Design Rationale
- b. A. Issue-based Information system ✓
- c. B. Design space analysis
- d. C. Psychological Design Rationale

The correct answer is: A. Issue-based Information system

Question **25**

Correct

Mark 1.00 out of 1.00

4. Choose the suitable method to apply the criteria below:Data can be collected in database for analysis Present result clearlyResponses are usually received quickly

Select one:

- a. A. Interview
- b. D. Observation
- c. C. Research
- d. B.Questionnaire ✓

The correct answer is: B.Questionnaire

Question **26**

Correct

Mark 1.00 out of 1.00

10. Choose the principle that applies all the guideline below: Accommodate variation in hand and grip size, Components comfortably reachable by seated or standing user, provide a clear line of sight to important elements for any seated or standing user

Select one:

- a. B. Low psychical effort
- b. A. Equitable use
- c. D. Size and space for approach and use ✓
- d. C. Perceptible Information

The correct answer is: D. Size and space for approach and use

Question **27**

Correct

Mark 1.00 out of 1.00

7. Select the technology that apply touch in the interface mode

Select one:

- a. D. Text-to-speech converter
- b. C. Braille electronic display ✓
- c. A. Digitizing tablet
- d. Motion recognition TV

The correct answer is: C. Braille electronic display

Question **28**

Correct

Mark 1.00 out of 1.00

27. Define a Type I error?

Select one:

- a. B. Rejecting a true null hypothesis ✓
- b. D. Accepting a true null hypothesis
- c. The failure to reject a false null hypothesis
- d. C. The acceptance to reject a null hypothesis

The correct answer is: B. Rejecting a true null hypothesis

Question **29**

Correct

Mark 1.00 out of 1.00

26. What is definition of null hypothesis?

Select one:

- a. A. The independent variable has no effect on the dependent variable for the population ✓
- b. C. The dependent variable has no effect on the independent variable
- c. B. The independent variable does have an effect on the dependent variable
- d. D. The dependent variable does have effect on the independent variable

The correct answer is: A. The independent variable has no effect on the dependent variable for the population

Question **30**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, ii and iv
- b. B. i, iii and iv
- c. D. ii, iii and iv
- d. A. i, ii and iii ✓

The correct answer is: A. i, ii and iii

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
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82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

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96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
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119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
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121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
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125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
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132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

185	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
85	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

89	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a

114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

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UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   - 18 – 24 ☐
   - 25 – 45 ☐
   - 46 + ☐

2. Gender
   - Male ☐
   - Female ☐

3. Are you a current member
   - Yes ☐
   - No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation …….

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer	Human Computer I	Human compute	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectir	Selecting & Executi	Pointing & Editin	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communica	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Com	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of thes	A
11	User and system has its own unique language the languag	core	task	both A&B	None of these	A
12	_____are a well-established technique for collect	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer	Command Line Interfac	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some r	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabil	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the s	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fal	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the sys	Monitor the	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough ev	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirmen	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase th	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and ass	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the repre	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for ur	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defin	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible int	Show technical interna	Make the interface consistent	All of thes	B
5	Which of the following is not a user interface design process?	Knowledgeable, freq	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the inter	the design of interface	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design m	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconn	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questi	Workflow- oriented question	Attitude-	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of t	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Suppleme	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of t	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the use	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term me	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard con	voice recog	Both A&B	None of the	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system ima	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system ima	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users d	The Help mer	Radio button	A
7	…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that e	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know	Toolbar buttons are too	Radio buttons are too small	All of	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Sharehol ders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orie	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Sty	Costume Sty	Cascading	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge re		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an '	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consiste	instructional rather than desc	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame docu	To create a image map in the	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <b	<start><end> and <body></b	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment c	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interes	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain name	both a & b	domain name into physical	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of su	implementation and	all need careful desig	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tu	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and compl	Consistency & Robus	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistanc	Command prompts	Context sensitive hel	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirem	who has control of t	what should be adap	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mo		limited input facility	limited ouyput facili	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mo		hierarchical menus	navigate and browsi	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and comple	All Of The Above	All Of The Above

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Question **1**

Correct

Mark 1.00 out of 1.00

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Select one:

- a. Primary and secondary key investigations
- b. Normalisation
- c. E-business architecture modelling
- d. Star schema data model ✓

The correct answer is: Star schema data model

Question **2**

Correct

Mark 1.00 out of 1.00

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Select one:

- a. Eye tracking
- b. Expert review
- c. Use-case modelling
- d. Web design personas ✓

The correct answer is: Web design personas

Question **3**

Correct

Mark 1.00 out of 1.00

Select one:

- a. includes some interaction with participants
- b. set a strict guidelines for session activities
- c. reduces error introduced by the experimenter ✓
- d. sets strict guidelines for session length

The correct answer is: reduces error introduced by the experimenter

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following fields is not an influence on Human Computer Interaction (HCI)?

Select one:

- a. Computer science
- b. recognitive psychology
- c. Ergonomics
- d. All of the above are an influence on HCI ✓

The correct answer is: All of the above are an influence on HCI

Question **5**

Correct

Mark 1.00 out of 1.00

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Select one:

- a. 6
- b. 10 ✓
- c. 12
- d. 8

The correct answer is: 10

Question **6**

Correct

Mark 1.00 out of 1.00

Select one:

- a. title bar ✓
- b. menu bar
- c. status bar
- d. tool bar

The correct answer is: title bar

Question **7**

Correct

Mark 1.00 out of 1.00

Which one of these would NOT be found in a good Human Computer Interaction?

Select one:

- a. Common short cuts, like CTRL+Z for undo
- b. Icons that can have specific meanings
- c. Sounds that convey meanings
- d. A long command line to achieve a function ✓

The correct answer is: A long command line to achieve a function

Question **8**

Correct

Mark 1.00 out of 1.00

Select one:

- 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

The correct answer is: is used to role-play through an interface design

Question **9**

Correct

Mark 1.00 out of 1.00

Identify from among the following the attribute of usability.

Select one:

- a. Learnability ✓
- b. Generalizability
- c. Usefulness
- d. Subjective satisfaction

The correct answer is: Learnability

Question **10**

Correct

Mark 1.00 out of 1.00

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Select one:

- a. Eyeball test
- b. Eye tracking ✓
- c. Usability audit
- d. Crowdsourcing

The correct answer is: Eye tracking

Question **11**

Correct

Mark 1.00 out of 1.00

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Select one:

- a. What is their purpose in visiting the site
- b. What type of browsers will they use
- c. How large a screen or window they will use
- d. All of the above ✓

The correct answer is: All of the above

Question **12**

Correct

Mark 1.00 out of 1.00

How do you identify the user in the usability engineering lifecycle?

Select one:

- a. Run a thinking aloud test
- b. Observe representative Users ✓
- c. Assume the role of an apprentice learning from the master craftsman
- d. Draw up a user profile

The correct answer is: Observe representative Users

Question **13**

Correct

Mark 1.00 out of 1.00

Select one:

- a. error messages ✓
- b. program crash
- c. system stuck
- d. metadata

The correct answer is: error messages

Question **14**

Incorrect

Mark 0.00 out of 1.00

. In virtual reality which of the senses cannot currently be portrayed?

Select one:

- a. Touch
- b. Sight
- c. Hearing
- d. Smell ✗

The correct answer is: Touch

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. reading
- b. writing
- c. Listening
- d. speaking ✓

The correct answer is: speaking

Question **16**

Incorrect

Mark 0.00 out of 1.00

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Select one:

- a. Web index
- b. Wireframe
- c. Blueprint ✗
- d. Site map

The correct answer is: Site map

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A long command line to achieve a function ✓
- b. Sounds that convey meanings.
- c. Common short cuts, like CTRL+Z for undo.
- d. Icons that can have specific meanings.

The correct answer is: A long command line to achieve a function

Question **18**

Correct

Mark 1.00 out of 1.00

Select one:

- a. A group of test users conducts a formal experiment ✓
- b. A group of psychologists administers a questionnaire
- c. A group of usability expert judges an interface with a detailed checklist of guidelines
- d. A group of usability experts reviews a user interface according to a small set of general principles

The correct answer is: A group of test users conducts a formal experiment

Question **19**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. Well designed HCIs use less computer resources. ✗
- b. Not every user is a computer expert
- c. Well designed HCIs allow the software to be sold at a better price.
- d. Well designed HCIs allow the computer to run faster

The correct answer is: Not every user is a computer expert

Question **20**

Correct

Mark 1.00 out of 1.00

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Select one:

- a. Client-server model ✓
- b. Client database structures
- c. Client server
- d. Data systems architecture

The correct answer is: Client-server model

Question **21**

Correct

Mark 1.00 out of 1.00

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Select one:

- a. All of the above ✓
- b. Site navigation
- c. Site organization
- d. Site personality

The correct answer is: All of the above

Question **22**

Correct

Mark 1.00 out of 1.00

Which of these is not a interface style?

Select one:

- a. Voice Recognition. ✓
- b. Command line/command prompt
- c. Natural Language
- d. Menus

The correct answer is: Voice Recognition.

Question **23**

Correct

Mark 1.00 out of 1.00

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Select one:

- a. Event-driven process chain model
- b. Network diagram
- c. Flow process chart
- d. Task manual development ✓

The correct answer is: Task manual development

Question **24**

Incorrect

Mark 0.00 out of 1.00

What is HCI stand for?

Select one:

- a. Human Computer Industry
- b. Human Computer Interaction
- c. Human Computer Interface ✗
- d. Human Computer Implementation

The correct answer is: Human Computer Interaction

Question **25**

Correct

Mark 1.00 out of 1.00

What techniques can be used to guide user's attention to important information on the interface?

Select one:

- a. Layouts and animations
- b. Colour ✓
- c. Flashing
- d. Auditory warning

The correct answer is: Colour

Question **26**

Correct

Mark 1.00 out of 1.00

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Select one:

- a. Mandatory free access for those with certain disabilities
- b. Accessibility legislation ✓
- c. Much larger screens
- d. None of the above

The correct answer is: Accessibility legislation

Question **27**

Correct

Mark 1.00 out of 1.00

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Select one:

- a. With the organisation's products
- b. With the internet
- c. With the organization
- d. All of the above ✓

The correct answer is: All of the above

Question **28**

Correct

Mark 1.00 out of 1.00

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Select one:

- a. Activity-based process definition method
- b. Task analysis ✓
- c. Process mapping
- d. Process

The correct answer is: Task analysis

Question **29**

Correct

Mark 1.00 out of 1.00

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationshipmodelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for entities', but what is the third stage?

Select one:

- a. Identify relationships between entities ✓
- b. Establish database table
- c. All of the above
- d. Define fields and records

The correct answer is: Identify relationships between entities

Question **30**

Correct

Mark 1.00 out of 1.00

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Select one:

- a. Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases
- b. Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios ✓
- c. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios
- d. Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases

The correct answer is: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

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State	Finished
Completed on	Sunday, 26 April 2020, 10:08 AM
Time taken	30 mins 8 secs
Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

This SDLC phase assesses the software for errors and documents bugs if there are any.

Select one:

- a. development/ implementation phase
- b. testing phase ✓
- c. designing phase
- d. analysis phase

The correct answer is: testing phase

Question **2**

Correct

Mark 1.00 out of 1.00

It is describing of an 'example' user

Select one:

- a. android
- b. persona ✓
- c. assistant
- d. proxy

The correct answer is: persona

Question **3**

Correct

Mark 1.00 out of 1.00

These are the reports that provide details about the accident, analysis of the factual data, and conclusions.

Select one:

- a. accident reports ✓
- b. factual data
- c. bugs and errors
- d. infinite informations

The correct answer is: accident reports

Question **4**

Correct

Mark 1.00 out of 1.00

It is the rich stories of the design.

Select one:

- a. B. program
- b. . scenario ✓
- c. C. criteria
- d. D. iteration

The correct answer is: . scenario

Question **5**

Correct

Mark 1.00 out of 1.00

It is a term used in systems engineering, information systems and software engineering to describe a process for planning, creating, testing, and deploying an information system.

Select one:

- a. Process Software Circular Cycle
- b. Program Life Cycle
- c. Maintenance Program Structure Cycle
- d. Systems Development Life Cycle ✓

The correct answer is: Systems Development Life Cycle

Question **6**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what is happening inside".

Select one:

- a. explore interactions ✗
- b. explore cognition
- c. explore architecture
- d. explore definition

The correct answer is: explore architecture

Question **7**

Correct

Mark 1.00 out of 1.00

It is a type of secondary navigation scheme that reveals the user's location in a website path through web site hierarchy.

Select one:

- a. trail sign
- b. website bugs
- c. . breadcrumb trail ✓
- d. linear formats

The correct answer is: . breadcrumb trail

Question **8**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the actual task of developing the software starts here with data recording going on in the background.

Select one:

- a. designing phase
- b. planning phase
- c. development/ implementation phase ✓
- d. analysis phase

The correct answer is: development/ implementation phase

Question **9**

Correct

Mark 1.00 out of 1.00

It is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process.

Select one:

- a. D. design development
- b. A. design process
- c. C. design computing ✓
- d. B. design algorithm

The correct answer is: C. design computing

Question **10**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what happens when".

Select one:

- a. explore definition ✗
- b. explore cognition
- c. explore interactions
- d. explore architecture

The correct answer is: explore interactions

Question **11**

Correct

Mark 1.00 out of 1.00

This SDLC phase provides a maintenance process wherein it will be maintained and upgraded from time to time to adapt to changes.

Select one:

- a. maintenance phase ✓
- b. analysis phase
- c. designing phase
- d. development/ implementation phase

The correct answer is: maintenance phase

Question 12

Correct

Mark 1.00 out of 1.00

These has controls, physical layout, modes of device and uses by the real world.

Select one:

- a. connectors
- b. diagrams
- c. physical devices ✓
- d. end user points

The correct answer is: physical devices

Question 13

Correct

Mark 1.00 out of 1.00

It helps people understand and visualize how a computer network is set up.

Select one:

- a. flowchart diagram
- b. hierarchical diagram
- c. engineering diagram
- d. network diagram ✓

The correct answer is: network diagram

Question **14**

Correct

Mark 1.00 out of 1.00

It is a rudimentary working model of a product or information system, usually built for demonstration purposes or as part of the development process.

Select one:

- a. beta
- b. draft system
- c. actual project
- d. prototype ✓

The correct answer is: prototype

Question **15**

Incorrect

Mark 0.00 out of 1.00

It is a discrete action designed to improve the system but you can't predict exactly how things are going to turn out.

Select one:

- a. C. system design
- b. design interactions ✗
- c. B. intervention design
- d. D. design protocols

The correct answer is: B. intervention design

Question **16**

Correct

Mark 1.00 out of 1.00

It has direct observation; probe packs, and used to inform interviews and ideas.

Select one:

- a. . persona
- b. system failure
- c. project design
- d. cultural probes ✓

The correct answer is: cultural probes

Question **17**

Correct

Mark 1.00 out of 1.00

It is the construction process on what is happening/building in the software/ program.

Select one:

- a. navigation
- b. design process ✓
- c. users
- d. design

The correct answer is: design process

Question **18**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the step of designing takes over, which is basically building the architecture of the project

Select one:

- a. analysis phase
- b. planning phase
- c. designing phase ✓
- d. testing phase

The correct answer is: designing phase

Question **19**

Correct

Mark 1.00 out of 1.00

They are the navigation controller/ commander of the user interface.

Select one:

- a. D. file handlers
- b. B. planners
- c. CEOs
- d. C. users ✓

The correct answer is: C. users

Question **20**

Correct

Mark 1.00 out of 1.00

It is the ability to calculate backward to obtain an input that would result in a given output.

Select one:

- a. goal seeking ✓
- b. system encoding
- c. program designing
- d. job hunting

The correct answer is: goal seeking

Question **21**

Correct

Mark 1.00 out of 1.00

It is a part of explore the depths of a system project which states "what are the users thinking".

Select one:

- a. explore cognition ✓
- b. explore definition
- c. explore architecture
- d. explore interactions

The correct answer is: explore cognition

Question **22**

Correct

Mark 1.00 out of 1.00

This SDLC phase calculates the strengths and weaknesses of the project and development of software.

Select one:

- a. designing phase
- b. planning phase ✓
- c. analysis phase
- d. testing phase

The correct answer is: planning phase

Question **23**

Correct

Mark 1.00 out of 1.00

It is a method to achieve the best outcome (such as maximum profit or lowest cost) in a mathematical model whose requirements are represented by linear relationships.

Select one:

- a. Complex programming
- b. Multi programming
- c. Linear programming ✓
- d. Single programming

The correct answer is: Linear programming

Question **24**

Correct

Mark 1.00 out of 1.00

It is the intervention, part of the goal and constraints when creating software

Select one:

- a. scenario
- b. navigation
- c. users
- d. design ✓

The correct answer is: design

Question **25**

Correct

Mark 1.00 out of 1.00

Which of the following is the golden rule of the design?

Select one:

- a. make your design simple
- b. make more programs
- c. understand your materials ✓
- d. share your files

The correct answer is: understand your materials

Question **26**

Correct

Mark 1.00 out of 1.00

It is the process of studying a procedure or business in order to identify its goals and purposes and creates systems and procedures.

Select one:

- a. system structure
- b. system data
- c. system project
- d. system analysis ✓

The correct answer is: system analysis

Question **27**

Correct

Mark 1.00 out of 1.00

It is described as a visual representation of a system/ website of hierarchy and can also be referred to as a structure chart.

Select one:

- a. statistical chart
- b. slide chart
- c. system chart
- d. hierarchical chart ✓

The correct answer is: hierarchical chart

Question **28**

Correct

Mark 1.00 out of 1.00

It finds your way around the system software

Select one:

- a. creation
- b. C. simulation
- c. D.navigation ✓
- d. B. criterion

The correct answer is: D.navigation

Question **29**

Incorrect

Mark 0.00 out of 1.00

It is the design of the interaction between users and products.

Select one:

- a. D. design protocols
- b. B. intervention design
- c. C. system design ✗
- d. design interactions

The correct answer is: design interactions

Question **30**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about analyzing the performance of the software.

Select one:

- a. designing phase
- b. planning phase
- c. testing phase
- d. analysis phase ✓

The correct answer is: analysis phase

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State	Finished
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Grade	**27.00** out of 30.00 (**90**%)

Question **1**

Correct

Mark 1.00 out of 1.00

Which of the following term describes testing?

Select one:

- a. b) Evaluating deliverable to find errors ✓
- b. a) Finding broken code
- c. d) None of the mentioned
- d. c) A stage of all projects

The correct answer is: b) Evaluating deliverable to find errors

Question **2**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of CASE tool?

Select one:

- a. b) Classic
- b. c) Real
- c. d) Middle ✓
- d. Lower

The correct answer is: d) Middle

Question **3**

Incorrect

Mark 0.00 out of 1.00

Which of the following lasts for the duration of the project and covers the development process?

Select one:

- a. c) Providing information on the development process in terms of metrics
- b. a) Monitoring all key parameters like cost, schedule, risks
- c. d) All of the mentioned ✗
- d. b) Taking corrective actions when needed

The correct answer is: a) Monitoring all key parameters like cost, schedule, risks

Question **4**

Correct

Mark 1.00 out of 1.00

If the user queries a collection of large databases and extracts information from the webapp, the webapp is categorized under

Select one:

- a. a) Service oriented app
- b. b) Database access app
- c. d) Data warehousing app ✓
- d. c) Portal app

The correct answer is: d) Data warehousing app

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. Provide for flexible interaction
- b. c) Show technical internals from the casual user ✓
- c. b) Allow user interaction to be interrupt-able and undo-able
- d. d) Design for direct interaction with objects that appear on the screen

The correct answer is: c) Show technical internals from the casual user

Question **6**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) Interface design
- b. c) Knowledgeable, frequent users ✓
- c. d) Interface validation
- d. User, task, and environment analysis and modeling

The correct answer is: c) Knowledgeable, frequent users

Question **7**

Correct

Mark 1.00 out of 1.00

A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.

Select one:

- a. a) True ✓
- b. b) False

The correct answer is: a) True

Question **8**

Correct

Mark 1.00 out of 1.00

What stores all changes and info related to the project from development through maintenance in CASE tools?

Select one:

- a. d) None of the mentioned
- b. c) Registers
- c. b) Repository ✓
- d. a) Database

The correct answer is: b) Repository

Question **9**

Correct

Mark 1.00 out of 1.00

Which of the following is not a typical environment in communication facilitation ?

Select one:

- a. d) Multiple locations
- b. b) Multiple user groups
- c. a) Multiple teams
- d. c) Multiple fests ✓

The correct answer is: c) Multiple fests

Question **10**

Correct

Mark 1.00 out of 1.00

What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?

Select one:

- a. a) mental image
- b. b) interface design
- c. d) interface validation
- d. c) system image ✓

The correct answer is: c) system image

Question **11**

Correct

Mark 1.00 out of 1.00

Which of the following is a risk associated with using hypertext in web applications?

Select one:

- a. b) Cognitive overload for users
- b. c) All of the mentioned ✓
- c. d) None of the mentioned
- d. a) Loss of sense of locality and direction

The correct answer is: c) All of the mentioned

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following is golden rule for interface design?

Select one:

- a. c) Make the interface consistent
- b. Place the user in control
- c. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **13**

Correct

Mark 1.00 out of 1.00

CASE stands for

Select one:

- a. b) Computer Aided Software Engineering ✓
- b. Cost Aided Software Engineering
- c. d) None of the mentioned
- d. c) Control Aided Software Engineering

The correct answer is: b) Computer Aided Software Engineering

Question **14**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to electronic shopping?

Select one:

- a. d) Workflow-oriented
- b. a) Informational
- c. b) Interactive
- d. c) Transaction-oriented ✓

The correct answer is: c) Transaction-oriented

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Availability
- b. c) Content sensitive ✓
- c. b) Data driven
- d. d) Continuous evolution

The correct answer is: c) Content sensitive

Question **16**

Incorrect

Mark 0.00 out of 1.00

Which of the following statements are incorrect with reference to web-based systems? Web-based systems

Select one:

- a. b) must be able to cope with uncertain, random heavy demands on services
- b. a) should be unscalable
- c. c) must be secure ✗
- d. d) are subject to assorted legal, social, and ethical scrutiny

The correct answer is: a) should be unscalable

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) design model ✓
- b. d) system image
- c. c) mental image

The correct answer is: a) design model

Question **18**

Correct

Mark 1.00 out of 1.00

A software might allow a user to interact via

Select one:

- a. c) voice recognition commands
- b. a) keyboard commands
- c. d) all of the mentioned ✓
- d. b) mouse movement

The correct answer is: d) all of the mentioned

Question **19**

Correct

Mark 1.00 out of 1.00

Select one:

- a. b) Performance
- b. a) Unpredictable load
- c. d) Network intensiveness
- d. c) Concurrency ✓

The correct answer is: c) Concurrency

Question **20**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) shortcuts
- b. d) all of the mentioned
- c. c) objects that appear on the screen
- d. short-term memory ✓

The correct answer is: short-term memory

Question **21**

Correct

Mark 1.00 out of 1.00

What is a collection of software elements treated as a unit for the purposes of SCM?

Select one:

- a. b) Baseline
- b. c) Configuration
- c. a) Software Configuration Item ✓
- d. d) Configuration Control Board

The correct answer is: a) Software Configuration Item

Question **22**

Correct

Mark 1.00 out of 1.00

Standard Enforcer is a

Select one:

- a. a) Static Testing Tool ✓
- b. b) Dynamic Testing
- c. d) None of the mentioned
- d. c) Static & Dynamic Testing

The correct answer is: a) Static Testing Tool

Question **23**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to discussion groups?

Select one:

- a. b) Online communities ✓
- b. c) Web portals
- c. a) Collaborative work
- d. d) Workflow-oriented

The correct answer is: b) Online communities

Question **24**

Correct

Mark 1.00 out of 1.00

Web-based systems are often document-oriented containing static or dynamic content

Select one:

- a. b) False
- b. a) True ✓

The correct answer is: a) True

Question **25**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) the design of interfaces between software components
- b. c) the design of the interface between two computers ✓
- c. b) the design of interfaces between the software and human producers and consumers of information
- d. d) all of the mentioned

The correct answer is: c) the design of the interface between two computers

Question **26**

Correct

Mark 1.00 out of 1.00

Maintenance testing is performed using which methodology?

Select one:

- a. c) Breadth test and depth test ✓
- b. d) Confirmation testing
- c. a) Retesting
- d. b) Sanity testing

The correct answer is: c) Breadth test and depth test

Question **27**

Correct

Mark 1.00 out of 1.00

Which process model should be used in virtually all situations of web engineering?

Select one:

- a. b) Waterfall Model
- b. d) None of the mentioned
- c. a) Incremental Model ✓
- d. c) Spiral Model

The correct answer is: a) Incremental Model

Question **28**

Correct

Mark 1.00 out of 1.00

Which of the following is not a conflict in software development team?

Select one:

- a. b) Shared and common code
- b. a) Simultaneous updates
- c. d) Graphics issues ✓
- d. c) Versions

The correct answer is: d) Graphics issues

Question **29**

Correct

Mark 1.00 out of 1.00

Which analysis is a part of Analysis model of the web engineering process framework?

Select one:

- a. Content Analysis
- b. c) Functional Analysis
- c. b) Interaction Analysis
- d. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **30**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. c) mental image
- b. d) system image
- c. design model ✗

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Time taken	10 mins 3 secs
Grade	**23.00** out of 30.00 (**77**%)

Question **1**

Correct

Mark 1.00 out of 1.00

1. The perception of size by human eye depends upon

Select one:

- a. D. other factors ✓
- b. B. visual acuity
- c. A. visual angle
- d. C. visual eld

The correct answer is: D. other factors

Question **2**

Correct

Mark 1.00 out of 1.00

20. The optical illusion used in designs effects page

Select one:

- a. C. borders
- b. D. asymmetry
- c. B. composition
- d. A. symmetry ✓

The correct answer is: A. symmetry

Question **3**

Incorrect

Mark 0.00 out of 1.00

14. The visual angle measurement given by 1 degree is equivalent to

Select one:

- a. C. 60 minutes of arc ✗
- b. B. 600 seconds of arc
- c. A. 60 seconds of arc
- d. D. 360 seconds of arc

The correct answer is: A. 60 seconds of arc

Question **4**

Incorrect

Mark 0.00 out of 1.00

27. The characteristic of software that enable it to be used multiple times is called

Select one:

- a. C. usable ✗
- b. A. reusable
- c. B. useful
- d. D. used

The correct answer is: A. reusable

Question **5**

Incorrect

Mark 0.00 out of 1.00

21. The image is made at the back side of eye in the form of

Select one:

- a. A. straight image
- b. C. vertical image
- c. B. horizontal image
- d. D. upside down image ✗

The correct answer is: A. straight image

Question **6**

Correct

Mark 1.00 out of 1.00

26. The ratio of cones over fovea region is

Select one:

- a. C. 2-3%
- b. D. 4-5%
- c. A. 3-4% ✓
- d. B. 1-2%

The correct answer is: A. 3-4%

Question **7**

Correct

Mark 1.00 out of 1.00

5. The visible section of an ear is called

Select one:

- a. B. middle ear
- b. D. outer ear ✓
- c. C. medium ear
- d. A. inner ear

The correct answer is: D. outer ear

Question **8**

Correct

Mark 1.00 out of 1.00

28. The first priority requirements must be of

Select one:

- a. A. user ✓
- b. D. time
- c. C. finance
- d. B. computer system

The correct answer is: A. user

Question **9**

Correct

Mark 1.00 out of 1.00

10. The term "physical reception" of stimulus actually describes the

Select one:

- a. C. unlimited human vision
- b. B. skills of human vision
- c. D. limitation of human vision ✓
- d. A. innite capabilities of human

The correct answer is: D. limitation of human vision

Question **10**

Correct

Mark 1.00 out of 1.00

The human computer interaction is a core subject of

Select one:

- a. D. no ones
- b. C. anthropology
- c. B. software engineering ✓
- d. A. psychology

The correct answer is: B. software engineering

Question **11**

Incorrect

Mark 0.00 out of 1.00

17. The user's vocal system is categorically used as

Select one:

- a. B. processing control
- b. D. motor control
- c. A. input control
- d. C. memorization control ✗

The correct answer is: D. motor control

Question **12**

Correct

Mark 1.00 out of 1.00

6. The photoreceptors of eyes that are been saturated and active by sudden light are called

Select one:

- a. B. lens
- b. D. rods ✓
- c. A. cones
- d. C. corneas

The correct answer is: D. rods

Question **13**

Correct

Mark 1.00 out of 1.00

16. The jerky movement of human eyes during reading process is followed by

Select one:

- a. B. fixations ✓
- b. C. saccades
- c. D. suppression
- d. A. regressions

The correct answer is: B. fixations

Question **14**

Correct

Mark 1.00 out of 1.00

8. The small region of retina where optic nerve enters the eye is called

Select one:

- a. A. fovea
- b. C. ligament
- c. B. blind spot ✓
- d. D. lens

The correct answer is: B. blind spot

Question **15**

Correct

Mark 1.00 out of 1.00

9. The three colors of cone sensitivity for three different types of conesare

Select one:

- a. A. blue, green and red ✓
- b. C. blue, green and purple
- c. B. orange, green and red
- d. D. blue, green and white

The correct answer is: A. blue, green and red

Question **16**

Correct

Mark 1.00 out of 1.00

4. Generally, the computer input in human computer interaction is

Select one:

- a. C. user input
- b. B. computer input
- c. A. computer output
- d. D. user output ✓

The correct answer is: D. user output

Question **17**

Correct

Mark 1.00 out of 1.00

25. The cones over fovea region is sensitive to

Select one:

- a. D. green light
- b. C. yellow light
- c. B. blue light ✓
- d. A. red light

The correct answer is: B. blue light

Question **18**

Correct

Mark 1.00 out of 1.00

29. The user's hearing system is categorically used as

Select one:

- a. B. motor control
- b. C. input control ✓
- c. D. memorization control
- d. A. processing control

The correct answer is: C. input control

Question **19**

Incorrect

Mark 0.00 out of 1.00

22. The subsystem of human machine processor that handles connections is called

Select one:

- a. C. autonomic system
- b. D. cognitive system ✗
- c. B. motor system
- d. A. perceptual system

The correct answer is: A. perceptual system

Question **20**

Correct

Mark 1.00 out of 1.00

13. The user output in human computer interaction is occurred through

Select one:

- a. A. motor controls ✓
- b. C. senses
- c. B. experience
- d. D. education

The correct answer is: A. motor controls

Question **21**

Correct

Mark 1.00 out of 1.00

3. The function between luminance of an object and its background iscalled

Select one:

- a. C. saturation
- b. B. icker
- c. D. intensity
- d. A. contrast ✓

The correct answer is: A. contrast

Question **22**

Incorrect

Mark 0.00 out of 1.00

24. The ratio of different hues that can be discriminated by an average person is

Select one:

- a. D. 150 ✗
- b. C. 125
- c. A. 50
- d. B. 100

The correct answer is: A. 50

Question **23**

Correct

Mark 1.00 out of 1.00

30. The cones are also not active in temporary blindness due to the rods'

Select one:

- a. D. demolition
- b. C. depression
- c. A. suppression ✓
- d. B. repression

The correct answer is: A. suppression

Question **24**

Incorrect

Mark 0.00 out of 1.00

23. The human vision that is dominated by rods to see directly in the center of view is called

Select one:

- a. D. peripheral vision ✗
- b. A. center vision
- c. B. vertical vision
- d. C. horizontal vision

The correct answer is: A. center vision

Question **25**

Correct

Mark 1.00 out of 1.00

7. The reading speed and accuracy is increased by reading familiar words based on

Select one:

- a. B. word color
- b. C. word as single letter
- c. A. word shape ✓

The correct answer is: A. word shape

Question **26**

Correct

Mark 1.00 out of 1.00

2. The photoreceptors of eyes that allows color vision are called

Select one:

- a. B. lens
- b. C. corneas
- c. D. cones ✓
- d. A. rods

The correct answer is: D. cones

Question **27**

Correct

Mark 1.00 out of 1.00

18. The ear of a human is further categorized into

Select one:

- a. D. ve sections
- b. C. four sections
- c. A. two sections
- d. B. three sections ✓

The correct answer is: B. three sections

Question **28**

Correct

Mark 1.00 out of 1.00

11. The research related to human computer interaction was begin with the title

Select one:

- a. C. man-machine interaction ✓
- b. D. user-machine interaction
- c. B. person-machine interaction
- d. A. individual-machine interaction

The correct answer is: C. man-machine interaction

Question **29**

Correct

Mark 1.00 out of 1.00

19. The light sensitive part of an eye in human vision system is

Select one:

- a. A. lens
- b. B. cornea
- c. D. not from above
- d. C. retina ✓

The correct answer is: C. retina

Question **30**

Correct

Mark 1.00 out of 1.00

15. The total time period taken by the xations in reading process isapproximately

Select one:

- a. C. 92%
- b. B. 93%
- c. A. 94% ✓
- d. D. 91%

The correct answer is: A. 94%

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Question **1**

Correct

Mark 1.00 out of 1.00

10. Predictive analytics is same as forecasting.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **2**

Correct

Mark 1.00 out of 1.00

27. Incremental view maintenance is needed to efficiently update

Select one:

- a. C. Relational views
- b. A. Materialized views ✓
- c. B. Rational views
- d. D. Query views

The correct answer is: A. Materialized views

Question **3**

Correct

Mark 1.00 out of 1.00

11. What is Machine learning?

Select one:

- a. a) The autonomous acquisition of knowledge through the use of computer programs ✓
- b. b) The autonomous acquisition of knowledge through the use of manual programs
- c. d) The selective acquisition of knowledge through the use of manual programs
- d. c) The selective acquisition of knowledge through the use of computer programs

The correct answer is: a) The autonomous acquisition of knowledge through the use of computer programs

Question **4**

Correct

Mark 1.00 out of 1.00

9. Which of the following function can be used for forecasting?

Select one:

- a. a) predict
- b. c) ets
- c. all of the mentioned
- d. b)forecast ✓

The correct answer is: b)forecast

Question **5**

Correct

Mark 1.00 out of 1.00

30. Materialized views are used to speed up

Select one:

- a. B. Query processing ✓
- b. D. Query cost
- c. C. Query management
- d. A. Query optimization

The correct answer is: B. Query processing

Question **6**

Correct

Mark 1.00 out of 1.00

22. Which is used to improve the agents performance?

Select one:

- a. Perceiving
- b. c) Observing
- c. b) Learning ✓
- d. d) None of the mentioned

The correct answer is: b) Learning

Question **7**

Correct

Mark 1.00 out of 1.00

8. Which of the following is used to assist the quantitative trader in the development?

Select one:

- a. c) quantity
- b. b) quantile
- c. d) mboost
- d. a)quantmod ✓

The correct answer is: a)quantmod

Question **8**

Correct

Mark 1.00 out of 1.00

Which of the following method can be used to combine different classifiers?

Select one:

- a. a) Model stacking ✓
- b. d) None of the mentioned
- c. c) Model structuring
- d. b) Model combining

The correct answer is: a) Model stacking

Question **9**

Correct

Mark 1.00 out of 1.00

21. In which agent does the problem generator is present?

Select one:

- a. a) Learning agent ✓
- b. b) Observing agent
- c. c) Reflex agent
- d. d) None of the mentioned

The correct answer is: a) Learning agent

Question **10**

Correct

Mark 1.00 out of 1.00

25. Which element in the agent are used for selecting external actions?

Select one:

- a. b) Performance ✓
- b. c) Learning
- c. d) Actuator
- d. a) Perceive

The correct answer is: b) Performance

Question **11**

Correct

Mark 1.00 out of 1.00

12. Which of the factors affect the performance of learner system does not include?

Select one:

- a. d) Good data structures ✓
- b. c) Type of feedback
- c. a) Representation scheme used
- d. b) Training scenario

The correct answer is: d) Good data structures

Question **12**

Correct

Mark 1.00 out of 1.00

29. Histograms can be computed using

Select one:

- a. B. Average of data
- b. C. Sampling ✓
- c. D. Hard data
- d. A. Population

The correct answer is: C. Sampling

Question **13**

Correct

Mark 1.00 out of 1.00

18. How many types of agents are there in artificial intelligence?

Select one:

- a. c) 3
- b. d) 4 ✓
- c. a) 1
- d. 2

The correct answer is: d) 4

Question **14**

Correct

Mark 1.00 out of 1.00

5. Point out the correct statement.

Select one:

- a. a) Combining classifiers improves interpretability
- b. b) Combining classifiers reduces accuracy
- c. c) Combining classifiers improves accuracy ✓
- d. d) All of the mentioned

The correct answer is: c) Combining classifiers improves accuracy

Question **15**

Correct

Mark 1.00 out of 1.00

1. Which of the following is correct about regularized regression?

Select one:

- a. a) Can help with bias trade-off ✓
- b. c) Cannot help with variance trade-off
- c. b) Cannot help with model selection
- d. d) All of the mentioned

The correct answer is: a) Can help with bias trade-off

Question **16**

Correct

Mark 1.00 out of 1.00

20. What is the composition for agents in artificial intelligence?

Select one:

- a. d) None of the mentioned
- b. c) Both Program & Architecture ✓
- c. b) Architecture
- d. a) Program

The correct answer is: c) Both Program & Architecture

Question **17**

Correct

Mark 1.00 out of 1.00

3. Which of the following methods are present in caret for regularized regression?

Select one:

- a. b) lasso
- b. d) all of the mentioned ✓
- c. a) ridge
- d. c) relaxo

The correct answer is: d) all of the mentioned

Question **18**

Correct

Mark 1.00 out of 1.00

14. In language understanding, the levels of knowledge that does not include?

Select one:

- a. d) Logical
- b. a) Phonological
- c. c) Empirical ✓
- d. b) Syntactic

The correct answer is: c) Empirical

Question **19**

Correct

Mark 1.00 out of 1.00

15. A model of language consists of the categories which does not include?

Select one:

- a. c) System constraints
- b. d) Structural units ✓
- c. a) Language units
- d. b) Role structure of units

The correct answer is: d) Structural units

Question **20**

Correct

Mark 1.00 out of 1.00

19. What is the rule of simple reflex agent?

Select one:

- a. c) Simple & Condition-action rule
- b. d) None of the mentioned
- c. a) Simple-action rule
- d. b) Condition-action rule ✓

The correct answer is: b) Condition-action rule

Question **21**

Correct

Mark 1.00 out of 1.00

13. Different learning methods does not include?

Select one:

- a. b) Analogy
- b. d) Introduction ✓
- c. a) Memorization
- d. c) Deduction

The correct answer is: d) Introduction

Question **22**

Correct

Mark 1.00 out of 1.00

7. Model based prediction considers relatively easy version for covariance matrix.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **23**

Correct

Mark 1.00 out of 1.00

6. Which of the following function provides unsupervised prediction?

Select one:

- a. a) cl_forecast
- b. d) none of the mentioned ✓
- c. c) cl_precast
- d. b) cl_nowcast

The correct answer is: d) none of the mentioned

Question **24**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Search
- b. c) Retrieve
- c. d) Both Search & Plan ✓
- d. b) Plan

The correct answer is: d) Both Search & Plan

Question **25**

Correct

Mark 1.00 out of 1.00

28. Advanced optimization techniques includes optimization of updates,multiquery optimization and

Select one:

- a. D. All of the Above ✓
- b. A. Top-K optimization
- c. C. Parametric query optimization
- d. B. Join minimization

The correct answer is: D. All of the Above

Question **26**

Correct

Mark 1.00 out of 1.00

16. Which instruments are used for perceiving and acting upon the environment?

Select one:

- a. c) Perceiver
- b. a) Sensors and Actuators ✓
- c. b) Sensors
- d. d) None of the mentioned

The correct answer is: a) Sensors and Actuators

Question **27**

Correct

Mark 1.00 out of 1.00

26. Most database systems to store the number of values for an attributewithin several ranges, uses

Select one:

- a. C. Pie-chart
- b. B. Gantt chart
- c. D. Bar-graph
- d. A. Histogram ✓

The correct answer is: A. Histogram

Question **28**

Correct

Mark 1.00 out of 1.00

23. Which agent deals with happy and unhappy states?

Select one:

- a. d) Utility based agent ✓
- b. b) Model based agent
- c. c) Learning agent
- d. Simple reflex agent

The correct answer is: d) Utility based agent

Question **29**

Not answered

Marked out of 1.00

2. Point out the wrong statement.

Select one:

- a. d) All of the mentioned
- b. b) Model based approach use Bayes theorem
- c. c) Model based approach are reasonably inaccurate on real problems
- d. a) Model based approach may be computationally convenient

The correct answer is: c) Model based approach are reasonably inaccurate on real problems

Question **30**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Used to perceive the environment
- b. b) Complete history of actuator
- c. c) Complete history of perceived things ✓
- d. d) None of the mentioned

The correct answer is: c) Complete history of perceived things

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Grade	**28.00** out of 30.00 (**93**%)

Question **1**

Correct

Mark 1.00 out of 1.00

22. Which of the following is not a test level

Select one:

- a. A. component testing
- b. D. integration testing
- c. B. system testing
- d. C.client acceptance testing ✓

The correct answer is: C.client acceptance testing

Question **2**

Incorrect

Mark 0.00 out of 1.00

17. Which of the technique evaluates design on how well it supports user in learning task

Select one:

- a. B. Cognitive Walkthrough
- b. D. Review Based Evaluation ✗
- c. C. Model-based Evaluation

Question **3**

Correct

Mark 1.00 out of 1.00

15. 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

Select one:

- a. A. i, ii and iii
- b. B. i, ii and iv ✓
- c. C. i, iii and iv
- d. D. ii, iii and iv

The correct answer is: B. i, ii and iv

Question **4**

Correct

Mark 1.00 out of 1.00

24. Debugging is the process of writing test data.

Select one:

- a. B. False ✓
- b. A.True

The correct answer is: B. False

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, iii and iv
- b. D. ii, iii and iv
- c. B.i, ii and iv ✓
- d. A. i, ii and iii

The correct answer is: B.i, ii and iv

Question **6**

Incorrect

Mark 0.00 out of 1.00

21. Good usability is

Select one:

- a. C. developer dependent ✗
- b. user independent
- c. D. developer independent
- d. A. user dependent

The correct answer is: A. user dependent

Question **7**

Correct

Mark 1.00 out of 1.00

3. 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.

Select one:

- a. D. Consistency and standard
- b. C.Visibility of system status ✓
- c. . Error prevention
- d. B. Help and documentation

The correct answer is: C.Visibility of system status

Question **8**

Correct

Mark 1.00 out of 1.00

23. Running a program is one way of testing the solution to that problem.

Select one:

- a. B. False
- b. A.True ✓

The correct answer is: A.True

Question **9**

Correct

Mark 1.00 out of 1.00

8. IDENTIFY fingerprint scanner, Iris scanner, hand geometry reader Identify the type of technology based on example above

Select one:

- a. Cloud computing
- b. A. Mobile device
- c. B. Security devices ✓
- d. D. Wearable computing

The correct answer is: B. Security devices

Question **10**

Correct

Mark 1.00 out of 1.00

1. Identify the main goal of interaction design

Select one:

- a. D To assess the extend and accessibility of system functionality ✓
- b. A. To assess the effect of interface on system
- c. B. To assess the extend of design functionality
- d. C. To sketch the system layout from user's perspective

The correct answer is: D To assess the extend and accessibility of system functionality

Question **11**

Correct

Mark 1.00 out of 1.00

14. "Error rate will increase as font size decrease" The above statement is

Select one:

- a. A. Participants
- b. D. Independent variables
- c. C. Dependent variables
- d. B. Hypothesis ✓

The correct answer is: B. Hypothesis

Question **12**

Correct

Mark 1.00 out of 1.00

29. White Box Techniques are also called as:-

Select one:

- a. A. Structural Testing ✓
- b. C. Error Guessing Technique
- c. D. Experience-Based Technique
- d. B. Design-Based Testing

The correct answer is: A. Structural Testing

Question **13**

Correct

Mark 1.00 out of 1.00

5. "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

Select one:

- a. A. Heuristic evaluation
- b. Cognitive walkthrough
- c. D. Review-based evaluation
- d. C.Model-based evaluation ✓

The correct answer is: C.Model-based evaluation

Question **14**

Correct

Mark 1.00 out of 1.00

Which of the following techniques is NOT a White box technique?

Select one:

- a. B. Decision Testing and coverage
- b. C. Condition Coverage
- c. D. Boundary value analysis ✓
- d. A. Statement Testing and coverage

The correct answer is: D. Boundary value analysis

Question **15**

Correct

Mark 1.00 out of 1.00

20. How many principle in universal design?

Select one:

- a. A. Six
- b. C. Eight
- c. D. Ten
- d. Seven ✓

The correct answer is: Seven

Question **16**

Correct

Mark 1.00 out of 1.00

25. Which tool would you use if a programmer wanted to express algorithm visually?

Select one:

- a. C. Storyboard
- b. A. Flowchart ✓
- c. D. Graphical user interface
- d. B. Pseudocode

The correct answer is: A. Flowchart

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Questionnaire
- b. B. Protocol analysis
- c. D. Review-based evaluation
- d. C. Interview ✓

The correct answer is: C. Interview

Question **18**

Correct

Mark 1.00 out of 1.00

9. IDENTIFY Fitness bands, Google glass, Oculus rift Identify the type of technology based on example above

Select one:

- a. A. Mobile device
- b. C. Cloud computing
- c. B. Security devices
- d. D. Wearable computing ✓

The correct answer is: D. Wearable computing

Question **19**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Heuristic Evaluation ✓
- b. B. Cognitive Walkthrough
- c. C. Model-based Evaluation

The correct answer is: A. Heuristic Evaluation

Question **20**

Correct

Mark 1.00 out of 1.00

11. Choose the principle that applies all the guideline below:Accommodate variation in hand and grip sizeComponents comfortably reachable by seated or standing userProvide a clear line of sight to important elements for any seated or standing user

Select one:

- a. D. Size and space for approach and use
- b. B. Low psychical effort ✓
- c. A. Equitable use
- d. C. Perceptible Information

The correct answer is: B. Low psychical effort

Question **21**

Correct

Mark 1.00 out of 1.00

28. User Acceptance testing is

Select one:

- a. C. Gray box testing
- b. D. None of the above
- c. B. Black box testing ✓
- d. A. White box testing

The correct answer is: B. Black box testing

Question **22**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. Model-based evaluation
- b. B. Cognitive walkthrough
- c. A.Heuristic Evaluation ✓
- d. D. Review-based evaluation

The correct answer is: A.Heuristic Evaluation

Question **23**

Correct

Mark 1.00 out of 1.00

19. Which of the following is the handwriting recognition device?

Select one:

- a. Monochrome monitor
- b. Keyboard
- c. LCD monitor
- d. A. Tablet PC ✓

The correct answer is: A. Tablet PC

Question **24**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. D. Graphical Design Rationale
- b. A. Issue-based Information system ✓
- c. B. Design space analysis
- d. C. Psychological Design Rationale

The correct answer is: A. Issue-based Information system

Question **25**

Correct

Mark 1.00 out of 1.00

4. Choose the suitable method to apply the criteria below:Data can be collected in database for analysis Present result clearlyResponses are usually received quickly

Select one:

- a. A. Interview
- b. D. Observation
- c. C. Research
- d. B.Questionnaire ✓

The correct answer is: B.Questionnaire

Question **26**

Correct

Mark 1.00 out of 1.00

10. Choose the principle that applies all the guideline below: Accommodate variation in hand and grip size, Components comfortably reachable by seated or standing user, provide a clear line of sight to important elements for any seated or standing user

Select one:

- a. B. Low psychical effort
- b. A. Equitable use
- c. D. Size and space for approach and use ✓
- d. C. Perceptible Information

The correct answer is: D. Size and space for approach and use

Question **27**

Correct

Mark 1.00 out of 1.00

7. Select the technology that apply touch in the interface mode

Select one:

- a. D. Text-to-speech converter
- b. C. Braille electronic display ✓
- c. A. Digitizing tablet
- d. Motion recognition TV

The correct answer is: C. Braille electronic display

Question **28**

Correct

Mark 1.00 out of 1.00

27. Define a Type I error?

Select one:

- a. B. Rejecting a true null hypothesis ✓
- b. D. Accepting a true null hypothesis
- c. The failure to reject a false null hypothesis
- d. C. The acceptance to reject a null hypothesis

The correct answer is: B. Rejecting a true null hypothesis

Question **29**

Correct

Mark 1.00 out of 1.00

26. What is definition of null hypothesis?

Select one:

- a. A. The independent variable has no effect on the dependent variable for the population ✓
- b. C. The dependent variable has no effect on the independent variable
- c. B. The independent variable does have an effect on the dependent variable
- d. D. The dependent variable does have effect on the independent variable

The correct answer is: A. The independent variable has no effect on the dependent variable for the population

Question **30**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, ii and iv
- b. B. i, iii and iv
- c. D. ii, iii and iv
- d. A. i, ii and iii ✓

The correct answer is: A. i, ii and iii

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
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170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
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192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
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120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
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122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
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134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
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142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
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152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
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63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
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67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
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87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
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92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
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100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
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111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
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117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

D. Y. Patil College of Engineering, Akurdi, Pune 411044

Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

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UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   - 18 – 24 ☐
   - 25 – 45 ☐
   - 46 + ☐

2. Gender
   - Male ☐
   - Female ☐

3. Are you a current member
   - Yes ☐
   - No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation …….

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer	Human Computer I	Human compute	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectir	Selecting & Executi	Pointing & Editin	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communica	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Com	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of thes	A
11	User and system has its own unique language the languag	core	task	both A&B	None of these	A
12	_____are a well-established technique for collect	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer	Command Line Interfac	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some r	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabil	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the s	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fal	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the sys	Monitor the	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough ev	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirmen	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase th	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and ass	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the repre	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for ur	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defin	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible int	Show technical interna	Make the interface consistent	All of thes	B
5	Which of the following is not a user interface design process?	Knowledgeable, freq	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the inter	the design of interface	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design m	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconn	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questi	Workflow- oriented question	Attitude-	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of t	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Suppleme	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of t	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the use	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term me	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard con	voice recog	Both A&B	None of the	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system ima	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system ima	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users d	The Help mer	Radio button	A
7	…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that e	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know	Toolbar buttons are too	Radio buttons are too small	All of	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Sharehol ders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orie	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Sty	Costume Sty	Cascading	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge re		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an '	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consiste	instructional rather than desc	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame docu	To create a image map in the	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <b	<start><end> and <body></b	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment c	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interes	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain name	both a & b	domain name into physical	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of su	implementation and	all need careful desig	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tu	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and compl	Consistency & Robus	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistanc	Command prompts	Context sensitive hel	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirem	who has control of t	what should be adap	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mo		limited input facility	limited ouyput facili	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mo		hierarchical menus	navigate and browsi	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and comple	All Of The Above	All Of The Above

Question No: 1

_____are unintentional while_____ occur through conscious deliberation.

¬ **Slips, mistakes (page 100)**

¬ Errors slips

¬ Mistakes, errors

¬ Mistakes, slips

Question No: 2

What is the main strength of the Problem Space Framework as a model of human problem solving?

¬ **It operates within the constraints of the human processing system (page 91)**

¬ It explains what is involved in insight

¬ It allows ill-defined problems to be solved

¬ None of these

Question No: 3

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

¬ Perception and recognition

¬ **Attention (page 76)**

¬ Learning

¬ None of these

Question No: 4

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

¬ True

¬ **False (page 176)**

Question No: 5

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

¬ Primary

¬ Secondary

¬ **Served (page 159)**

¬ Negative

Question No: 6

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.
¬ Scenario
¬ **Persona (page 187)**
¬ Prototype

Question No: 7
The difference between the intentions and allowable actions is the:
¬ **Gulf of Execution (page 103)**
¬ Gulf of Evaluation
¬ None of these

Question No: 8
Attention is the process of selecting things to concentrate on, at a point in time, from the range of
¬ **Possibilities available (page 76)**
¬ Time Available
¬ None of these

Question No: 9
The goals of HCI are:
¬ **Usability and User Experience (page 30)**
¬ Learn ability and Comfort
¬ Tasks and Goals

Question No: 10
WYSIWYG stands for _____.
¬ Where you see is where you get
¬ **What you see is what you get (page 36)**
¬ When you see it when you get

Question No: 11
_____ is proportional to the amplitude of the sound.
¬ Pitch
¬ **Loudness (page 70)**
¬ Timber

Question No: 12
Persona is not context specific, so it can be reused easily.
¬ True
¬ **False (page 189)**

Question No: 13

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

¬ **Buttons (page 133)**

¬ Pointers

¬ Menus

¬ Windows

Question No: 14

User personas that are not primary or secondary are _____ personas.

¬ Served

¬ Negative

¬ Customer

¬ **Supplemental (page 196)**

Question No: 15

Which of the following is the comparison of what happened in the world with what we wanted to happen?

¬ Action

¬ **Evaluation (page 99)**

¬ Execution

¬ None of these

Question No: 16

The size and shape of a compact disk, is a type of _____ constraint.

¬ **Physical (page 106)**

¬ Logical

¬ Cultural

¬ None of these

Question No: 17

_____ Research can tell you about what, how, many and why in rich, multivariate detail.

¬ Quantitative

¬ **Qualitative (page 166)**

¬ SME

¬ None of these

Question No: 18

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?
¬ **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
¬ It refers to the way a system supports users in carrying out their tasks.
¬ It involves protecting the users from dangerous conditions
¬ It involves protecting the users from undesired situations

Question No: 19
Which of the following is not a secondary color?
¬ Green
¬ Orange
¬ Purple
¬ **Blue (page 63)**

Question No: 20
Which of the following device can not be useful for a visually impaired person?
¬ a typical keyboard
¬ **a typical monitor**
¬ a typical speaker
¬ a typical processor

Question No: 21
Which of the following requires less cognitive effort than others?
¬ **Listening (page 87)**
¬ Speaking
¬ Hearing
¬ None of the given

Question No: 22
We are deficient in our development _____, not in our development _____ (respectively).
¬ **Process, Tools (page 23)**
¬ Tools, Process
¬ Tools, Methodology
¬ None of these

Question No: 23
Which of the following is not true regarding "cones"?
¬ **A type of receptor in eye more sensitive to light (page 56)**

¬ Different types of cones are sensitive to different wavelengths of light
¬ Eye has approximately 6 million cones

Question No: 24

Which of the following does not count as one of the advantages of computers?
¬ Computers are enabling new discoveries
¬ Leading to efficiencies
¬ Making our life convenient
¬ **Depending so much on computers may give fatal results (page 9)**

Question No: 25

The gulf of execution refers to _____ .

- The user's difficulty in understanding the feedback from the system
- The system's difficulty in presenting information in the output language
- **The system's difficulty in converting an input expression into the correct system state transition**
- The user's difficulty in formulating and articulating an intention to the system

Question No: 26

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction
Select correct option:
(i) & (ii) (page 31)
(i), (ii) & (iv)
(ii) & (iii)
(ii) & (iv)

Question No: 27

Which of the following is not true?
¬ Utility refers to the functionality of a system
¬ **Usability is concerned with adding complexity to the system (page 31)**
¬ Usability is concerned with making systems easy to use
¬ Poorly designed computer system can be extremely annoying to users

Question No: 28

The command line interface is used because:
¬ It is easy to understand
¬ It is demanded by DOS
¬ It is offered by UNIX systems
¬ **It is powerful and flexible (page 127)**

Question No: 29

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

¬ **It is a very general goal and refers to how good a system at doing what it is supposed to do. (page 31)**

¬ It refers to the way a system supports users in carrying out their tasks.

¬ It involves protecting the users from dangerous conditions

¬ It involves protecting the users from undesired situations

Question No: 30

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

¬ Red

¬ Yellow

¬ Blue

¬ **Green (page 63)**

Question No: 31

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

¬ **Psychology (page 43)**

¬ Sociology

¬ Statistics

¬ Computer Science

Question No: 32

HCI deals with:

¬ Design of interactive system only

¬ Evaluation of interactive system only

¬ Implementation of interactive system only

¬ **All of the given choices**

Question No: 33

Human beings interact with outside world, using their

¬ input channels

¬ output channels

¬ sense of sight

¬ **All of the given (page 54)**

Question No: 33

We are deficient in our development _____, not in our development _____ (respectively).

¬ **Process, Tools (page 23)**

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

Question No: 34
Visually impaired persons can interact with outside world using their
¬ Sense of sight
¬ Sense of hearing
¬ **Both sense of touch and sense of hearing**
¬ Sense of touch

Question No: 35
_____is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available
¬ Reasoning
¬ Decision Making
¬ **Attention (page 76)**

Question No: 36
_____ refers to the relationship between controls and their effects in the world.
¬ Visibility
¬ Affordance
¬ **Mapping (page 107)**

Question No: 37
. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.
¬ **Human computer Interaction (page 14)**
¬ Software Engineering
¬ Human Computer Interfaces

Question No: 38
_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.
¬ **Effectiveness (page 31)**
¬ Efficiency
¬ Utility

Question No: 39

. _____is what goes on in out heads when we carry out our everyday activities?
¬ **Cognition (page 47)**
¬ Learnability
¬ Memeorability

Question No: 40
_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.
¬ Decision Making
¬ **Reasoning (page 89)**
¬ Problem Solving

Question No: 41
_____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.
¬ **Qualitative, Quantitative (page 167)**
¬ Quantitative, Qualitative
¬ None of them

Question No: 42
In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.
¬ Paper work and computer work
¬ Spatial and temporal organizations
¬ **Organizational memory (page 176)**
¬ None of these

Question No: 43
Using icons on the desktop to represent operations is a type of _____ constraint.
¬ Physical
¬ Logical
¬ **Cultural**
¬ None of these

Question No: 44
_____ is a term used to refer to an attribute of an object that allows people to know how to use it.
¬ Visibility
¬ **Affordance (page 105)**

¬ Constraint
¬ None of these

Question No: 45
_____ minimizes errors.
¬ Affordance
¬ **Visibility (page 104)**
¬ Constraints
¬ None of these

Question No: 46
Which of the following is proportional to the amplitude of the sound; the frequency remains constant?
¬ Pitch
¬ **Loudness (page 70)**
¬ Timber
¬ None of these

Question No: 47
_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.
¬ Human
¬ Computer
¬ **Human Computer Interaction (page 14)**
¬ None of these

Question No: 48
The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.
¬ **Primary (page 159)**
¬ Secondary
¬ Supplement
¬ Negative

Question No: 49
A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.
¬ Button
¬ Pointer
¬ **Palette (page 133)**
¬ Title bar

Question No: 50

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

¬ Primary

¬ Secondary

¬ **Served (page 159)**

¬ Negative

Question No: 51

During _____ phase, usage and workflow patterns discovered through _____.

¬ **Modeling, analysis (page 159)**

¬ Analysis, modeling

¬ Testing, modeling

¬ Testing, Analysis

Question No: 52

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started:

¬ Incremental

¬ **Linear (page 149)**

¬ Iterative

¬ Analytical

Question No: 53

Models are used in design to,

¬ Generate the design

¬ Evaluate the design

¬ **Generate and evaluate the design (page 185)**

¬ None of the given

Question No: 54

What is a semantic network?

¬ **A model of long-term memory (page 82)**

¬ A record of our memory of events

¬ The part of the brain which allows us to remember things

¬ A mechanism for improving memory

Question No: 55

Which are the most significant senses for the average person when it comes to interacting with a computer?
¬ Sight and hearing
¬ Hearing, touch and smell
¬ Hearing and touch
¬ **Sight, hearing and touch**

Question No: 56
_____ refers to the way a system supports users in carrying out their tasks.
¬ **Efficiency (page 31)**
¬ Effectiveness
¬ Utility

Question No: 57
_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.
¬ User Interaction Models
¬ Conceptual Models
¬ **Interface Metaphors (page 51)**

Question No: 58
_____language tends to be grammatical while _____ language is often Ungrammatical.
¬ **Written, spoken (page 87)**
¬ Spoken, written
¬ None of the given choices

Question No: 59
Aspect gives us hints and tips about using and creating user interface idioms.
¬ Strategic
¬ **Tactical (page 143)**
¬ None of the given choices

Question No: 60
The Usability Engineering lifecycle was proposed by _____.
¬ **Deborah Mayhew (page 153)**
¬ Webster
¬ Barry Boehm
¬ Hartson

Question No: 61

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?
¬ MS World
¬ **Worldwide Web (page 305)**
¬ Television Newspaper

Question No: 62
Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.
¬ **Analytic mode, synthetic mode (page 153)**
¬ Evaluation mode, testing mode
¬ Analyze mode, feedback mode
¬ Implementation mode, task mode

Question No: 63
Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively).
¬ Modeling, Implementation
¬ Modeling, Research
¬ Research, Implementation
¬ **Research, Modeling (page 199)**

Question No: 64
Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?
¬ Auxiliary
¬ **Transient (page 231)**
¬ Information
¬ Sovereign

Question No: 65
_____ are dragged down from the title at the top of the screen.
¬ **Pull Down Menus (page 132)**
¬ Main Menus
¬ Icons
¬ Buttons

Question No: 66

When you engaged in a conversation you are more attentive what the other person is saying. It is called?
¬ Focused Attention
¬ **Voluntary Attention (page 78)**
¬ Involuntary attention
¬ Divided Attention

Question No: 67
Drive a vehicle while holding a conversation with a passenger is the example of _____ .
¬ Focused Attention
¬ Voluntary Attention
¬ Involuntary attention
¬ **Divided Attention (page 78)**

Question No: 68
GOMS stands for:
¬ **Goals, operation, methods and selection rules (page 50)**
¬ Goals, objects, models and selection rules
¬ Goals, operations, methods and state rules
¬ Goals, operations, models and state rules

Question No: 69
Which of the following is/are the main component(s) of color?
¬ Hue
¬ Intensity
¬ Saturation
¬ **All of the given (page 59)**

Question No: 70
_____ represent the user's expectations of the tangible outcomes of using a specific product.
¬ Non-user goals
¬ **End goals (page 192)**
¬ Experience goals
¬ Life goals

Question No: 71
Persona is not context specific, so it can be reused easily.
¬ True
¬ **False (page 189)**

Question No: 72
In an email application configuring a new email server is a key path activity.
¬ **True (page 207)**
¬ False

Question No: 73
_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.
¬ Postural
¬ **Structural (page 217)**
¬ Behavioral
¬ Mnemonic

Question No: 74
The way people carry out an activity in the real world is same as how it may be observed in the laboratory
¬ True
¬ **False (page 256)**

Question No: 75
Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.
¬ **Usability testing (page 264)**
¬ Field study
¬ Predictive evaluation
¬ DECIDE framework

Question No: 76
Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.
¬ Usability testing
¬ **Field study (page 264)**
¬ Predictive evaluation
¬ DECIDE framework

Question No: 77
Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

¬ Surface
¬ Structure
¬ **Skeleton (page 306)**
¬ Scope

Question No: 78
Roughly _____ percent of the male population has some degree of color blindness.
¬ **10 (page 358)**
¬ 20
¬ 30
¬ 40

Question No: 79
_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.
¬ **Buttons (page 133)**
¬ Pointers
¬ Menus
¬ Windows

Question No: 80
The _____ function came into being as the result of the implementation model for undo
¬ **Redo (page 314)**
¬ Undo
¬ Repeat
¬ Delete

Question No: 81
If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.
¬ **Explicitly (page 327)**
¬ Implicitly
¬ Habitually
¬ Properly

Question No: 82
Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework.

¬ Include, Functional
¬ **Exclude, Functional (page 343)**
¬ Include, Non-Functional
¬ Exclude, Non-Functional

Question No: 83
When developing _____, plan to keep them short, straightforward and avoid asking too many.
¬ Videos
¬ Documentation
¬ **Interview CS408 Questions (page 371)**
¬ Contextual enquiry

Question No: 84
Conventional wisdom says that _____ tell the user when he has made some mistake.
¬ Program crash
¬ System stuck
¬ **Error messages (page 382)**
¬ Metadata

Question No: 85
People frequently counter the idea of _____feedback with arguments that users don't like it
¬ **Audible (page 393)**
¬ Video
¬ Walkthroughs
¬ CS408 Questions

Question No: 86
_____environments are environments that are user and context aware.
¬ Non-attentive
¬ Visual
¬ Sensing
¬ **Attentive (page 418)**

Question No: 87
User personas that are not primary or secondary are _____ personas.
¬ Served
¬ Negative
¬ Customer

¬ **Supplemental**

Question No: 88
Which of the following is the comparison of what happened in the world with what we wanted to happen?
¬ Action
¬ **Evaluation (page 99)**
¬ Execution
¬ None of these

Question No: 89
The size and shape of a compact disk, is a type of _____ constraint.
¬ **Physical (page 106)**
¬ Logical
¬ Cultural
¬ None of these

Question No: 90
_____ research can tell you about what, how, many and why in rich, multivariate detail.
¬ Quantitative
¬ **Qualitative (page 166)**
¬ SME
¬ None of these

Question No: 91
_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.
¬ Audio recording
¬ **Taking notes (page 365)**
¬ Observation
¬ Video

Question No: 92
Panes, frames and other containers on screen is a kind of _____
¬ **Functional and data elements (page 206)**
¬ View
¬ Input method
¬ None of the given

Question No: 93

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

¬ Co-discovery

¬ **Active intervention (page 276)**

¬ Splendid research

¬ None of the given

Question No: 94

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

¬ **Repeat (page 229)**

¬ Infrequent

¬ Nonuser

¬ None of the given

Question No: 95

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

¬ **Formative (page 258)**

¬ Summative

¬ Relative

¬ None of the given

Question No: 96

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

¬ More, Less

¬ **Less, more (page 230)**

¬ Less, less

¬ None of the given

Question No: 97

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

¬ Paper work and computer work

¬ Spatial and temporal organizations

¬ **Organizational memory (page 176)**

¬ None of these

Question No: 98

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.
¬ Three-dimensional
¬ **WIMP (page 129)**
¬ Point and click
¬ None of these

Question No: 99
Using icons on the desktop to represent operations is a type of _____constraint.
¬ Physical
¬ Logical
¬ **Cultural (page 106)**
¬ None of these

Question No: 100
_____ is a term used to refer to an attribute of an object that allows people to know how to use it.
¬ Visibility
¬ **Affordance (page 105)**
¬ Constraint
¬ None of these

Question No: 101
_____ minimizes errors.
¬ Affordance
¬ **Visibility (page 104)**
¬ Constraints
¬ None of these

Question No: 102
Which of the following is proportional to the amplitude of the sound; the frequency remains constant?
¬ Pitch
¬ **Loudness (page 70)**
¬ Timber
¬ None of these

Question No: 103

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.
¬ Human
¬ Computer
¬ **Human Computer Interaction (page 14)**
¬ None of these

Question No: 104
The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.
¬ **Primary (page 159)**
¬ Secondary
¬ Supplement
¬ Negative

Question No: 105
A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.
¬ Button
¬ Pointer
¬ **Palette (page 133)**
¬ Title bar

Question No: 106
The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona
¬ Primary
¬ Secondary
¬ **Served (page 159)**
¬ Negative

Question No: 107
During _____ phase, usage and workflow patterns discovered through _____.
¬ **Modeling, analysis (page 159)**
¬ Analysis, modeling
¬ Testing, modeling
¬ Testing, Analysis

Question No: 108
The Usability Engineering lifecycle was proposed by _____.

¬ **Deborah Mayhew (page 153)**
¬ Webster
¬ Barry Boehm
¬ Hartson

Question No: 109
Waterfall model is basically a _____ model in which each step must be completed before the next step can be started
¬ Incremental
¬ **Linear (page 149)**
¬ Iterative
¬ Analytical

Question No: 110
Models are used in design to
¬ Generate the design
¬ Evaluate the design
¬ **Generate and evaluate the design (page 185)**
¬ None of the given

Question No: 111
What is a semantic network?
¬ **A model of long-term memory (page 82)**
¬ A record of our memory of events
¬ The part of the brain which allows us to remember things
¬ A mechanism for improving memory

Question No: 112
Which are the most significant senses for the average person when it comes to interacting with a computer?
¬ Sight and hearing
¬ Hearing, touch and smell
¬ Hearing and touch
¬ **Sight, hearing and touch (page 54)**

Question No: 113
In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.
¬ Paper work and computer work
¬ Spatial and temporal organizations
¬ **Organizational memory (page 176)**

¬ None of these

Question No: 115

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

¬ Three-dimensional

¬ **WIMP (page 129)**

¬ Point and click

¬ None of these

Question No: 116

Using icons on the desktop to represent operations is a type of _____constraint.

¬ Physical

¬ Logical

¬ **Cultural (page 106)**

¬ None of these

Question No: 117

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

¬ Visibility

¬ **Affordance (page 105)**

¬ Constraint

¬ None of these

Question No: 118

_____ minimizes errors.

¬ Affordance

¬ **Visibility (page 104)**

¬ Constraints

¬ None of these

Question No: 119

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

¬ Pitch

¬ **Loudness (page 70)**

¬ Timber

¬ None of these

Question No: 120

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

¬ Human

¬ Computer

¬ **Human Computer Interaction (page 14)**

¬ None of these

Question No: 121

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

¬ **Primary (page 159)**

¬ Secondary

¬ Supplement

¬ Negative

Question No: 122

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

¬ Button

¬ Pointer

¬ **Palette (page 133)**

¬ Title bar

Question No: 123

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

¬ Primary

¬ Secondary

¬ **Served (page 159)**

¬ Negative

Question No: 124

During _____ phase, usage and workflow patterns discovered through _____.

¬ **Modeling, analysis (page 159)**

¬ Analysis, modeling

¬ Testing, modeling

¬ Testing, Analysis

Question No: 125
The Usability Engineering lifecycle was proposed by _____.
¬ **Deborah Mayhew (page 153)**
¬ Webster
¬ Barry Boehm
¬ Hartson

Question No: 126
Waterfall model is basically a _____ model in which each step must be completed before the next step can be started
¬ Incremental
¬ **Linear (page 149)**
¬ Iterative
¬ Analytical

Question No: 127
Models are used in design to
¬ Generate the design
¬ Evaluate the design
¬ **Generate and evaluate the design (page 185)**
¬ None of the given

Question No: 128
What is a semantic network?
¬ **A model of long-term memory (page 82)**
¬ A record of our memory of events
¬ The part of the brain which allows us to remember things
¬ A mechanism for improving memory

Question No: 129
Which are the most significant senses for the average person when it comes to interacting with a computer?
¬ Sight and hearing
¬ Hearing, touch and smell
¬ Hearing and touch
¬ **Sight, hearing and touch (page 54)**

Question No: 130
_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

¬ Visibility
¬ **Affordance (page 105)**
¬ Constraint
¬ None of these

Question No: 131
What is a semantic network?
¬ **A model of long-term memory (page 82)**
¬ A record of our memory of events
¬ The part of the brain which allows us to remember things
¬ A mechanism for improving memory

Question No: 132
You can load a VCR tape the right way because of _____.
¬ **Physical constraints (page 106)**
¬ Logical constraints
¬ Cultural constraints
¬ None of these

Question No: 133
A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an
example of _____ Design Principle.
¬ Visibility
¬ **Affordance (page 105)**
¬ Mapping
¬ None of these

Question No: 134
_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.
A. Efficient. B. Strategic. C. Tactical. D. Reliable.
Select correct option:
¬ Only A
¬ **Only C (page 143)**
¬ A and C
¬ B and D

Question No: 135
"Mistakes" and "Slips" are two forms of:
¬ **Errors (page 100)**

¬ Goals
¬ Evaluation
¬ Objectives

Question No: 136
Ergonomics is also called_____.
¬ Assembly
¬ **Human Factors (page 43)**
¬ Both
¬ None of the Given

Question No: 138
User and system has its own unique language, the language used by the system is called_____
¬ **Core (page 123)**
¬ Task
¬ Both
¬ None of the above

Question No: 139
Choice of operations and services are offered on the screen through_____
¬ Pointers
¬ Toolbars
¬ **Menus (page 131)**
¬ None of the given

Question No: 140
You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a
vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?
¬ E and 4
¬ E and 7
¬ **E, 4 and 7**
¬ 4, E, 7 and K

Question No: 141
Which of the following is true regarding "Visibility"?
The more visible functions are, the more likely users will be able to know what to do next. (page 104)
The more visible functions are, the less likely users will be able to know what to do next.

Functions visibility and user knowing of what to do next, are not related to each other
None of the given

Question No: 142

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

¬ **Smaller (page 122)**
¬ Greater
¬ Balanced
¬ None of the Given

Question No: 143

Certain factors that help us to interact with graphical based systems is_____ .

¬ Indirect manipulation
¬ **Direct manipulation (page 36,137)**
¬ Both
¬ None of the given

Question No: 144

Which interface system is based on the question/answer dialogue?

¬ Command Line Interfaces
¬ **Query interfaces (page 128)**
¬ Menus
¬ Natural Language Interfaces

Question No: 145

Taking some real world concept to perform different tasks that represent some idea, inside the
computer is type of_____ .

¬ **Direct Manipulation (page 125,137)**
¬ Desktop metaphors
¬ Central processing unit
¬ None of the given

Question No: 146

Example of form fill interface is_____.

¬ A dialog box
¬ Pop up menus
¬ **Data entry form on some university web**
¬ All of the given

Question No: 147
Building things from user's perspective is called _____.
¬ Functionality
¬ **Usability (page 31)**
¬ Portability
¬ None of the given

Question No: 148
A small picture that is used to represent a closed window is said to be a/an:
¬ Menu
¬ Toolbar
¬ status bar
¬ **icon**

Question No: 149
Form-filling interfaces are used for:
¬ **Data entry (page 128)**
¬ Data integration
¬ Data manipulation
¬ Data definition

Question No: 150
_____ is an early release of a product to a few users.
Surveys
Beta test (page 271)
Focus
Question No: 151
_____ has a goal of assessing whether the product works according to its specifications.
Trunk Test
Quality assurance (page 270)
Question No: 152
In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.
Active Intervention
Co-Discovery (page 276)
Trunk test
Question No: 153
What site is this", Statement represents_____.
Folder
Site ID (page 296)
Scroll bar
Question No: 154
In DECIDE frame work _____comes just after choosing the evaluation paradigm and
techniques.

¬ **Deciding about ethical issues (page 265)**
¬ Exploring the questions
¬ Identifying the practical issues
¬ None of the given

Question No: 155
Formal methods are used to represent:
¬ Architectural aspects of software systems only
¬ Procedural aspects of software systems only
¬ **Both architectural and procedural aspects of software systems (page 21)**
¬ None of the given

Question No: 156
The colors, which are directly opposite to each other are said to be:
¬ **Complementary colors (page 64)**
¬ Analogous colors
¬ Primary colors
¬ Secondary colors

Question No: 157
Which of the following is true about Short-Term memory?
¬ **Short-term memory has a limited capacity. (page 80)**
¬ Short-term memory has an unlimited capacity.
¬ Short-term memory has no capacity.
¬ Short-term memory has large but limited capacity.

Question No: 158
Which of the following is not one of the goals of HCI?
¬ To produce usable systems
¬ To produce safe systems
¬ **To produce non-functional systems (page 30)**
¬ To improve effectiveness of the systems

Question No: 159
According to Juran, the fitness for purpose or use, is said to be
¬ Usability
¬ Efficiency
¬ Reliability
¬ **Quality (page 39)**

Question No: 160
Which of the given statements correctly defines efficiency in terms of one of the usability goals?
¬ It is a very general goal and refers to how good a system at doing what it is suppose to do.
¬ **It refers to the way a system supports users in carrying out their tasks. (page 31)**
¬ It involves protecting the users from dangerous conditions
¬ It involves protecting the users from undesired situations

Question No: 161
Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because _____.
¬ Numbers are easier to remember than arbitrary characters.
¬ **The grouping of the numbers is significant**
¬ Ten numbers is not that many to have to remember from working memory.
¬ None of these

Question No: 162
Which of the following is considered as the most complex species?
¬ **Humans (page 18)**
¬ Computers
¬ Animals
¬ Birds

Question No: 163
Which of the following is the statement given by "Novatech" as a result of a survey on the
embarrassing experiences of computers?
¬ One in every four computers has been physically attacked by its owner
¬ Every computer can be saved from any type of physical attacks
¬ Every computer is attacked physically one in its life time
¬ **One in every four computers has been physically attacked by some outside source (page 24)**
Question No: 164
Which of the following is/are goal(s) of usability?
¬ Effectiveness
¬ Efficiency
¬ Safety
¬ **All of the given (page 31)**
Question No: 165

XYZ Ltd is well reputed software house; they make a significant investment in building ----------
------ that encourages greater customer loyalty.
¬ Visual Symbols
¬ Grouping
¬ **Brand Equity (page 353)**
¬ Harmony
Question No: 166
What are the three types of reasoning?
¬ **Deductive, Productive and Inductive (page 89)**
¬ Adductive, Inductive and Deductive
¬ Inductive, Adductive and Reproductive
¬ Productive, Reproductive and Deductive
Question No: 167
_____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.
¬ Co discovery
¬ **Active intervention (page 276)**
¬ Trunk test
Question No: 168
Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.
¬ **Quality (page 40)**
¬ Effectiveness
¬ Standard
¬ Quantity

1.	Perception of size by human eye depends upon
a.	visual angle
b.	visual acuity
c.	visual field
d.	other factors

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Answer: (d).other factors

2.	Photoreceptors of eyes that allows color vision are called
a.	rods
b.	lens
c.	corneas
d.	cones

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Answer: (d).cones

3.	Function between luminance of an object and its background is called

a.	contrast
b.	flicker
c.	saturation
d.	intensity

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Answer: (a).contrast

4.	Generally, computer input in human computer interaction is
a.	computer output
b.	computer input
c.	user input
d.	user output

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Answer: (d).user output

5.	Visible section of an ear is called
a.	inner ear
b.	middle ear
c.	medium ear
d.	outer ear

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Answer: (d).outer ear

6.	Photoreceptors of eyes that are been saturated and active by sudden light are called
a.	cones
b.	lens

c.	corneas
d.	rods

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Answer: (d).rods

7.	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

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Answer: (a).word shape

8.	Small region of retina where optic nerve enters eye is called
a.	fovea
b.	blind spot
c.	ligament
d.	lens

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Answer: (b).blind spot

9.	Three colors of cone sensitivity for three different types of cones are
a.	blue, green and red
b.	orange, green and red
c.	blue, green and purple
d.	blue, green and white

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Answer: (a).blue, green and red

10.	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

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Answer: (d).limitation of human vision

11.	One of subsystem of Human Machine Processor was
a.	autonomic system
b.	motor system
c.	voluntary control
d.	somatic system

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Answer: (b).motor system

12.	First stage of visual perception process of human is
a.	physical reception of stimulus
b.	processing and interpretation of stimulus
c.	storing of stimulus
d.	response to the stimulus

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Answer: (a).physical reception of stimulus

13.	Ratio of regressions of human eyes increases with increase of text
a.	size
b.	simplicity
c.	complexity
d.	depth

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Answer: (c).complexity

14.	Small region of eye vision that is blind but compensated by human visual system is called
a.	ganglion cells

b.	lens
c.	blind spot
d.	cornea

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Answer: (c).blind spot

15.	Research related to human computer interaction was begin with title
a.	individual-machine interaction
b.	person-machine interaction
c.	man-machine interaction
d.	user-machine interaction

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Answer: (c).man-machine interaction

16.	Ratio of cones' sub-categories varies to different wavelengths of light is
a.	2
b.	3
c.	4
d.	5

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Answer: (b).3

17.	In human hearing process, middle ear is connected to outer ear by using
a.	tympanic membrane
b.	cilia
c.	cochlea

d.	ossicles

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Answer: (a).tympanic membrane

18.	Human computer interaction is an important part of
a.	system design
b.	requirement analysis
c.	unit testing
d.	implementation

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Answer: (a).system design

19.	Acronym of HCI is
a.	human capability introduction
b.	human computer interaction
c.	human capability interaction
d.	human computer introduction

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Answer: (b).human computer interaction

20.	Not so familiar senses of human in HCI is
a.	sight and hearing
b.	taste and smell
c.	sight and taste
d.	touch and smell

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Answer: (b).taste and smell

21.	Human computer interaction is a core subject of
a.	psychology
b.	software engineering
c.	anthropology
d.	no ones

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Answer: (b).software engineering

22.	User output in human computer interaction is occurred through
a.	motor controls
b.	experience
c.	senses
d.	education

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Answer: (a).motor controls

23.	Visual angle measurement given by 1 degree is equivalent to
a.	60 seconds of arc
b.	600 seconds of arc
c.	60 minutes of arc
d.	360 seconds of arc

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Answer: (a).60 seconds of arc

24.	Total time period taken by fixations in reading process is approximately
a.	94%
b.	93%
c.	92%
d.	91%

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Answer: (a).94%

25.	Jerky movement of human eyes during reading process is followed by
a.	regressions
b.	fixations
c.	saccades
d.	suppression

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Answer: (b).fixations

26.	User's vocal system is categorically used as
a.	input control
b.	processing control
c.	memorization control
d.	motor control

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Answer: (d).motor control

27.	Ear of a human is further categorized into
a.	two sections
b.	three sections
c.	four sections
d.	five sections

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Answer: (b).three sections

28.	Light sensitive part of an eye in human vision system is
a.	lens
b.	cornea
c.	retina
d.	None of the above

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Answer: (c).retina

29.	Optical illusion used in designs effects page
a.	symmetry
b.	composition
c.	borders
d.	asymmetry

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Answer: (a).symmetry

30.	Image is made at back side of eye in form of
a.	straight image

b.	horizontal image
c.	vertical image
d.	upside down image

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Answer: (d).upside down image

31.	Perception of size by human eye depends upon factor of
a.	size and height in human field of view
b.	color and height in human field of view
c.	size and color in human field of view
d.	light and color in human field of view

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Answer: (a).size and height in human field of view

32.	In human hearing process, amplification of sounds is responsibility of
a.	inner ear
b.	middle ear
c.	medium ear
d.	outer ear

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Answer: (d).outer ear

33.	Size of spectral wavelength of light is defined as
a.	intensity
b.	saturation
c.	hue

d.	contrast

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Answer: (c).hue

34.	Distribution of Y-cells in human vision system allows to perceive
a.	peripheral vision
b.	vision movement
c.	central vision
d.	vertical vision

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Answer: (b).vision movement

35.	Type of ganglion cells that enables early detection of image pattern are called
a.	A-cells
b.	Z-cells
c.	Y-cells
d.	X-cells

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Answer: (d).X-cells

36.	Temporary blindness occurred by going from dark to bright is due to
a.	rods
b.	cones
c.	retina
d.	cornea

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Answer: (a).rods

37.	Impulses have been transferred to auditory nerves by
a.	cochlea
b.	ossicles
c.	tympanic membrane
d.	cilia

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Answer: (d).cilia

38.	Highly sensitive photoreceptor that allow to see low level illumination are
a.	lens
b.	rods
c.	cones
d.	retinas

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Answer: (b).rods

39.	Human Machine Processor model was composed of
a.	two subsystems
b.	five subsystems
c.	three subsystems
d.	four subsystems

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Answer: (c).three subsystems

40.	Structured attached to both sides of a human head is called
a.	ossicles
b.	pinna
c.	auditory canal
d.	cochlea

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Answer: (b).pinna

41.	Subsystem of human machine processor that handles connections is called
a.	perceptual system
b.	motor system
c.	autonomic system
d.	cognitive system

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Answer: (d).cognitive system

42.	Human vision that is dominated by rods to see directly in center of view is called
a.	center vision
b.	vertical vision
c.	horizontal vision
d.	peripheral vision

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Answer: (d).peripheral vision

43.	Ratio of different hues that can be discriminated by an average person is

a.	50
b.	100
c.	125
d.	150

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Answer: (d).150

44.	Cones over fovea region is sensitive to
a.	red light
b.	blue light
c.	yellow light
d.	green light

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Answer: (b).blue light

45.	Ratio of cones over fovea region is
a.	3-4%
b.	1-2%
c.	2-3%
d.	4-5%

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Answer: (a).3-4%

46.	Simple model of human interaction was proposed in
a.	1990
b.	1983

c.	1985
d.	1980

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Answer: (b).1983

47.	Characteristic of a software that enable it to be used multiple times is called
a.	reusable
b.	useful
c.	usable
d.	used

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Answer: (a).reusable

48.	First priority requirements must be of
a.	user
b.	computer system
c.	finance
d.	time

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Answer: (a).user

49.	User's hearing system is categorically used as
a.	processing control
b.	motor control
c.	input control
d.	memorization control

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Answer: (c).input control

50.	Cones are also not active in temporary blindness due to rods'
a.	suppression
b.	repression
c.	depression
d.	demolition

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Answer: (a).suppression

51.	Subsystem of human machine processor that handles actions of system is called
a.	cognitive system
b.	motor system
c.	perceptual system
d.	autonomic system

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Answer: (b).motor system

52.	Simple model of human interaction was proposed by
a.	Stuart K. Card
b.	Thomas P. Moran
c.	Allen Newell
d.	Card, Moran and Newell

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Answer: (d).Card, Moran and Newell

53.	A negative contrast on display screen result in to increasing the
a.	reusability
b.	quality
c.	legibility
d.	interactivity

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Answer: (c).legibility

54.	Relationship among vision and distance from point of focus is
a.	conversely
b.	indirectly
c.	directly
d.	inversely

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Answer: (d).inversely

55.	Human perception in reading process is part of
a.	saccades
b.	fixations
c.	regressions
d.	suppression

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Answer: (b).fixations

56.	Impressing moving icons in a system design can be
a.	appealing
b.	attractive
c.	distracting
d.	attentive

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Answer: (c).distracting

57.	Delicate hair cells in cochlea is called
a.	cilia
b.	cochlea
c.	ossicles
d.	tympanic membrane

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Answer: (a).cilia

58.	By using capitalized words, reading speed and accuracy
a.	increased
b.	improved
c.	declined
d.	leveled

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Answer: (c).declined

59.	Sensitivity of cones to blue light results into
a.	lower red acuity

b.	lower red acuity
c.	higher blue acuity
d.	lower blue acuity

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Answer: (d).lower blue acuity

60.	Relationship among flicker and luminous is
a.	directly proportion
b.	inversely proportion
c.	conversely proportion
d.	indirectly proportional

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Answer: (a).directly proportion

61.	In human computer interaction, primary role is played by
a.	head
b.	eyes
c.	limbs
d.	fingers

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Answer: (d).fingers

62.	Most common color blindness among people is to unable discrimination between
a.	blue and red
b.	blue and purple
c.	green and blue
d.	red and green

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Answer: (d).red and green

63.	Technique of receiving vibrations and transferring it auditory nerves is called
a.	hearing
b.	sighting
c.	touching
d.	smelling

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Answer: (a).hearing

64.	There are two types of photoceptors in human vision system of
a.	retina
b.	lens
c.	cornea
d.	cones

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Answer: (a).retina

65.	In human vision system, if two items are placed at same distance then larger angle will be of
a.	distant object
b.	larger object
c.	shorter object
d.	less-distant object

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Answer: (b).larger object

66.	Speed of reading text in reading process is measured by using
a.	legibility
b.	usability
c.	quality
d.	readability

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Answer: (a).legibility

67.	Ratio of brightness of color is defined as
a.	contrast
b.	saturation
c.	intensity
d.	hue

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Answer: (c).intensity

68.	Frequency range that can be heared by human ears is
a.	200 Hz to 150 kHz
b.	20 Hz to 15 kHz
c.	10 Hz to 15 kHz
d.	10 Hz to 05 kHz

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Answer: (b).20 Hz to 15 kHz

69.	Design of a system must be developed
a.	integrally with each part of system
b.	at the end
c.	at the start
d.	never

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Answer: (a).integrally with each part of system

70.	Second stage of reading process of data from screen is
a.	visual pattern observation
b.	syntactic and semantic analysis
c.	decoding of pattern
d.	operating phrases

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Answer: (c).decoding of pattern

71.	Best color vision in region of
a.	fovea
b.	retina
c.	blind spot
d.	periphery

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Answer: (a).fovea

72.	Characteristic of a software that enable it to acquire requirement goal, easily is called
a.	used
b.	reusable

c.	useful
d.	usable

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Answer: (d).usable

73.	Positive contrast used on display can lower the
a.	saturation
b.	contrast
c.	hue
d.	luminance

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Answer: (d).luminance

74.	In human vision system, X-cells are placed vigorously in the
a.	cornea
b.	retina
c.	fovea
d.	lens

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Answer: (c).fovea

75.	Color perception by a human eye is acquired due sensitivity of different light's wavelengths of
a.	rods
b.	cones
c.	ganglion cells
d.	lens

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Answer: (b).cones

76.	Term human computer interaction is first known in
a.	1970s
b.	1980s
c.	1960s
d.	1990s

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Answer: (b).1980s

77.	Perception of brightness by human eye depends upon factor of
a.	size of object
b.	color of object
c.	ratio of light
d.	distance of object

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Answer: (c).ratio of light

78.	Frequency of sound is measured as
a.	amplitude
b.	timbre
c.	pitch
d.	loudness

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Answer: (c).pitch

79.	Characteristic of a software that enable users to intentionally use it is called
a.	useful
b.	usable
c.	used
d.	reusable

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Answer: (c).used

80.	In human vision system, if two items are placed at same distance then smaller angle will be of
a.	shorter object
b.	less-distant object
c.	distant object
d.	larger object

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Answer: (a).shorter object

81.	Ratio of rods per eye in human vision system is
a.	6 million
b.	120 million
c.	10 million
d.	110 million

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Answer: (a).6 million

82.	Subsystem of human machine processor that handles sensory stimulus is called

a.	motor system
b.	cognitive system
c.	perceptual system
d.	autonomic system

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Answer: (c).perceptual system

83.	Inner ear cochlea is filled with
a.	air
b.	wax
c.	grains
d.	liquid

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Answer: (d).liquid

84.	Specialized nerve cells placed in retina in human eyes are called
a.	blind spot
b.	ganglion cells
c.	cornea
d.	lens

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Answer: (b).ganglion cells

85.	Protection of sensitive middle ear from damage is responsibility of
a.	inner ear
b.	medium ear

c.	outer ear
d.	middle ear

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Answer: (c).outer ear

86.	Rods are placed in human eyes at position of
a.	edges of cornea
b.	center of cornea
c.	edges of retina
d.	center of retina

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Answer: (c).edges of retina

87.	Two types of photoreceptors of retina in human eyes are
a.	lens and cornea
b.	lens and rods
c.	lens and cones
d.	rods and cones

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Answer: (d).rods and cones

88.	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

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Answer: (b).2.3 to 5.2 inches

89.	One of factors, that effect speed of screen reading to be reduced is
a.	longer line lengths
b.	more words per page
c.	negative contrast
d.	colorful display

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Answer: (a).longer line lengths

90.	Characteristic of a software that enable it to acquire requirement goal is called
a.	usable
b.	useful
c.	used
d.	reusable

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Answer: (b).useful

151.	A negative contrast used on display screen enable screen to prone to
a.	hue
b.	flicker
c.	saturation
d.	contrast

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Answer: (b).flicker

152.	User input in human computer interaction is occurred through
a.	motor controls
b.	experience
c.	senses
d.	education

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Answer: (c).senses

153.	Type of ganglion cells that enables early detection of image movement are called
a.	X-cells
b.	Y-cells
c.	Z-cells
d.	A-cells

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Answer: (b).Y-cells

154.	Division of visual perception process of human is in total
a.	1 stage
b.	2 stages
c.	3 stages
d.	4 stages

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Answer: (b).2 stages

155.	Analogy of user in HCI is used as
a.	requirements design system
b.	system design
c.	information processing system
d.	system output

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Answer: (c).information processing system

91.	Frequency of sound remains unchanged however, loudness of soundwave is proportional to
a.	pitch
b.	amplitude
c.	timbre
d.	cilia

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Answer: (b).amplitude

92.	Second stage of visual perception process of human is
a.	visual response to the stimulus
b.	storing of stimulus
c.	processing and interpretation of stimulus
d.	physical reception of stimulus

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Answer: (c).processing and interpretation of stimulus

93.	In human vision system, Y-cells are more widely distributed in the
a.	retina
b.	fovea

c.	cornea
d.	lens

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Answer: (a).retina

94.	Luminous of an image can be measured using
a.	voltammeter
b.	photometer
c.	galvanometer
d.	spectrometer

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Answer: (b).photometer

95.	In human hearing process, middle ear is connected to inner ear by using
a.	cochlea
b.	ossicles
c.	tympanic membrane
d.	cilia

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Answer: (a).cochlea

96.	By transferring sound directly from air to liquid can cause sound to be
a.	amplified
b.	fine
c.	poor
d.	excellent

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Answer: (c).poor

97.	Psychology terms involve in HCI comes under
a.	developmental psychology
b.	engineering psychology
c.	cognitive psychology
d.	consumer psychology

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Answer: (c).cognitive psychology

98.	Smallest bone in a human body is placed in ear called
a.	cochlea
b.	tympanic membrane
c.	cilia
d.	ossicles

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Answer: (d).ossicles

99.	Jerky movement of human eyes during reading process is called
a.	fixations
b.	regressions
c.	saccades
d.	suppression

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Answer: (c).saccades

100.	Ratio of whiteness in color is defined as
a.	saturation
b.	intensity
c.	hue
d.	contrast

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Answer: (a).saturation

101.	In human vision system, ganglion cells are sub-divided in to
a.	three types
b.	four times
c.	two types
d.	five times

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Answer: (c).two types

102.	Worst color vision in region of
a.	blind spot
b.	fovea
c.	retina
d.	periphery

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Answer: (d).periphery

103.	Term human computer interaction is used interchangeably with
a.	physics
b.	psychology
c.	management
d.	ergonomic

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Answer: (d).ergonomic

104.	Human eye movement of back and forth during reading process in inquiry is defined as
a.	saccades
b.	fixations
c.	suppression
d.	regressions

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Answer: (d).regressions

105.	Technique of receiving light and converting it in electrical energy is used by
a.	ears
b.	fingers
c.	head
d.	eyes

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Answer: (d).eyes

106.	Vibration in hearing process is passed through to middle ear using
a.	auditory canal

b.	pinna
c.	ossicles
d.	cochlea

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Answer: (a).auditory canal

107.	Human machine processor include some rules that governs system behavior under certain constraints is
a.	principles of control
b.	principles of operation
c.	principles of management
d.	principles of behavior

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Answer: (b).principles of operation

108.	Shortest wavelength is of color
a.	blue
b.	green
c.	red
d.	orange

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Answer: (a).blue

109.	In human computer interaction, primary role for sending input is played by
a.	eyes
b.	ears
c.	fingers

d.	head

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Answer: (c).fingers

110.	Wax in ear that stops dust, insects and dirt to reach middle ear is part of
a.	auditory canal
b.	pinna
c.	ossicles
d.	cochlea

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Answer: (a).auditory canal

111.	In human vision system, if two items are placed at same sizes then larger angle will be of
a.	larger object
b.	shorter object
c.	less-distant object
d.	distant object

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Answer: (c).less-distant object

112.	Pitch and loudness of a sound may not differ but sound made from different music instruments may vary
a.	timbre
b.	pitch
c.	amplitude
d.	cilia

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Answer: (a).timbre

113.	Limits on human ability to seen is set by the
a.	loss of suppression
b.	loss of oppression
c.	loss of discrimination
d.	loss of calibration

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Answer: (c).loss of discrimination

114.	Visual angles in human vision system can be effected by
a.	light
b.	color
c.	distance
d.	force

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Answer: (c).distance

115.	HyperCard is used to develop a quick
a.	system design
b.	software
c.	mockup
d.	quality test

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Answer: (c).mockup

116.	Vibrations as a result of sound waves has been transferred from ossicles to
a.	ossicles
b.	cochlea
c.	tympanic membrane
d.	cilia

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Answer: (b).cochlea

117.	Ratio of further components of color perception is
a.	2
b.	3
c.	4
d.	5

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Answer: (b).3

118.	Less sensitive photoreceptor that allow more light in human vision are
a.	lens
b.	rods
c.	cones
d.	retinas

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Answer: (c).cones

119.	Percentage of color blind women in world is
a.	8

b.	1
c.	5
d.	80

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Answer: (b).1

120.	Dark characters used on light screen increase the
a.	interactivity
b.	acuity
c.	reusability
d.	quality

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Answer: (b).acuity

121.	Flicker is more dominant in the
a.	center vision
b.	peripheral vision
c.	vertical image
d.	horizontal vision

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Answer: (b).peripheral vision

122.	Simple model of human interaction by Card, Moran and Newell is called
a.	Human Machine Processor
b.	Model Human Processor
c.	Human Computer Processor

d.	human computer interactor

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Answer: (a).Human Machine Processor

123.	Ratio of flicker increases with the
a.	luminance ratio
b.	object size
c.	object distance
d.	object height

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Answer: (a).luminance ratio

124.	Standard size given by scientists for equally legible is
a.	7 to 8 points
b.	7 to 9 points
c.	6 to 9 points
d.	9 to 12 points

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Answer: (d).9 to 12 points

125.	Regardless of object's distance, size of object in human remains constant is called law of
a.	vision constancy
b.	angle constancy
c.	size constancy
d.	distance constancy

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Answer: (c).size constancy

126.	Design of a system act as
a.	attraction to users
b.	inspiration to users
c.	marketing tactic
d.	usability of system

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Answer: (d).usability of system

127.	Reading pace of adults per page in reading process is
a.	500 words
b.	200 words
c.	50 words
d.	250 words

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Answer: (d).250 words

128.	In result of cochlea liquid vibrations, cilia
a.	vibrates
b.	bends
c.	shakes
d.	moves

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Answer: (b).bends

129.	Visual arc at which spacing between lines can be identified is
a.	60 seconds to 2 minute
b.	30 seconds to 1 minute
c.	15 seconds to 2 minute
d.	15 seconds to 1 minute

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Answer: (b).30 seconds to 1 minute

130.	Low or average luminance, light perceived by a human eye is to flicker if its switching speed is less than
a.	40 Hz
b.	50 Hz
c.	30 Hz
d.	20 Hz

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Answer: (b).50 Hz

131.	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

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Answer: (d).negative contrast

132.	Error message at bottom of screen in a system design must be

a.	flashing
b.	blurred
c.	hidden
d.	colorful

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Answer: (a).flashing

133.	Users have major senses used to percept is in total
a.	4
b.	5
c.	6
d.	7

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Answer: (b).5

134.	Small region of retina that is used for fixation of image is called
a.	cornea
b.	fovea
c.	lens
d.	rod

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Answer: (b).fovea

135.	In human vision system, if two items are placed at same sizes then smaller angle will be of
a.	shorter object
b.	distant object

c.	larger object
d.	less-distant object

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Answer: (b).distant object

136.	Social factor influence regular performance of
a.	computer
b.	human
c.	machine
d.	system

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Answer: (b).human

137.	Generally, user input in human computer interaction is
a.	computer output
b.	computer input
c.	user output
d.	user input

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Answer: (a).computer output

138.	First stage of reading process of data from screen is
a.	decoding of pattern
b.	visual pattern observation
c.	syntactic and semantic analysis
d.	operating phrases

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Answer: (b).visual pattern observation

139.	Human speed of reading text is higher at
a.	tablet screen reading
b.	mobile screen reading
c.	book reading
d.	computer screen reading

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Answer: (c).book reading

140.	In human vision, light into a sharp image is been focused by
a.	cornea
b.	retina
c.	cones
d.	rods

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Answer: (a).cornea

141.	In human computer interaction, primary role for receiving is played by
a.	eyes and ears
b.	head and eyes
c.	eyes and limbs
d.	fingers and head

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Answer: (a).eyes and ears

142.	In human vision system, fine details of an image can be perceived by ability called
a.	visual angle
b.	visual field
c.	visual acuity
d.	visual distance

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Answer: (c).visual acuity

143.	Relationship among visual acuity and luminous is
a.	inversely proportion
b.	conversely proportion
c.	indirectly proportional
d.	directly proportion

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Answer: (d).directly proportion

144.	Longest wavelength is of color
a.	green
b.	red
c.	orange
d.	blue

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Answer: (b).red

145.	In human vision system, size of image is defined as
a.	image angle
b.	visual angle
c.	distance angle
d.	size angle

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Answer: (b).visual angle

146.	Entity that assists computer system is called
a.	machine
b.	software
c.	computer system
d.	user

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Answer: (d).user

147.	To establish middle ear constant temperature is responsibility of
a.	wax
b.	pinna
c.	ossicles
d.	cochlea

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Answer: (a).wax

148.	Third stage of reading process of data from screen is
a.	syntactic and semantic analysis

b.	decoding of pattern
c.	visual pattern observation
d.	referencing to internal representation of language

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Answer: (a).syntactic and semantic analysis

149.	Percentage of color blind men in world is
a.	1
b.	5
c.	8
d.	80

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Answer: (c).8

150.	Total number of stages of reading process of data from screen is
a.	2
b.	3
c.	4
d.	5

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Answer: (b).3

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Courses » Interaction Design

Announcements Course Ask a Question Progress Mentor FAQ

Unit 3 - Week 1

Course outline

How to access the portal

Week 0

Week 1

- Basic Definitions and Concepts in Interaction Design
- Relevance of goals in Interaction Design
- System model, mental model, and representation model
- Quiz : Assignment 1

Week 2

Week 3

Week 4

Assignment 1

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2018-09-05, 23:59 IST.

These are assignment questions for week 1.

1) (Fill in the blanks) _____, Designer, Management and Marketers are the typical teams involved in the design of Interactive products. *1 point*

- Artists
- Policy makers
- Technology vendor
- Engineers

No, the answer is incorrect.
Score: 0

Accepted Answers:
Engineers

2) According to a definition appeared in the year 1901, people used to understand 'Interaction' as: *1 point*

- A phenomena only seen in closed communities.
- In terms of 'reciprocity'.
- A form of social interaction across children in classroom environment.
- Interaction with human beings only.

No, the answer is incorrect.
Score: 0

Accepted Answers:
In terms of 'reciprocity'.

3) Which one of the following is the most significant decade in the history of interaction design with respect to the arrival of Graphic User Interface? *1 point*

- 1910s
- 1990s
- 2000s
- 1960s

No, the answer is incorrect.
Score: 0

Accepted Answers:
1960s

4) Who talked about a symbiotic relationship (problem solving through thinking along with the computer) between man and computer? *1 point*

- Evan Sutherland in year 1963.
- Ben Schneiderman in year 1983.
- Doug Engelbart in year 1965.
- J. C. R. Licklider in year 1960.

No, the answer is incorrect.
Score: 0

Accepted Answers:
J. C. R. Licklider in year 1960.

5) Which one of the following qualifies to be called as an Interface? *1 point*

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- Picture (A) above.
- Picture (B) above.
- Picture (C) above.
- Picture (D) above.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Picture (C) above.

6) *1 point*

Which one of the above images depict a typical team responsible for designing Interactive products?

- Picture (A) above.
- Picture (B) above.
- Picture (C) above.
- Picture (D) above.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Picture (D) above.

7) (Fill in the blanks) The role of _____ is to ensure profitability of the interactive product while the role of _____ is to ensure users' satisfaction with the interactive product. *1 point*

- Management team, Design team.
- Engineering team, Design team.
- Marketer team, Design team.
- Marketer team, Management team.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Management team, Design team.

8) (Fill in the blanks) The usual reason for failure of the digital product is _____ . ***1 point***

- conflicting standpoints
- shortage of resources
- conflicts of interest
- shortage of supplies

No, the answer is incorrect.
Score: 0

Accepted Answers:
conflicts of interest

9) (Fill in the blanks) Ignorance about real users and lack of a design process are most likely to cause _____ of an Interactive product. ***1 point***

- success
- failure
- deployment
- misuse

No, the answer is incorrect.
Score: 0

Accepted Answers:
failure

10) (Fill in the blanks) _____ of an interactive product is its' underlying mechanism like system software that supports interaction logic in different conditions. ***1 point***

- Implementation or System model
- Represented or Designed model
- Mental model
- Distrubuted model

No, the answer is incorrect.
Score: 0

Accepted Answers:
Implementation or System model

11) (Fill in the blanks) The system model of an interactive product is also known as _____ . ***1 point***

- Designed model
- Implementation model
- Realized model
- Artefact model

No, the answer is incorrect.
Score: 0

Accepted Answers:
Implementation model

12) Tell us how would you like to identify the given picture. ***1 point***

- Picture suggesting represented model
- Picture suggesting implementation model
- Picture suggesting mental model
- Picture suggesting distributed model

No, the answer is incorrect.
Score: 0

Accepted Answers:
Picture suggesting implementation model

13) (Fill in the blanks) Mental model is a _____ for explaining how does a complex mechanism work. ***1 point***

- metaphorical structure
- standard structure
- cognitive structure
- data structure

No, the answer is incorrect.
Score: 0

Accepted Answers:
cognitive structure

14) (Fill in the blanks) Represented models which are simpler than implementation model are most likely to _____ users better. ***1 point***

- frustrate
- distract
- None
- help

No, the answer is incorrect.
Score: 0

Accepted Answers:
help

15) (Fill in the blanks) An invitation to do something which is picked up by our perceptual system is called _____ . ***1 point***

- Affinity
- Retrospective detail
- Short terms memory capacity
- Affordance

No, the answer is incorrect.
Score: 0

Accepted Answers:
Affordance

16) Pick the statement(s) which best explain an interface like an interactive map of EARTH ***1 point***

- [ ] An interactive map of EARTH is open for manipulation while the EARTH is not
- [ ] An interactive map of EARTH is based on the actual dimensions of the EARTH
- [ ] An interactive map of EARTH is one of the representations of the EARTH
- [ ] An interactive map of EARTH can accurately display all parts of the EARTH

No, the answer is incorrect.
Score: 0

Accepted Answers:
An interactive map of EARTH is open for manipulation while the EARTH is not
An interactive map of EARTH is one of the representations of the EARTH

17) Specify the statement which best fits as an explanation of our relationship with computers in current times. ***1 point***

- Computers needs commands written in a specific syntax to operate on users' inputs.
- Computers dictate the interactions.
- Computers and their users are equal in their computing capacities.
- Users share a symbiotic relationship with their interactive devices

No, the answer is incorrect.
Score: 0

Accepted Answers:
Users share a symbiotic relationship with their interactive devices

18) (Fill in the blanks) Designers can exercise their control while detailing _____ . ***1 point***

- Represented model
- Implementation model
- System model
- Mental model

No, the answer is incorrect.
Score: 0

Accepted Answers:
Represented model

19) Pick the statement which does not indicate the current understanding of 'Interaction'. ***1 point***

- Users interact with an interface and performs certain actions of interest.
- The users' interaction with the device is quite similar to command line interfaces. They need to remember all the steps of their task and feed into the device to attain a specific output.
- The computing device or the interactive device senses users' actions and undergoes a change in its' state. It then presents this change in state to the users.
- Users understand the change in state of the device and respond accordingly.

No, the answer is incorrect.
Score: 0

Accepted Answers:
The users' interaction with the device is quite similar to command line interfaces. They need to remember all the steps of their task and feed into the device to attain a specific output.

20) (Fill in the blanks)Within the domain of interaction design, the conceptual understanding of design affordance is known as _____ . ***1 point***

- Perceived affordance
- Simulated affordance
- Widget dimensions
- Physical affordance

No, the answer is incorrect.
Score: 0

Accepted Answers:
Perceived affordance

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Courses » Physical Modelling for Electronics Enclosures using Rapid prototyping

Announcements Course Ask a Question Progress Mentor FAQ

Unit 2 - Role of Prototyping in Product design

Course outline

How to access the portal

Role of Prototyping in Product design

- Products prototyping
- Prototype concepts
- Physical simulation
- Rapid Prototyping
- Productsdetailing
- Quiz : Week 1 Assignment

Making Models for proto typins

Integrating compoents and sub systems into models

Buikding usable prototypes from real PCBs

Examples, student work, creativity

Online demo of "simple" product clamp

Fasteners and assembly work

Uses of 3D printing in other fields

Week 1 Assignment

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2018-08-22, 23:59 IST.

1) Study the above chart. With respect to Product conceptualisation which is a proper sequence for x,y,z boxes *1 point*

- Establish target specs , Generate product concepts , Test product concepts
- Test product concepts , Generate product concepts, Establish target specs
- Generate product concepts, Establish target specs, Test product concepts
- Test product concepts, Establish target specs, Generate product concepts

No, the answer is incorrect.
Score: 0

Accepted Answers:
Establish target specs , Generate product concepts , Test product concepts

2) For chart above. With respect to Product conceptualisation which is a proper sequence for x,y,z boxes *1 point*

- Set Final Specifications Identify customer needs, Establish target specs
- Test product concepts , Plan downstream Development, Establish target specs
- Identify customer needs, Establish target specs , Set Final Specifications
- Establish target specs Identify customer needs Set Final Specifications

No, the answer is incorrect.
Score: 0

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The picture above shows some kitchen items. The author has included them to show

- Exercise in fabrication techniques
- How to make a new kitchen storage
- As part of concept generation exercise
- Materials and finishes

No, the answer is incorrect.
Score: 0

Accepted Answers:
As part of concept generation exercise

Figure below shows Type of prototypes

4) A final product fits in which quadrant? (as per lecture/ Ulrich and Eppinger) ***1 point***

- Quadrant 1
- Quadrant 2
- Quadrant 3
- Quadrant 4

No, the answer is incorrect.
Score: 0

Accepted Answers:
Quadrant 2

5) A variant for functionality protype fits in which quadrant? (as per lecture/ Ulrich and Eppinger). ***1 point***

- Quadrant 1
- Quadrant 2
- Quadrant 3
- Quadrant 4

No, the answer is incorrect.
Score: 0

Accepted Answers:
Quadrant 1

Quadrant 4

6) Comprehensive – Analytical prototypes are generally ***1 point***

- Not feasible
- Compulsorily made
- 3D printing can be used
- Solid modelling solves all problems

No, the answer is incorrect.
Score: 0

Accepted Answers:
Not feasible

7) See the uses of several types of communicating product ideas. A simple sketch can be used for: select only one option as given in lecture. ***1 point***

- Cheapest and quickest way of evaluating many ideas for form. Technical arrangement and usability but highly under-utilised.
- Primarily for early testing of usability. Ergonomics and form. Also useful to quickly evaluate a product's physical arrangement.
- To enable evaluation of visual and form aspects. Produced to look as realistic as possible. Good for testing product feel and form.
- Evaluation of overall form, assembly sequence and production issues. Can be photo realistic. There is a danger of thinking that the product is 'finished'.
- To test specific performance aspects. Models can evaluate sub-system or system level performance.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Cheapest and quickest way of evaluating many ideas for form. Technical arrangement and usability but highly under-utilised.

8) See the uses of several types of communicating product ideas. A 3D CAD MODEL can be used for: (select only one option as given in lecture.) ***1 point***

- To enable evaluation of visual and form aspects. Produced to look as realistic as possible. Good for testing product feel and form.
- Primarily for early testing of usability. Ergonomics and form. Also useful to quickly evaluate a product's physical arrangement.
- Cheapest and quickest way of evaluating many ideas for form. Technical arrangement and usability but highly under-utilised.
- Evaluation of overall form, assembly sequence and production issues. Can be photo realistic. There is a danger of thinking that the product is 'finished'.
- To test specific performance aspects. Models can evaluate sub-system or system level performance.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Evaluation of overall form, assembly sequence and production issues. Can be photo realistic. There is a danger of thinking that the product is 'finished'.

9) What are the two core techniques used for Rapid prototyping ***1 point***

- [ ] Adhesive RP or Laminated Object Modelling
- [ ] CNC Vertical milling
- [ ] Foam hand carving
- [ ] Resin casting
- [ ] Lost wax molding
- [ ] 3D plotting

No, the answer is incorrect.
Score: 0

Accepted Answers:
Adhesive RP or Laminated Object Modelling
3D plotting

10)This concept pictures shown in lectures is made by (select only ONE) *1 point*

- Hand sketching
- Rapid prototyped and photographed
- 3D Solid Model Object
- 2D illustration

No, the answer is incorrect.
Score: 0

Accepted Answers:
3D Solid Model Object

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Courses » Visual Communication Design for Digital Media

Announcements Course Ask a Question Progress FAQ

Unit 5 - Week 4

Register for Certification exam

Course outline

How to access the portal

Week 1

Week 2

Week 3

Week 4

- Visual Design Methodology-2_Generic Design
- Visual Design Methodology-3_Animation
- Visual Design Methodology-4_ web design
- Visual Design Methodology-5_graphic-design
- Case Studies of Visual Design on Digital Paradigm
- Quiz : Assignment 4
- Solution for Assignment-4

Assignment 4

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2019-02-27, 23:59 IST

1) A collage generated during conceptual design stage to depict the visual style of the design project is called: ***1 point***

- Storyboard
- Moodboard
- Infographics
- Low-fidelity design

No, the answer is incorrect.
Score: 0

Accepted Answers:
Moodboard

2) The design method for graphic design proposed by Donald Norman is called

No, the answer is incorrect.
Score: 0

Accepted Answers:
(Type: String) Double Diamond Method

1 point

3) The target audience/ users and potential users for the final product in this case web application/ web design is termed as ***1 point***

- Persona
- Scenario
- Product positioning

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4) Balsamiq is a software, which helps in the following design stage: ***1 point***

- Generation of High fidelity design
- Generation of Scenario
- Generation of Persona
- Generation of wire frames

No, the answer is incorrect.
Score: 0

Accepted Answers:
Generation of wire frames

5) Information Architecture is generated during the process of human-computer interaction design. Which of the following sentences is not correct about Information Architecture? ***1 po***

- It is the sequential structure of any user-interface design.
- It is the functional part user-interface design and does not incorporate visual communication design part of the interface.
- It is the final stage of design and should be generated based on the high-fidelity design after several user testing.
- Information architecture helps to derive the wire-frame of any web application.

No, the answer is incorrect.
Score: 0

Accepted Answers:
It is the final stage of design and should be generated based on the high-fidelity design after several use testing.

6) Jakob Nielsen's F-shaped pattern for reading web-based content, is derived by the following process: ***1 point***

- Visual ergonomics study, through observation and questionnaire survey based on legibility of printed texts.
- Eye-tracking with several users and generating a Heat Map on dominant fixation points.
- Based on Quality Faction Deployment method
- Image processing and Pattern recognition.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Eye-tracking with several users and generating a Heat Map on dominant fixation points.

7) Kalighat and Midnapur are two centers of Bengal Patachitra. Though there are many visual similarities, they both have some salient features, which makes them different from each other. What are their differences in visual language? ***1 point***

- Kalighat Patachitra uses gradient shades, while Midnapur Patachitra uses flat bold colours.
- Kalighat Patachitra depicts Hindu mythology, while Midnapur Patachitra is based on Saracenic narrative.
- Kalighat Patachitra uses black outlines, while Midnapur Patachitra does not use them.
- Kalighat Patachitra is based on traditional paintings of Gods and Goddesses, while Midnapur Patachitra is thematically based on socio-political satire.

No, the answer is incorrect.

Score: 0

Accepted Answers:
Kalighat Patachitra uses gradient shades, while Midnapur Patachitra uses flat bold colours.

8) What do you interpret by storyboard? ***1 point***

- It is a combination of all thematically similar visuals, which depicts the visual language of the design
- It is the key-frame of movie or animation. Story-board contains the details of shots, camera movement, descriptions of sounds, etc.
- It describes the scenography character design and costume design of a movie.
- It is the process of translating a story to adapted screen-play

No, the answer is incorrect.
Score: 0

Accepted Answers:
It is the key-frame of movie or animation. Story-board contains the details of shots, camera mover descriptions of sounds, etc.

9) What do you understand by 'Wire-frame'? ***1 point***

- It is the Information architecture of any user-interface design
- This is the high-fidelity prototype used for user-testing
- It describes the task-flow of an interface design
- The low fidelity paper prototype

No, the answer is incorrect.
Score: 0

Accepted Answers:
The low fidelity paper prototype

10)What was the process of designing the animated short film 'Paperman' by Disney? ***1 point***

- It uses the traditional process of 2D animation. Hand painted images are animated with more than 24 frames per seconds.
- It is a Paper Cutout animation of Stop-motion genre, with less than 24 frames per seconds frame rate.
- It is a 3D animation, but the visual style is later translated into the style of 2D hand painted animation with the help of software.
- It is combination of occidental Disney style with the oriental Manga visual style of animation.

No, the answer is incorrect.
Score: 0

Accepted Answers:
It is a 3D animation, but the visual style is later translated into the style of 2D hand painted animation wit the help of software.

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Question	a	b	c	d	Answer
HCI stand for….	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B
……. is the best example for design.	View	Model	Analyzing	None of these	A
What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C
Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
……. And …….. are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B
…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C
…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
is the best example for design.	View	Model	Analyzing	None of these	A
What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
It is the rich stories of the design	scenario	program	criteria	iteration	A
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	function	All of these	C
…….. Is an goal of evaluation	acess effect of interface on user	GUI interaction	Sofware	All of these	A
User and system has its own unique language the language used by the system is called ……	core	task	both A&B	None of these	A
_____are a well-established technique for collecting demographic data and users' opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfaces	B
Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A
Conventional wisdom says that …….tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation bar	All of these	B
Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
HCI is core subject of	software Engineering	phychology	arthopology	none	A
…….. Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific problems	All of these	C
Advantages of direct observation is….	there can be no plagrarism	speaking with Computer	Error message	None of these	A
Advantages of direct observation is….	there can be false report	speaking with Computer	Error message	None of these	A
Advantages of continuous evalution is…..	Monitor the system in actual use	Monitor the communication between human and computer	Error message	None of these	A
….. Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C
The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A
Design is nothing but….	system requirment	Achieving the goals within constraints	both a& b	None of these	b
Know your user or client ending with	Testing	design	Planning	None of these	B
Designer needs_____tool	Good	Bad	both a& b	None of these	A
HCI design components are…	target area	Cost	both a& b	None of these	C
…… is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	A
Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
The extent to which the user can evaluate the internal state of the system from the representation on the user interface is ….	Customizability	Learnability	Flexibility	Observability	D
The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A

Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C
Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented question	B
Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A
What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B
Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of these	D
When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these	A
A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B
_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
Browser title always contain the word	Default	Error	Home	Browser	C
Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C
Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
Name of the document should be shown on the application‘s_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A

Question	a	b	c	d	Answer
Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A
Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D
Firefox uses _____ rendering engine.	WebKit	Gecko	Trident	Presto	b
State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.	TRUE	FALSE			a
Which of the following is used to read a HTML page and render it?	Web browser	Web server	Web matrix	Web network	a
Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	a
Who created the first web browser	Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	a
IDE stands for _____	Internet Development Environment	Environment	Environment	Environment	b
Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	TRUE	FALSE			a
Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE			a
Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	b
Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	d
HTML is a ..... type of language	procedural	markup	object oriented	object based	b
HTML documents are stored in the file in the form.....	.hxm	.html	.hm	.hml	b
what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	d
WWW stands for world wide web	TRUE	FALSE			a
URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	a
Internet is	a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	d
HTML tags are surrounded by ___ brackets	Angle	Square	Round	Curly	a
Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	b
HTML was first proposed in year ___.	1980	1990	1995	2000	b
CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	a
What are the Techniques of knowledge representation?	rule based	frame based	network based	All Of The Above	d
what are the Problems with knowledge representation and modelling	knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	d
Designing user support consists of	User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	d
How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	d
How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	d
Effective presentation requires	clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	d
In HTML, Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	d
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?	<head></head>	<head><head>	<label><label>	<title></title>	d
What should be the first and last pair of tags in your Web document?	<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	a
A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	a
What does an HTML tag do?	It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	a

Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	a
What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	b
An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	d
The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	b
Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	a
..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	d
Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	a
IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	d
DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	c
Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?	@font-face	@charset	@media	!important	a
Which of the following font format is supported by all the latest browser?	EOT	WOFF2	SVG	WOFF	d
Which of the following property sets the style of a font?	font	style	font-style	@font-face	c
Which among the following is the system root folder for Microsoft Windows by default?	Windows Manager	C:/Windows	Task Manager	Homegroup	b
Two or more computers connected to each other for sharing information form a _____.	Router	Server	Network	Tunnel	c
What type of technology allows you to use your finger, eye, or voice print to secure your information resources?	Haptics	Caves	Biometrics	RFID	c
Which among the following was the first graphical web browser?	Mosaic	WAIS	CERN	Gopher	a
Which bar is usually located below the Title Bar that provides categorized options?	Menu Bar	Toolbar	Status bar	Scroll Bar	a
Which among following is odd one ?	RAM	ROM	CACHE	Hard Disk	d
Which among following is not an input device?	Mouse	Scanner	Keyboard	Printer	d
The device that can both feed data into and accept data from a computer is called _____.	input-output device	ALU	CPU	NONE	a
what are the issues in user support?	different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	d
What are types of user support?	quick reference	task specific help	full explanation & tutorial	All Of The Above	d
what are the Requirementsof user support?	Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	d
what are the Approaches to user support?	Command assistance	Command prompts	Context sensitive help	All Of The Above	d
what are the problems of Adaptive Help Systems?	knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	d
what are the Approaches to user modelling?	Quantification	Stereotypes	Overlay	All Of The Above	d
What are the hardware challenges in designing of mobile devices ?	limited input facility	limited ouyput facility	both a & b	NOPE	c
What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	d
what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	d
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
is the best example for design.	View	Model	Analyzing	None	b
What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
What incorporates data, architectural, interface, and procedural representations of the software?	design model	user’s model	mental image	system image	a
What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?	VR	IR	AR	OR	a
Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
How many main categories of principles to support usability?	5	4	6	3	d

Question	a	b	c	d	Answer
Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	usability experts judge an interface with a	b
Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		space faced by the designer when gathering	a
Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	from users in different ways with different	d
Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	individual ideas and insights into a hierarchy showing themes	cloud that is generated from think-aloud	c
Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	prototyping, before high-level prototyping.	c
The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
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	system initiation	system implementation	system analysis	system design	d
Which of the following is NOT a category of entities?	concept	place	object	relationship	d
You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	by the designer when gathering user requirements	None of the above.	a
The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d

The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	performing statistical analysis of data, using tools such as SPSS	for analysing and visualising patterns of	d
Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	usability testing finds all known problems.	b
Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	by measuring the time it takes to explain an interface to a new user.	None of these	b
Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c

What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
The simple model of human interaction was proposed in	1990	1989	1983	1988	c
The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	indicated the arrival of new photos in the	b
The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	understand and shape the way people interact	d
he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
i. Touch ii. Smell iii. Sound	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	project that should have been cancelled	a
A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	experts need to work hand in hand with useers	C
Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	and distinguishable from its background under different lighting	be audible and distinguishable in the user	b
What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	emerge that confuse the requirements gathering process	necessarily respond the same way in a	c
"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?	Storyboard	Scenario	Use Case	UML Case	b
Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	results about mental characteristics of	c
What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a

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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	prevention and simple error handling	a
Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
How many principle in universal design?	Six	Seven	Eight	Ten	b
Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	combination of fixed and random tasks	c
Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
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?	Within-Group	Between-Group	Control-group	None of the above	a
Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d
Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	interaction with objects that appear on the	c
Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
HyperCard is used to develop a quick	system design	software	mockup	quality test	c
The total number of stages of reading process of the data from screen is	2	3	4	5	b
Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

Question	a	b	c	d	Answer
What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
Which is the best definition of an interface metaphor?	software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	used in the interface to help the user understand what to do (e.g., click on tabs to change	make inputs and receive information from the system (e.g., click and	The conceptual model used to guide the design of the interface.	b
To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	programs do in fact process certain transactions according to Specifications	d
Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.	Formative	Summative	Relative	None of the given	a
Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	experts reviews a user interface according to a small set of general	All of the above	c
Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	of their right to withdraw from the investigation without consequences to	All of the above.	d

Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b

Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
Which of the following statements is true?	A good UI design doesn’t save money as it is expensive	Bad UI design doesn’t really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn’t matter as long as the product is great	c
Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it’s always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
Which of the following instances illustrates ‘cognitive walkthrough’?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
Data can be collected in database for analysis Present result clearly Responses are usually received quickly	Interview	Questionnaire	Research	Observation	b
"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
i. Analysis ii. Subject group iii. Data assembly	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
question can be varied to suit context Disadvantages Time consuming	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
Choose the example of Independent variables i. Gender ii. Interface style	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
Which is the best definition of an interaction paradigm?	software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	used in the interface to help the user understand what to do (e.g., click on tabs to change	make inputs and receive information from the system (e.g., click and	The conceptual model used to guide the design of the interface.	a
Which is the best definition of an interaction mode?	software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	used in the interface to help the user understand what to do (e.g., click on tabs to change	make inputs and receive information from the system (e.g., click and	The conceptual model used to guide the design of the interface.	c
What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a

According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	distinguishable from its background under different lighting conditions.	interface with more information than is needed at the present moment	None of the above.	c
A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	programs do in fact process certain transactions according to Specifications	c
Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	prototypes are designed on-screen and then printed out in colour.	All of the above.	d
Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	help them keep track of the information with which they have and have not yet	a
If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	specifying right action, selecting appropriate interface mechanism.	interpreting interface information, and assessing information meaning.	c
What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	board to talk with a remote colleague, the video system no longer picked them up	uncomfortable to interact “looking down” at a	All of the above.	c
When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d

(/)

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1. Perception of size by human eye depends upon

a. visual angle

b. visual acuity

c. visual field

d. other factors

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Answer: (d).
other factors

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2. Photoreceptors of eyes that allows color vision are called

a. rods

b. lens

c. corneas

d. cones

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Answer: (d).
cones

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3. Function between luminance of an object and its background is called

a. contrast

b. flicker

c. saturation

d. intensity

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Answer: (a).
contrast

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4. Generally, computer input in human computer interaction is

a. computer output

b. computer input

c. user input

d. user output

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Answer: (d).
user output

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5. Visible section of an ear is called

a. inner ear

b. middle ear

c. medium ear

d. outer ear

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Answer: (d).
outer ear

---

6. Photoreceptors of eyes that are been saturated and active by sudden light are called

a. cones

b. lens

c. corneas

d. rods

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Answer: (d).
rods

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7. 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

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Answer: (a).
word shape

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8. Small region of retina where optic nerve enters eye is called

a. fovea

b. blind spot

c. ligament

d. lens

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Answer: (b).
blind spot

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9. Three colors of cone sensitivity for three different types of cones are

a. blue, green and red

b. orange, green and red

c. blue, green and purple

d. blue, green and white

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Answer: (a).
blue, green and red

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10. 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

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Answer: (d).
limitation of human vision

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1 2 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/2)

3 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/3)

4 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/4)

5 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/5)

6 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/6)

7 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/7)

8 (/mcq-questions/Computer-Graphics/Human-Computer-Interaction/8)

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This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	KLM model stands for		Keystroke-level model	Key-level model	model of kernel level	NOPE	Keystroke-level model
2	KLM model developed by.....		David Kieras	petersons	Brady	NOPE	David Kieras
3	KLM model based on.....		CMN-GOMS	waterfall model	both a&b	NOPE	CMN-GOMS
4	GOMS describes.....		goal,operator,method, selection	goods,operator,management, selection	goal, operation, method, search	NOPE	goal,operator,method, selection
5	CCT stands for.....		Cognitive complexity theory	Common complex theory	both a & b	NOPE	Cognitive complexity theory
6	BNF stands for.....		Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form
7	TAG stands for.....		Task Action Grammar	Task Automatic Grammar	Task Active Grammar	NOPE	Task Action Grammar
8	Issues for goal hierarchies is/are		Granularity	Routine learned behaviour	Conflict	All Of The Above	All Of The Above
9	HTA stands for.....		Hierarchical Task Analysis	Hierarchical Technical Analysis	Hierarchy based Task Analysis	NOPE	Hierarchical Task Analysis
10	What is the field of Natural Language Processing (NLP)?		Computer Science	Artificial Intelligence	Linguistics	All of the mentioned	All of the mentioned
11	NLP is concerned with the interactions between computers and human (natural) languages.		true.	false.			true.
12	What is the main challenge/s of NLP?		Handling Ambiguity of Sentences	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences
13	Modern NLP algorithms are based on machine learning		true.	false.			true.
14	Choose form the following areas where NLP can be useful.		Automatic Text Summarization	Automatic Question-Answering Systems	Information Retrieval	All of the mentioned	All of the mentioned
15	Which of the following includes major tasks of NLP?		Automatic Summarization	Discourse Analysis	Machine Translation	All of the mentioned	All of the mentioned

16	What is Machine Translation?	Converts one human language to another	Converts human language to machine language	Converts any human language to English	Converts Machine language to human language	Converts one human language to another
17	Natural Language generation is the main task of Natural language processing.	true.	false.			true.
18	OCR (Optical Character Recognition) uses NLP.	true.	false.			true.
19	Parsing determines Parse Trees (Grammatical Analysis) for a given sentence.	true.	false.			true.
20	IR (information Retrieval) and IE (Information Extraction) are the two same thing.	true.	false.			true.

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	what is the meaning of Goal in GOMS		what the user wants to achieve	basic actions user performs	decomposition of a goal into subgoals/operators	means of choosing between competing methods	what the user wants to achieve
2	what is the meaning of Operators in GOMS		what the user wants to achieve	basic actions user performs	means of choosing between competing methods	decomposition of a goal into subgoals/operators	basic actions user performs
3	what is the meaning of Methods in GOMS		basic actions user performs	what the user wants to achieve	decomposition of a goal into subgoals/operators	means of choosing between competing methods	decomposition of a goal into subgoals/operators
4	what is the meaning of selection in GOMS		decomposition of a goal into subgoals/operators	basic actions user performs	what the user wants to achieve	means of choosing between competing methods	means of choosing between competing methods
5	Problems with goal hierarchies		a post hoc technique	expert versus novice	How cognitive are they?	All Of The Above	All Of The Above
6	Measurements that are used with BNF are		Number of rules	Number of + and | operators	both a & b	NOPE	both a & b
7	Task Action Grammar (TAG) performs		Making consistency more explicit	Encoding user's world knowledge	Parameterised grammar rules	All Of The Above	All Of The Above
8	Architectural models consist of		Long-term/Short-term memory	Problem spaces	Interacting Cognitive Subsystems	All Of The Above	All Of The Above
9	Organisational issues are defined as		Studying the work group is not sufficient	Before installing a new system must understand the who benefits And who puts in effort	both a & b	NOPE	both a & b
10	CSCW stands for computer supported cooperative work		true.	false.			true.
11	Telecommunications improvements allow:		neighbourhood workcentres	home-based tele-working	both a & b	NOPE	both a & b
12	Invisible workers having Many ecological and economic benefits that are		reduce car travel	flexible family commitments	both a & b	NOPE	both a & b
13	Barriers to tele-working are		managerial	social	not technological	both a & b	both a & b
14	In organization for capturing requirements we need to take account of		stakeholders	work groups and practices	organisational context	All Of The Above	All Of The Above
15	stakeholder is anyone effected by success or failure of system		true.	false.			true.
16	stakeholder are categorised as primary,secondary,tertiary,facilitating.		true.	false.			true.
17	socio-technical modelling response to technological determinism		true.	false.			true.
18	In CATWOE “E” stands for		Energy	Environment	Element	NOPE	Environment
19	In CATWOE “C” stands for		Clients	common	clear	call	Clients

20	In CATWOE “A” stands for	Actors	accuracy	account	ambiguity	Actors

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	socio-technical modelling concerned with technical, social, organizational and human aspects of design		true.	false.			true.
2	socio-technical modelling describes impact of specific technology on Organization		true.	false.			true.
3	socio-technical modelling do information gathering through		interviews,	observation	focus groups & document analysis	All Of The Above	All Of The Above
4	socio-technical modelling several approaches like		CUSTOM	OSTA	both a & b	NOPE	both a & b
5	In CATWOE “W” stands for		Weltanschauung	work	wealth	width	Weltanschauung
6	In CATWOE “T” stands for		Transformations	total	trcker	NOPE	Transformations
7	In CATWOE “O” stands for		Owner	out	obvious	NOPE	Owner
8	In participatory design workers enter into design context		true.	false.			true.
9	In ethnography (as used for design) designer enters into work context		true.	false.			true.
10	participatory design & ethnography (as used for design) Both make workers feel valued in design		true.	false.			true.
11	User is an active member of the design team.		true.	false.			true.
12	Characteristics of Participatory Design are		context and work oriented rather than system oriented	collaborative	iterative	All Of The Above	All Of The Above

13	Methods of Participatory Design are	brain-storming	storyboarding	workshops, pencil and paper exercises	All Of The Above	All Of The Above
14	Three levels of participation are consultative, representative, consensus	true.	false.			true.
15	Ethnography is very influential in CSCW	true.	false.			true.
16	Ethnography a form of anthropological study with special focus on social relationships	true.	false.			true.
17	Ethnography does not enter actively into situation	true.	false.			true.
18	Ethnography seeks to understand social culture	true.	false.			true.
19	Ethnography is unbiased and open ended	true.	false.			true.
20	soft systems methodology developed by Checkland	true.	false.			true.

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.
2	What are the Methods of analysing people's jobs?		what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis		true.	false.			true.
4	HTA stands for Hierarchical Task Analysis		true.	false.			true.
5	TDH stands for Task Description Hierarchy		true.	false.			true.
6	KRG stands for Knowledge Representation Grammar		true.	false.			true.
7	ERT stands for		Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are		Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties		true.	false.			true.
10	STN stands for		State transition networks	State transfer networks	State level networks	Static transition networks	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.		Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.		Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.		Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as		Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into		Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.		Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.		Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.		Converter	Compiler	Text editor	Code optimizer	Compiler

19	A bottom up parser generates	Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in reverse
20	The linker	Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a load module

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task decomposition is a technique of splitting task into (ordered) subtasks		true.	false.			true.
2	Knowledge based techniques is an approaches to task analysis		true.	false.			true.
3	Entity/object based analysis is one of the Approaches of task analysis		true.	false.			true.
4	general methods of task analysis are		observe	collect unstructured lists of words and actions	organize using notation or diagrams	All of the above	All of the above
5	Systems analysis focused on system design And Task analysis Focused on the user		true.	false.			true.
6	Cognitive models focused on internal mental state Task analysis Focused on external action		true.	false.			true.
7	Sources of Information		Documentation	Observation	both a & b	NOPE	both a & b
8	Early analysis consist of		Extraction from transcripts	Sorting and classifying	both a & b	NOPE	both a & b
9	Production rules are		Unordered list of rules	Good for concurrency	Bad for sequence	All of the above	All of the above
10	CSP and process algebras are		used in Alexander's SPI, and Agent notation	good for sequential dialogues	concurrent dialogue	All of the above	All of the above
11	Diagrammatic Dialogue Notations used		STN	JSD	Flow charts	All of the above	All of the above

12	State properties of State transition networks	reachability	reversibility	dangerous states(states you don't want to get to)	All of the above	All of the above
13	reachability of any state depends on	can you get anywhere from anywhere?	how easily you reach the state	both a & b	NOPE	both a & b
14	reversibility of state depends on	can you get to the previous state?	undo not allowed	both a & b	NOPE	both a & b
15	Lexical Issues of states are	visibility	style	layout	All of the above	All of the above
16	action properties dialogue	completeness	consistency	determinism	All of the above	All of the above
17	state properties dialogue	reachability	reversibility	dangerous states	All of the above	All of the above
18	Compiler translates the source code to	Executable code	Machine code	Binary code	Both B and C	Both B and C
19	Compiler should report the presence of _____ in the source program, in translation process.	Classes	Objects	Errors	Text	Errors
20	What is the output of lexical analyzer?	A parse tree	A list of tokens	Intermediate code	Machine code	A list of tokens

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Knowledge based techniques Is based on what the user knows about the task and how it is organised.		true.	false.			true.
2	Entity/object based analysis Defined as the relationships between objects, actions and the people who perform them		true.	false.			true.
3	Cognitive models practiced `unit' task and Task analysis focuses on whole job		true.	false.			true.
4	what is the aim of Task Decomposition		describe the actions people do	structure them within task subtask hierarchy	describe order of subtasks	All of the above	All of the above
5	Most common Variants Task Decomposition is Hierarchical Task Analysis (HTA).		true.	false.			true.
6	Generating the hierarchy (in task)		get list of tasks	group tasks into higher level tasks	decompose lowest level tasks further	All of the above	All of the above
7	Knowledge Based Analyses Focus on		Objects (used in task)	Actions	both a & b	NOPE	both a & b
8	In Knowledge Based Analyses Taxonomies represent levels of abstraction		true.	false.			true.
9	Entity-Relationship Techniques Focus on objects, actions and their relationships		true.	false.			true.

10	Entity-Relationship Techniques	includes non-computer entities	emphasises domain understanding not implementation	both a & b	NOPE	both a & b
11	Relationships is exist between	object-object	action-object	actions and events	All of the above	All of the above
12	temporal relations	use HTA or dialogue notations.	show task sequence (normal HTA)	show object lifecycle	All of the above	All of the above
13	in early analysis Sorting and classifying defines	grouping or arranging words on cards	– ranking objects/actions for task relevance.	use commercial outliner	All of the above	All of the above
14	Conceptual Manual based on	from knowledge or entity–relations based analysis	good for open ended tasks	both a & b	NOPE	both a & b
15	Requirements capture and systems design focused on	lifts focus from system to use	suggests candidates for automation	uncovers user's conceptual model	All of the above	All of the above
16	Detailed interface design(In requirements & design) focused on	object/action lists suggest interface objects	task frequency guides default choices	existing task sequences guide dialogue design	All of the above	All of the above
17	Hierarchical STNs deals with	managing complex dialogues	named sub-dialogues	both a & b	NOPE	both a & b
18	Petri nets aredefined as	one of the oldest notations in computing!	several counters allowed(concurrent dialogue states)	used for UI specification	All of the above	All of the above
19	State charts used in UML	true.	false.			true.
20	Flowcharts consists of	familiar to Programmers	Used boxes	used for dialogue	All of the above	All of the above

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Courses » Introduction to Human Computer Interaction

Announcements **Course** Ask a Question Progress Mentor

Unit 2 - Welcome to HCI class

Course outline

How to access the portal

Welcome to HCI class

- Introduction to course
- What is HCI? Commonalities and Differences in Interfaces
- Quiz : Week 1 - Assignment 1
- Week - 1 Feedback
- Assignment 1 Solutions

Contextual Inquiry and Affinity Diagrams

IRB documents

Understanding user needs

Design and Prototyping

Design Patterns and Material Design

Usable security

Usable Security and Visual Design

Visual Design

Project Demos

Week 1 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-02-21, 23:59 IST.**

Submitted assignment

1) Which of the following are the components of the HCI approach to design? ***1 point***

- [ ] Tasks
- [ ] Usability
- [ ] Humans
- [ ] Technology

No, the answer is incorrect.
Score: 0

Accepted Answers:
Tasks
Humans
Technology

2) HCI draws which of the fields together? ***1 point***

- [ ] Psychology
- [ ] Literature
- [ ] Design
- [ ] Computer Science

No, the answer is incorrect.
Score: 0

Accepted Answers:
Psychology
Design
Computer Science

3) Which of the following is the most likely interface metaphor used by a smartphone calendar? ***1 point***

- Take-out Menu
- A paper diary
- Mobile Technology
- A touchscreen

No, the answer is incorrect.
Score: 0

Accepted Answers:
A paper diary

LIVE Session: Opportunities in HCI

Miscellaneous topics

4) What is the major difference between the two websites? ***1 point***

- Background colour
- The first website provides control over number of results
- The second website only contains UI components which are essential
- The second website has a better color scheme

No, the answer is incorrect.
Score: 0

Accepted Answers:
The second website only contains UI components which are essential

5) Which one of these would not be found in a good HCI? ***1 point***

- Icons that can have specific meanings
- Common shortcuts, like CTRL+Z for undo
- Sounds that convey meanings
- A long command line to achieve a function

No, the answer is incorrect.
Score: 0

Accepted Answers:
A long command line to achieve a function

6) What is the principal interaction mode for a Microsoft Kinect? ***1 point***

- Haptic Interface
- Mouse Pointer
- Exploring and Browsing
- Gesture and Body Movements

No, the answer is incorrect.
Score: 0

Accepted Answers:
Gesture and Body Movements

7) “Good Design is just cool graphics” ***1 point***

- True
- False
- May be

No, the answer is incorrect.
Score: 0

Accepted Answers:
False

8) Which of the following statements is true? ***1 point***

- A good UI design doesn’t save money as it is expensive
- Bad UI design doesn’t really affect the reputation of the company
- A good UI design saves time and effort
- The UI design doesn’t matter as long as the product is great

No, the answer is incorrect.
Score: 0

Accepted Answers:
A good UI design saves time and effort

9) Which of the following is not true about a good design? ***1 point***

- Everything designed has an explicit criterion such that the design is useful and usable
- Everything is designed keeping a vague context in mind
- Both of the above
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Everything is designed keeping a vague context in mind

10) Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario: ***1 point***

A doctor performs an ultrasound on the ultrasound machine using the handheld device.

- A doctor
- performs an ultrasound
- the ultrasound machine
- the handheld device

No, the answer is incorrect.
Score: 0

Accepted Answers:
performs an ultrasound

11) What are the goals of a good design? ***1 point***

- Safety
- Utility
- Efficiency
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above

12) See the image below and select the best corresponding option: ***1 point***

- This is good design because the keyboard is compact
- This is bad design because it easy to press the power off switch while trying to increase the volume
- This is good design because the logos are aesthetically appealing
- This is bad design because the buttons are too small

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is bad design because it easy to press the power off switch while trying to increase the volume

13) See the image below and select the best corresponding option: ***1 point***

- This is good design because this arrangement is aesthetically appealing
- This is bad design because the buttons are too big
- This is good design because the placement of OTIS improves the functionality
- This is bad design because it is unintuitive and confusing

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is bad design because it is unintuitive and confusing

14) See the image below and select the best corresponding option: ***1 point***

- This is good design because the layout is original and new
- This is bad design because the direction keys are unaligned with the actual directions
- This is good design because the arrangement makes the keyboard compact
- This is bad design because it is aesthetically unappealing

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is bad design because the direction keys are unaligned with the actual directions

15) See the image below and select the best corresponding option: ***1 point***

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

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is good design because it easy to see where to hold the scissor from and not grab the blade

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Courses » Introduction to Human Computer Interaction

Announcements **Course** Ask a Question Progress Mentor

Unit 3 - Contextual Inquiry and Affinity Diagrams

Course outline

How to access the portal

Welcome to HCI class

Contextual Inquiry and Affinity Diagrams

- Door handle, Elevators, Contextual Inquiry, Affinity Diagrams
- Lab Session - Contextual Inquiry
- Lab Session - Affinity Diagrams
- Tutorial on Photoshop
- Tutorial on UI Designing using Photoshop
- Quiz : Week 2 - Assignment 1
- Week 2 - Feedback - Introduction to Human Computer Interaction
- Assignment 2 Solutions

IRB documents

Understanding user needs

Design and Prototyping

Week 2 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-02-21, 23:59 IST.**

Submitted assignment

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

- [ ] Marquee tool
- [ ] Lasso tool
- [ ] Pen tool
- [ ] Crop tool

No, the answer is incorrect.
Score: 0

Accepted Answers:

Marquee tool

Lasso tool

Pen tool

2) What does the Eyedropper tool do? ***1 point***

- Paints a single dot of color
- Picks/Selects the color at the cursor
- Creates a histogram of the area around the cursor
- Fades the colors of an area centered on the cursor

No, the answer is incorrect.
Score: 0

Accepted Answers:
Picks/Selects the color at the cursor

Design Patterns and Material Design
Usable security
Usable Security and Visual Design
Visual Design
Project Demos
LIVE Session: Opportunities in HCI
Miscellaneous topics

3) Which of the following techniques can teach you a few things about a thousand people? *1 point*

- Cognitive walkthrough
- Market Research
- Affinity Diagram
- Contextual inquiry

No, the answer is incorrect.
Score: 0

Accepted Answers:
Market Research

4) Which of the following is/are true for contextual inquiry? *1 point*

- With contextual inquiry, you learn a few things about a thousand people
- With contextual inquiry, you learn a thousand things about a few people
- Focus is on what people say
- Focus is on what people do

No, the answer is incorrect.
Score: 0

Accepted Answers:
With contextual inquiry, you learn a thousand things about a few people
Focus is on what people do

5) Which of the following things does Market research helps you learn? *1 point*

- Why are users doing something
- A large variety of things about a thousand people
- How people do something
- What people say

No, the answer is incorrect.
Score: 0

Accepted Answers:
What people say

6) Which of the following statements is/are true? *1 point*

- Users may sometimes do things without any reason
- Nothing a user does is for no reason
- Users do not always know what they want
- Sometimes the behaviour of users can be unique to them

No, the answer is incorrect.
Score: 0

Accepted Answers:
Nothing a user does is for no reason
Users do not always know what they want

7) Contextual Inquiry requires the HCI expert to:- *1 point*

- Intervene the user when he does something incorrect
- Make sure the user doesn't think aloud while using the product
- Ask the users to summarize their reactions
- Steer the conversation to stay on relevant topics

No, the answer is incorrect.
Score: 0

Accepted Answers:
Steer the conversation to stay on relevant topics

8) Contextual inquiry is a quick form of which of the following techniques? *1 point*

- Psychology
- Ethnography
- Focus Group Discussions
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Ethnography

9) Which of the following is/are a part of the general process of making an affinity diagram? ***1 point***

- One key concept or observation per sticky note
- Cluster similar items as you go
- Label emerging themes
- Decide the themes of clusters in the beginning

No, the answer is incorrect.
Score: 0

Accepted Answers:
One key concept or observation per sticky note
Cluster similar items as you go
Label emerging themes

10) Choose the option with the correct order. ***1 point***

- Cognitive walkthrough -> Affinity diagram -> Contextual inquiry
- Cognitive walkthrough -> Contextual inquiry -> Affinity diagram
- Contextual inquiry -> Affinity diagram -> Cognitive walkthrough
- Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

No, the answer is incorrect.
Score: 0

Accepted Answers:
Cognitive walkthrough -> Contextual inquiry -> Affinity diagram

11) Which of the following is an aspect of conducting a Contextual Inquiry? ***1 point***

- Using recording techniques
- Taking permission from the Institutional Review Board
- Having the users sign a consent form
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above

12) To reposition an image in a layer, you would click the layer listing on the Layers panel, then drag the image with which tool? ***1 point***

- Selection tool
- Hand tool
- Move tool
- None of the Above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Move tool

13) Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the ***1 point***

following?

- Focus Group Discussion
- Contextual Inquiry
- Market research
- Affinity Diagram

No, the answer is incorrect.
Score: 0

Accepted Answers:
Contextual Inquiry

14) Which of the following is true about the process of drawing Affinity Diagrams? ***1 point***

- It is immersive
- It is persistent
- It involves brainstorming
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above

15) Clicking and holding the mouse button or Right-clicking on a toolbar icon does what? ***1 point***

- Increases the size of that tool
- Locks that tool as the default action
- Reveals help text for that tool
- Shows additional tools related to that tool

No, the answer is incorrect.
Score: 0

Accepted Answers:
Shows additional tools related to that tool

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Courses » Introduction to Human Computer Interaction

Announcements Course Ask a Question Progress Mentor

Unit 5 - Understanding user needs

Course outline

How to access the portal

Welcome to HCI class

Contextual Inquiry and Affinity Diagrams

IRB documents

Understanding user needs

- How to understand user needs? Surveys, Questionnaire
- Task Analysis
- Quiz : Week 4 - Assignment 1
- Week 4 Feedback
- Assignment 4 Solutions

Design and Prototyping

Design Patterns and Material Design

Usable security

Usable Security and Visual Design

Visual Design

Project Demos

Week 4 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-03-07, 23:59 IST.**

Submitted assignment

1) Which of the following should an HCI expert take care of while designing a product? *1 point*

- You can make as many assumptions as possible
- If it's not obvious to the users, it's always their fault
- You should not think yourself as a typical user
- The end user is never a beginner

No, the answer is incorrect.
Score: 0

Accepted Answers:
You should not think yourself as a typical user

2) An HCI expert needs to be careful about which of the following *1 point*

- Users hijacking a discussion during an interview
- Users deliberately providing incorrect information during a survey
- Users hijacking a discussion during an FGD
- All of the above
- Both a and c
- None of the Above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Users hijacking a discussion during an FGD

3) Why do we need a Survey? *1 point*

- To narrow down the data collection for your problem
- Collecting qualitative data
- To understand the needs of a large set of users
- Statistical representation of the population of interest

No, the answer is incorrect.
Score: 0

Accepted Answers:
To understand the needs of a large set of users
Statistical representation of the population of interest

4) Which of the following is a mode of conducting surveys? *1 point*

LIVE Session: Opportunities in HCI

Miscellaneous topics

- Telephone
- Web
- Hybrid
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above

5) Which of the following issues occur in personal surveys? ***1 point***

- Surveys are unnecessarily long
- Time consuming
- Low response rate
- Users may be biased due to the presence of the interviewer

No, the answer is incorrect.
Score: 0

Accepted Answers:
Time consuming
Users may be biased due to the presence of the interviewer

6) Which of the following survey techniques has the lowest response rate ***1 point***

- Email
- Telephone
- Personal
- Web

No, the answer is incorrect.
Score: 0

Accepted Answers:
Email

7) Which of the following is true about closed questions? ***1 point***

- Closed questions are easy to code because they are not mutually exclusive
- They might introduce bias in the study
- Closed questions are time saving
- They allow for greater creativity than open ended questions

No, the answer is incorrect.
Score: 0

Accepted Answers:
They might introduce bias in the study
Closed questions are time saving

8) Which of the following is **not** true about open-ended questions? ***1 point***

- They are easy to analyze
- Allow users to express their ideas without restriction
- They incur greater time cost, compared to closed questions
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
They are easy to analyze

9) Which of the following questionnaire designs are particularly useful for exploratory studies? ***1 point***

- Closed questions

- Hypothetical questions
- Questions with mutually exclusive options
- Open-ended questions

No, the answer is incorrect.
Score: 0

Accepted Answers:
Open-ended questions

10) Which of the following techniques can be used to understand the needs of a user? ***1 point***

- Focus Group Discussions
- Interviews
- TV advertisements
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Focus Group Discussions
Interviews

11) Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions? ***1 point***

- Focus Group Discussions
- Cognitive walkthrough
- Survey
- Pilot study

No, the answer is incorrect.
Score: 0

Accepted Answers:
Pilot study

12) Choose the option with the most optimal order ***1 point***

- Focus Group Discussions -> Interviews -> Surveys
- Surveys -> Focus Group Discussions -> Interviews
- Surveys -> Interviews -> Focus Group Discussions
- Interviews -> Focus Group Discussions -> Survey

No, the answer is incorrect.
Score: 0

Accepted Answers:
Interviews -> Focus Group Discussions -> Survey

13) Which of the following factors **does not** govern the choice of the survey mode? ***1 point***

- Time and budget constraints
- Quality of the experts that will evaluate the survey
- The response rate desired
- The complexity of the questions to be asked

No, the answer is incorrect.
Score: 0

Accepted Answers:
Quality of the experts that will evaluate the survey

14) Which of the following instances illustrates 'cognitive walkthrough'? ***1 point***

- Talk to the users about their needs
- Consult the experts
- Imagine yourself as the user and think from their perspective
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Imagine yourself as the user and think from their perspective

15) What type of questions should one avoid in a questionnaire? ***1 point***

- Double negatives
- Leading questions
- Demographic questions
- Overlapping response categories

No, the answer is incorrect.
Score: 0

Accepted Answers:
Double negatives
Leading questions
Overlapping response categories

16) What is/are the goal/s of Task Analysis? ***1 point***

- To determine the tasks that the actual users of the product are most likely to perform
- To determine how often are the tasks performed
- To identify the tasks that the developers of the product designed into the product
- To identify the time constraints on the tasks

No, the answer is incorrect.
Score: 0

Accepted Answers:
To determine the tasks that the actual users of the product are most likely to perfor
To determine how often are the tasks performed
To identify the time constraints on the tasks

17) Which of the following can be classified as a difficult task while navigating on an e-commerce website? ***1 point***

- Create an account/Login
- Cancel a purchase
- Find a product and add to cart
- Checkout and proceed to purchase

No, the answer is incorrect.
Score: 0

Accepted Answers:
Cancel a purchase

18) Which of the following was one of the problem with the Stanford Prison Experiment? ***1 point***

- Violation of participants' privacy
- Ethical issues - severe repercussions on the participants
- Participants were not given enough time for the task
- Participants found the task very easy

No, the answer is incorrect.
Score: 0

Accepted Answers:
Ethical issues - severe repercussions on the participants

19) Which of the following could be an example of a question in task analysis? *1 point*

- What is your occupation?
- Under what situations will you use an app like this?
- Have you used a similar app?
- How would you change your profile picture in this app?

No, the answer is incorrect.
Score: 0

Accepted Answers:
How would you change your profile picture in this app?

20) What is an ideal composition of tasks in a task analysis? *1 point*

- All easy tasks
- All difficult tasks
- A mix of easy, moderate and difficult tasks
- More easy tasks and less difficult tasks

No, the answer is incorrect.
Score: 0

Accepted Answers:
A mix of easy, moderate and difficult tasks

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Unit 6 - Design and Prototyping

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- Prototyping: Low fidelity and High fidelity
- User-Centered Design
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- Additional learning material
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Design Patterns and Material Design

Usable security

Usable Security and Visual

Week 5 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-03-14, 23:59 IST.**

Submitted assignment

1) The prototyping phase follows after which of the following steps? *1 point*

- Evaluation
- Building the application
- Understanding users needs
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Understanding users needs

2) Why is prototyping essential? *1 point*

- To get quick feedback on the product/application
- None of the above
- Experiment with multiple alternatives
- It saves money and effort

No, the answer is incorrect.
Score: 0

Accepted Answers:
To get quick feedback on the product/application
Experiment with multiple alternatives
It saves money and effort

3) Paper and pen based sketches used for prototyping signifies which of the following? *1 point*

- Rapid prototyping
- High-fidelity prototyping
- Low-resolution prototyping
- Low-fidelity prototyping

No, the answer is incorrect.
Score: 0

Accepted Answers:
Low-fidelity prototyping

4) Which of the following statements is/are true? *1 point*

Design

Visual Design

Project Demos

LIVE Session: Opportunities in HCI

Miscellaneous topics

- It is easier to incorporate user feedback during high-fidelity prototyping compared to low-fidelity prototyping
- It requires more effort and resources to incorporate user feedback during high-fidelity prototyping
- It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
- It requires more effort and resources to incorporate user feedback during low-fidelity prototyping

No, the answer is incorrect.
Score: 0

Accepted Answers:
It requires more effort and resources to incorporate user feedback during high-fidelity prototyping
It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping

5) Indicate whether the following statement is true or false: ***1 point***

"Low-fidelity prototyping requires more precision than high-fidelity prototyping because that is when the major structure of the application is being designed

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
False

6) Which of the following is true about good design? ***1 point***

- Good design is just cool graphics
- Good design is just common sense
- Good design comes from an iterative process with the user in loop
- Good design can come from fixing the UI at the end

No, the answer is incorrect.
Score: 0

Accepted Answers:
Good design comes from an iterative process with the user in loop

7) Which of the following is true about Waterfall strategy? ***1 point***

- Waterfall strategy is optimal for user experience
- It is infeasible because it is difficult to adapt
- Waterfall strategy implies that testing should be done all at once
- Waterfall strategy uses a fail fast approach

No, the answer is incorrect.
Score: 0

Accepted Answers:
It is infeasible because it is difficult to adapt
Waterfall strategy implies that testing should be done all at once

8) The following describes the Iterative Design process: ***1 point***

- Design-Code-Launch
- Design-Prototype-Launch
- Design-Prototype-Evaluate
- Design-Evaluate-Code

No, the answer is incorrect.
Score: 0

Accepted Answers:
Design-Prototype-Evaluate

9) For user testing on your low fidelity prototypes, you will: ***1 point***

- Antagonise the user if they are unable to figure out your design
- Give them an in depth explanation of the product so that they know everything before looking at your design
- Give a brief overview of your ideas and then let them explore/figure out your design
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Give a brief overview of your ideas and then let them explore/figure out your design

10) Which of the following should not be a part of your low-fidelity process? ***1 point***

- A black and white layout
- Creating a colourful logo for your app
- Paper cutouts
- Deciding on a colour scheme

No, the answer is incorrect.
Score: 0

Accepted Answers:
Creating a colourful logo for your app
Deciding on a colour scheme

11) You want to test the intuitiveness of the functionality of the application. For this task, you will use: ***1 point***

- Low fidelity prototypes
- High fidelity prototypes
- Waterfall prototypes

No, the answer is incorrect.
Score: 0

Accepted Answers:
Low fidelity prototypes

12) You want to test whether the colour scheme of the application is appropriate. For this task, you will use: ***1 point***

- Low fidelity prototypes
- High fidelity prototypes

No, the answer is incorrect.
Score: 0

Accepted Answers:
High fidelity prototypes

13) Which of the following are downsides of high fidelity prototyping? ***1 point***

- Users give a lot of feedback about functionality of the application
- Users focus too much on minute details like logo
- Building high fidelity prototypes is time consuming
- Users don't like high fidelity prototypes

No, the answer is incorrect.
Score: 0

Accepted Answers:
Users focus too much on minute details like logo
Building high fidelity prototypes is time consuming

14) User-Centered Design is important because: ***1 point***

- [ ] The users need to be taught to use the design
- [ ] The design should be intuitive enough for users
- [ ] The design should cater specifically to the needs of the users
- [ ] It is necessary to know the user environment while building a design

No, the answer is incorrect.
Score: 0

Accepted Answers:
The design should be intuitive enough for users
The design should cater specifically to the needs of the users
It is necessary to know the user environment while building a design

15) Which of the following is/are a step in the waterfall strategy? ***1 point***

- [ ] Requirements specification
- [ ] Prototyping
- [ ] Integration and Testing
- [ ] Coding

No, the answer is incorrect.
Score: 0

Accepted Answers:
Requirements specification
Integration and Testing
Coding

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Unit 7 - Design Patterns and Material Design

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Usable security

Usable Security and Visual Design

Visual Design

Project Demos

LIVE Session: Opportunities in

Week 6 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-03-21, 23:59 IST.**

Submitted assignment

1) Consider the following characteristics of Material in motion: *1 point*

i. Motion should be responsive
ii. Motion should be aware of its surroundings
iii. Motion should occur element by element

Which of the points mentioned above are true:

- i and ii
- i and iii
- ii and iii
- i, ii and iii

No, the answer is incorrect.
Score: 0

Accepted Answers:
i and ii

2) Which shade series is usually used for **Toolbars** according to the Material Design Style Guidelines: *1 point*

- 300s
- 400s
- 500s
- 700s

No, the answer is incorrect.
Score: 0

Accepted Answers:
500s

3) Which of the following statements about Material Design are false: *1 point*

- Material Design is a Visual Language developed by Google in 2015
- Material Design aims to unify design across different devices and screen sizes
- Material design is inspired by real life elements
- Material Design can be used to create apps for Android but not ChromeOS

HCI

Miscellaneous topics

No, the answer is incorrect.
Score: 0

Accepted Answers:
Material Design is a Visual Language developed by Google in 2015
Material Design can be used to create apps for Android but not ChromeOS

4) Which of the following is NOT a font file format: ***0 points***

- .tff
- .ttf
- .odf
- .fnt

No, the answer is incorrect.
Score: 0

Accepted Answers:
.tff

5) Identify the design pattern in the following interface: ***1 point***

- Site Branding
- Above the Fold
- Reviewing Community
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Reviewing Community

6) What is the name of the class used in the backend to set the font of a TextView: ***1 point***

- TypeFace

- FontClass
- Font
- FontFace

No, the answer is incorrect.
Score: 0

Accepted Answers:
TypeFace

7) What is the name of the folder where you should save your colors.xml: ***1 point***

- Layout
- Assets
- Res
- Values

No, the answer is incorrect.
Score: 0

Accepted Answers:
Values

8) What is the name of the folder where you should save your font file: ***1 point***

- Res
- Values
- Assests
- Layout

No, the answer is incorrect.
Score: 0

Accepted Answers:
Assests

9) What is/are the advantage/s of design patterns? ***1 point***

- [ ] Design is readily available
- [ ] Users are new to the design
- [ ] Helps in quick prototyping
- [ ] Encourages use of creativity

No, the answer is incorrect.
Score: 0

Accepted Answers:
Design is readily available
Helps in quick prototyping

10) Identify the marked design pattern in the image: ***1 point***

- Cross-selling
- Process funnel
- Site-branding
- Obvious links

No, the answer is incorrect.
Score: 0

Accepted Answers:
Site-branding

11) Consider the following statement about the given app interface: ***1 point***

"The app interface has Location Bread Crumbs present in it"

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

12) Coding the final product is necessary in digital prototyping. ***1 point***

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
False

13) Which design pattern does the following screen signify? ***1 point***

- Site branding
- Obvious Links
- Location Breadcrumbs
- Cross-selling

No, the answer is incorrect.
Score: 0

Accepted Answers:
Obvious Links

14) What of the following is true about design patterns? ***1 point***

- Encourages the use of creativity
- Using design patterns might hinder creativity
- Design patterns discourage quick prototyping
- None of the Above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Using design patterns might hinder creativity

15]Identify the design pattern highlighted in the following interface: ***1 point***

- Site branding
- Location Breadcrumbs
- Above the Fold
- High Visibility Action Button

No, the answer is incorrect.
Score: 0

Accepted Answers:
High Visibility Action Button

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Unit 9 - Usable Security and Visual Design

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Visual Design

Project Demos

LIVE Session: Opportunities in HCI

Week 8 - Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-04-04, 23:59 IST.**

Submitted assignment

1) Given a scenario where you have a very small user base, which evaluation strategy would you select: *1 point*

- Between groups
- Within groups, fixed order tasks
- Within groups, randomised tasks
- Within groups, a combination of fixed and random tasks

No, the answer is incorrect.
Score: 0

Accepted Answers:
Within groups, randomised tasks

2) Which of the following is/are true about Within-group study design? *1 point*

- There are two groups of test users
- There is one group of test users
- There is a learning effect
- Every test user uses both systems

No, the answer is incorrect.
Score: 0

Accepted Answers:
There is one group of test users
There is a learning effect
Every test user uses both systems

3) In user experiments, we have a Control Group to: *1 point*

- Deal with extra people
- Establish a baseline
- Evaluate the default behaviour of people
- Distract people

No, the answer is incorrect.
Score: 0

Accepted Answers:
Establish a baseline
Evaluate the default behaviour of people

Miscellaneous topics

4) What was the idea behind changing the Phishguru cartoon character during the intervention iterations built for Phishguru? *1 point*

- The previous character was found to be stereotypical during user studies
- The users did not feel connected to the previous character during the user study
- The researchers conducting the study wanted the character to be gender neutral
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
The previous character was found to be stereotypical during user studies
The researchers conducting the study wanted the character to be gender neutral

5) Consider the following statement and mark true or false: *1 point*

"One of the most important aspects of HCI is scientifically evaluating the design."

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

6) Which of the following inferences were received from the Phishguru lab studies? *1 point*

- Security notices are an equally good medium to educate users as embedded training
- Embedded training was more effective at teaching users to make better decisions than those sent security notices
- Phishguru was effective in teaching users, but they could not retain the knowledge for more than 3-4 days
- Users trained with non-embedded did better than users trained with embedded training

No, the answer is incorrect.
Score: 0

Accepted Answers:
Embedded training was more effective at teaching users to make better decisions than those sent security notices

7) Phishguru evaluation study employed which of the following? *1 point*

- Between-group design
- Within-group design
- False-positive error analysis
- None of the Above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Between-group design
False-positive error analysis

8) "What you see first influences what you see next." *1 point*

Which of the following phenomenon does the above statement correspond to?

- False-positive error analysis

- Learning effect
- Embedded training
- Between-group design study

No, the answer is incorrect.
Score: 0

Accepted Answers:
Learning effect

9) Which of the following was inferred from the Phishguru user study? ***1 point***

- Training the users had little effect on the users clicking phishing URLs in emails
- Trained participants were less likely to fall for phishing URLs in emails
- The participants trained with two training messages consistently performed better on ALL days than the ones trained with a single training message
- Trained participants remembered what they learnt 28 days back

No, the answer is incorrect.
Score: 0

Accepted Answers:
Trained participants were less likely to fall for phishing URLs in emails
Trained participants remembered what they learnt 28 days back

10) What signifies the effectiveness of training the user during the Phishguru experiment? ***1 point***

- In the control group, the percentage of people who clicked on the phishing link in the email on Day 0 was much less than the people who clicked on the phishing link towards the end of the study
- In the trained group, the percentage of people who clicked on the phishing link in the email on Day 0 was much more than the people who clicked on the phishing link towards the end of the study
- In the control group, the percentage of people who clicked on the phishing link in the email on Day 0 was much more than the people who clicked on the phishing link towards the end of the study
- In the trained group, the percentage of people who clicked on the phishing link in the email on Day 0 was much less than the people who clicked on the phishing link towards the end of the study

No, the answer is incorrect.
Score: 0

Accepted Answers:
In the trained group, the percentage of people who clicked on the phishing link in th email on Day 0 was much more than the people who clicked on the phishing link towards the end of the study

11) Suppose you have designed two versions of your application and you show them to a set of 10 users one by one for a user study. Which of the following study designs does this signify? ***1 point***

- Within-Group
- Between-Group
- Control-group
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Within-Group

12) Which of the following statements is false? ***1 point***

- Two-train participants are equally likely than one-train participants to click on a phishing URL on days 16 and 21
- Two-train participants are less likely than one-train participants to click on a phishing URL on days 16 and 21
- Both one-train and two-train participants are less likely than the control group users to fall for a phishing URL
- Training the users does not have a significant effect on users providing information after clicking on a phishing URL

No, the answer is incorrect.
Score: 0

Accepted Answers:
Two-train participants are equally likely than one-train participants to click on a phishing URL on days 16 and 21
Training the users does not have a significant effect on users providing information after clicking on a phishing URL

13) Clicking on legitimate URLs in legitimate email during the course of the real world study was: ***1 point***

- Most prevalent in the control group
- Most prevalent in the One-train group signifying that training had an effect on users identifying legitimate emails better
- Most prevalent in the Two-train group signifying that training double training had maximum effect on users identifying legitimate emails
- There was no statistically significant difference between users clicking on legitimate emails in the control group and the trained groups

No, the answer is incorrect.
Score: 0

Accepted Answers:
There was no statistically significant difference between users clicking on legitimate emails in the control group and the trained groups

14) Consider the following statement: ***1 point***

"Usable Security is an obsolete problem to study in the current scenario. It used to be cool in the past when projects like Phishguru were attempted"

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
False

15) Which of the following statements is true? ***1 point***

- Phishguru training did not affect the way people clicked on legitimate URLs in the emails
- Phishguru training did affected the way people clicked on legitimate URLs in the emails
- The False positive rate of identifying legitimate URLs as phishing URLs actually increased as a result of a side-effect of the Phishguru training
- The False positive rate of identifying legitimate URLs as phishing URLs wasn't affected

No, the answer is incorrect.
Score: 0

Accepted Answers:
Phishguru training did not affect the way people clicked on legitimate URLs in the emails

The False positive rate of identifying legitimate URLs as phishing URLs wasn't affected

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Solutions to Week 2 Assignment

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

   a. **Marquee tool**

   b. **Lasso tool**

   c. **Pen tool**

   d. Crop tool

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

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

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

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

d. **What people say**

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

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

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

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

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

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

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

c. **Move tool**
d. None of the Above

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

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

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

NPTEL MOOCs
Multiple Choice Questions
Assignment – Week II

Answer the following multiple choice questions (1 marks each) 15x1

1. Which of the following statement is correct?

   a) Culture is a way of life which is created by human beings and necessarily includes dimensions of both material or objective and symbolic or subjective
   b) Culture is a way of life shared by certain groups of people within certain value system and norms and does not necessarily include material or objective dimension
   c) Culture is a way of defining human body through its physical features
   d) None of the above

2. The study of the relationships and interactions among humans, their biology, their cultures, and their physical environments is known as?

   a) Ecology
   b) Human ecology
   c) Deep ecology
   d) All of the above

3. The study of the biological aspect of the human-environment relationship is known as?

   a) Human biological ecology
   b) Cultural ecology
   c) Human ecology
   d) All of the above

4. Who among the following developed the concept of cultural ecology?

   a) Julian Steward
   b) Herbert Spencer
   c) Charles Darwin
   d) Roy Rappaport

5. Which of the following is <u>not</u> part of economic system?

a) Production (produce the things they need)

b) Exchange (exchange things with each other and people of other societies

c) Consumption (consume things)

d) Distribution (distribute things)

6. In order to survive human beings collectively produce the means of subsistence and enhance their social being with the use of available technology is known as

a) Means of production

b) Reproduction

c) Mode of production

d) All of the above

7. Malthus theory of population explains that

a) Populations grow arithmetically, while resources only grow geometrically

b) Populations grow geometrically, while resources only grow arithmetically

c) Populations grow exponentially, while resources only grow geometrically

d) Both populations and resources grow exponentially

8. Judging another culture solely by the values and standards of one's own culture is known as?

a) Cultural Relativism

b) Cultural Egoism

c) Ethnocentrism

d) Cultural Deprivation

9. Who define culture in the following way, "Culture or civilization, taken in its wide ethnographic sense, is that complex whole which includes knowledge, belief, art, morals, law, custom, and any other capabilities and habits acquired my man as a member of society".

a) Clifford Geertz

b) E. B. Tylor

c) Maclver and Page

d) Bronisław Malinowski

10. What are the two types of human ecology?

a) Human biological ecology and cultural ecology

b) Human biological ecology and deep ecology

c) Cultural ecology and deep ecology

d) None of the above

11. The special characteristics that enable plants and animals to be successful in a particular environment and the way how people deal with, affect and are affected by their changing environment are known as?

a) Adaptation

b) Survival

c) Sustainability

d) Inflexibility

12. Since cultural ecology directs our attention to those aspects of the culture most related to making a living, anthropologists need to understand which aspects of society?

a) Political

b) Cultural

c) Economic

d) Religion

13. With a given technology in a given environment, people have to do some things a certain way or not at all. Which of the following term explain this statement?

a) Cultural relativism

b) Cultural similarities

c) Cultural differences

d) Cultural adaptation

14. Which of the following is not the characteristics of human culture?

a) Shared and integrated

b) Symbolic and relative

c) Adaptive and dynamic

d) Fixed to one generation

15. Which concept define the idea that beliefs, customs, and ethics are relative to the individual within his own social context?

a) Cultural Ideology

b) Cultural relativism

c) Cultural Ecology

d) All of the above

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c

54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
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80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
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97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c

110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
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120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation …….		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
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147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
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161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with users to develop an optimal user experience	C

5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b

76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d

119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
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133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
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140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
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147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a <or> usability		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c

4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d

35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b

68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a "usability ..."		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
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90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
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92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d

101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in HCI, multivariate		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b

136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer	Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d	Actual A or B or C or D
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko	
2	State true or false. It is faster to render HTML and CSS than to interpret and execute		TRUE	FALSE			TRUE	
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser	
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus	
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee	
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment	
7	Tomcat is an open source web server that provides a servlet container allowing you to run		TRUE	FALSE			TRUE	
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE	
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins	
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser	
11	HTML is a ..... type of language		procedural	markup	object oriented	object based	markup	
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html	
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML	
14	WWW stands for world wide web		TRUE	FALSE			TRUE	
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator	
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above	
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle	
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee	
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990	
20	CSS is an acronym for		Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet	

This sheet is for 2 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above

3	Designing user support consists of	User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires	clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?	<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?	<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?	It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

This sheet is for 3 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b

19	What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer	Answer
1	HCI stand for....	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B	Actual A or B or C or D
2	..... is the best example for design.	View	Model	Analyzing	None of these	A	
3	What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C	
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A	
5	..... And ..... are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B	
6	..... is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A	
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D	
8	Graphic screen assumed as ..... Look	3D	2D	1D	None of these	A	
9	People performing operations are called .... on objects	operating	Actions	pointing	None of these	B	
10	..... interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D	
11	..... is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B	
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D	
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A	
14	..... could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A	
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C	

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	..... goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	..... is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
7	A mouse device may be	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	..... Is an goal of evaluation	acess effect of interface on user	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language used by the system is called	core	task	both A&B	None of these	A
12	_____are a well-established technique for collecting demographic data and users' opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfaces	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Conventional wisdom says that ……tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation bar	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
4	HCI is core subject of	software Engineering	phychology	arthopology	none	A
5	..... Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific problems	All of these	C
6	Advantages of direct observation is....	there can be no plagrarism	speaking with Computer	Error message	None of these	A

7	Advantages of direct observation is....	there can be false report	speaking with Computer	Error message	None of these	A
8	Advantages of continuous evalution is.....	Monitor the system in actual use	Monitor the communication between human and computer	Error message	None of these	A
9	..... Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but....	system requirment	Achieving the goals within constraints	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	..... is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
11	..... is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the representation on the user interface is	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
8	..... capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented question	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A
12	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these	A
3	A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
7	..... patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	..... are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer	Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B	Actual A or B or C or D
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B	
3	Browser title always contain the word	Default	Error	Home	Browser	C	
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B	
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D	
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C	
7	Toolkits provides the	similar look and feel	Visibility	Manu bar	Section	A	
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B	
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A	
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A	
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C	
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D	
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A	
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A	
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C	

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A

10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	⍰Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____ capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a

85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____ refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b

138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation …….		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c

189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d

66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c

103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C

141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b

181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		Two groups of usability testers compare their results for the same interface	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d

90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in HCI, multivariate		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c

120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT-I
Introduction: Importance of User Interface &The Graphical User interface

1. Explain the importance of user interface and the benefits of good design. 10M
2. a) Explain the advantages of graphical systems. 5M
   b) Explain the characteristics of a web interface. 5M
3. Is there any difference between the designing of a web page and GUI? If so explain them in detail. 10M
4. Define user interface. Explain the benefits of good design. 10M
5. a) Explain the Principles of user interface design. 5M
   b) Write a short note on the usability assessment in the design process. 5M
6. What is meant by graphical system? Explain the characteristics of graphical system. 10M
7. Success of a product/project depends on effective user interface. Discuss. 10M
8. a) Discuss the concept of "Direct manipulation" for graphical systems. 5M
   b) Briefly explain the general principles of user interface design. 5M
9. a) What are the problems that are associated in designing the user interface? 5M
   b) Write the characteristics of an Intranet versus the Internet. 5M
10. a) Define HCI. 2M
    b) Define User interface. 2M
    c) What is direct manipulation? 2M
    d) Expand "WYSIWYG". 2M
    e) Why graphics are popular? 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT-I
Introduction: Importance of User Interface &The Graphical User interface

1)_____ is the best example for design. [ ]
(a)View (b) Model (c)Analyzing (d)None
2) What is the benefit of good design. [ ]
(a) positive effect or performance (b)success
(c) Both a & b (d) None
3) 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
4) _____ & _____are the main functions of GUI. [ ]
(a) Pointing & Selecting (b)Selecting & Executing
(c) Pointing & Editing (d)None of these
5) _____ is an intermediate between users and computer. [ ]
(a) Keyboard (b) Monitor (c)Both a & b (d) Mouse
6) Graphics was first introduced in the year_____ [ ]
(a)1962 (b)1964 (c)1963 (d) 1960
7) Operations includes accessing & modifying objects by _____ [ ]
(a) Selecting (b) Manipulating (c) Pointing (d) Both a & b
8) Graphic screen assumed as _____ look [ ]
(a)3-D (b)2-D (c) 1-D (d) None of these
9) People performing operations are called _____ on objects [ ]
(a) operating (b) Actions (c) pointing (d) None of these
10) The primary interaction mechanism is a _____ device of some kind. [ ]
(a) Pointing (b) Selecting (c) computing (d)Both a & c
11) The _____interacts with the collection of elements with referred to as objects . [ ]
(a) Server (b) Computer (c) User (d) All of Above
12) Collection of Techniques & mechanism to interact with tools or etc is known as _____ [ ]
(a) Actions (b)Graphic (c)Icon's (d) Graphical user interface
13) Specifically Text could be replaced by graphical images are called _____. [ ]
(a) Icon's (b) Pictures (c) Images (d) None of these
14) The _____could be represented by object or actions. [ ]
(a)Icon's (b) images (c) Both a & b (d) Graphics
15) In Windows family NT Stands for _____. [ ]

(a)Network Termination (b)New Technology (c) Both a & b (d) None of These

16) Mac stands for _____. [ ]
(a) Medium access control (b) Memory Access control
(c) Media Access control (d) Both a & c

17) What is the Full Form of WYSIWYG _____. _____. . [ ]
(a)What you see is what you give (b) What you see is what you get
(c) What you see is what you gain (d) What you sent is what you get

18) In Earlier direct manipulations indirect manipulations are _____to manipulate. [ ]
(a)Very easy (b) Difficult (c) Very difficult (d) Easy

19) The _____. goal to build a hierarchy of means and pages that feels natural. [ ]
(a) Organized (b) Design (c)Driven (d)All of the above

20) The Web is a popular because of _____. is a System. [ ]
(a)Host (b) Object (c) GUI (d) None of these

21) The _____interacts with the collection of elements with referred to as objects. [ ]
(a) Server (b) Computer (c) User (d) All of Above

22) In practice, direct manipulation of all screen objects and actions may not be feaisable becuase of _____. [ ]
(a) operation may be difficult to conceptualize (b)Action could be Reveresed
(c) Need necessary Required (d) None of these

23) The design goal is to build a hierarchy of _____&_____that feels natural is. [ ]
(a)Record & Pages (b)Menu & Pages (c)Menu & Records (d) All the above

24) Printed Pages are generally larger than_____. of Parts [ ]
(a) Web counter (b)Web Pages (c)Both a & b (d) Web link

25)Printed pages are immensly_____ to web pages in rendering in Page rendering. [ ]
(a)Inferior (b)Down (c)Reveresed (d)Superior

26)People perform operations called _____ .on objects [ ]
(a)Counter (b)Actions (c) Elements (d)Both a & c

27) _____is how a person communicates his or her needs or desires to the computer . [ ]
(a)Input (b)Output (c) Both Input&Output (d)None of these

28)Almost Every graphical platform now provides a style guide to assist in product ___. [ ]
(a)Pattern (b)Design (c)Evaluation (d)Interaction

29) The user interacts with a collection of elements referred to as _____. [ ]
(a)Objects (b)Actions (c)Records (d)Design

30) The Web is a popular because of _____. is a System. [ ]
(a) GUI (b) Object (c)Host (d) None of these

31) The _____could be represented by object or actions. [ ]
(a)Icon's (b) images (c) Both a & b (d) Graphics

32) In Windows family NT Stands for _____. [ ]
(a)Network Termination (b)New Technology (c) Both a & b (d) None of These

33) In Earlier direct manipulations indirect manipulations are _____to manipulate. [ ]
(a)Very easy (b) Difficult (c) Very difficult (d) Easy

34) The _____. goal to build a hierachy of means and pages that feels natural. [ ]
(a) Organized (b) Design (c)Driven (d)All of the above

35) The primary interaction mechanism is a _____ device of some kind. [ ]
(a) Pointing (b) Selecting (c) computing (d) Both a & c

36) Printed pages are immensly_____ to web pages in rendering in Page rendering. [ ]

(a)Inferior (b)Down (c)Reveresed (d)Superior

37) _____ is the best example for design. [ ]

(a)View (b) Model (c)Analyzing (d)None

38) _____ is an intermediate between users and computer. [ ]

(a) Keyboard (b) Monitor (c)Both a & b (d) Mouse

39) In Windows family NT Stands for _____. [ ]

(a)Network Termination (b) New Technology (c) Both a & b (d) None of These

40) _____&_____are the main functions of GUI. [ ]

(a) Pointing & Selecting (b)Selecting & Executing (c) Pointing & Editing (d)None of these

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – II
Design process& Screen Designing

1. Briefly explain about visually pleasing composition concept in screen design. 10M

2. Write a short note on the usability assessment in the design process. 10M

3. a) Discuss about human interaction speeds. 5M
   b) What is meant by basic business function? Explain with example. 5M

4. Explain in detail about the important human characteristics in design. 10M

5. Explain briefly about how to distract the screen user. 10M

6. What is the interface design process and discuss a variety of attributes that have an important influence on interface and screen design? 10M

7. a) What are the goals of a screen design? 5M
   b) What are the display/read-only screens? 5M

8.Explain the guidelines for presenting information simply and meaningfully on screens.10M

9.What are the commandments in the designing? Explain the Myth in usability Assessment. 10M

10.a) What is visual acuity? 2M
   b) Differentiate performance versus preference 2M
   c) What is metaphor? 2M
   d) What is the opposite of predictability? Show the difference in diagrammatic view. 2M
   e) Define Paging. 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – II
Design process& Screen Designing

1) Known your user or client is addressed in step1, prototype and testing are addressed in step14 [ ]
A) Test, test and retest B) Retest, test and test
C) Test, retest and test D) Retest, and test, test

2) Human problem solving can best be characterized as [ ]
A)Error handling B) Event handling
C)Error-correcting or Trial and error. D) All

3) A focus on using design features or components that are [ ]
A) Dirty and neat B)Neat and Glitzy C)Glitzy and dirty D) All the above

4) _____was first to use the term usability to describe the effectiveness of human performance
A) Sandblad B) Bennett C) Johnson D) Lind [ ]

5) _____action of the sides, top, bottom and corners of the screen [ ]
A) Binning B) Alignment C) Pinning D) Align

6) _____users working or performing a task to illustrate and study problems and difficulties
A) Metrotape B) Audiotape C) Ferrotype D) Videotape [ ]

7) People who are the object of sentence: [ ]
A) Normally organization employee, customer B) Normally customer
C) Normally seller D) none of the above

8) The capacity of eye resolve detail is called [ ]
A) Audio acuity B) Visual acuity C) Listener acuity D) all

9) _____is a concept where one's body of knowledge about one thing is used to understanding else.
A) Metaphor B) phosphor C) Getaphor D) none of the above [ ]

10) ISO stands for [ ]
A) International stands organization B) interest standard organization
C) International stands organ D) International standard organization

11_____and____are also an integral part of any development effort. [ ]
A) Training and documentation B) Implementation C) Structure D) Align

12) Symmetry opposite is a [ ]
A) Irregularity B) Economy C)Regular D) Asymmetry

13ANSI stands for [ ]
A) America nationality stands institute B)America nationality stands info
C)American national standards institute D) America nationality standard instate

14)In web page use an _____ only to indicate a navigation link [ ]
A) Underline B) Attention C) Creation D) Standard

15)Predictability opposite is [ ]
A) Regular B) Irregular C)Spontaneity D) none
16)Organize by the degree interrelation ship between____and_____ [ ]
A) Information and cell B) Alignment and row
C) Data and information D) none
17)A focus on using design features or components that are [ ]
A) Dull and clear B) Neat and Glitzy C) Clear and Dirty D) none
18)Tab through window in logical order of [ ]
A)Display inform B)Alignment C) Displayed D) displayed information
19)_____arrays are perceived as larger. [ ]
A) Difficult B) Asymmetric C) Symmetric D) Illustrated
20Economy opposite is a [ ]
A) Spontaneity B) Predictability C)Intricacy D) Sequentially
21)Unity opposite is a [ ]
A) Proportional B) Illustrated C) Aesthetically D) Fragmentation
22)Simplicity synonyms is a [ ]
A) Complexity B) Information C) Measuring D) Termination
23) Provide economy by using as [ ]
A) Few Style and color as possible B) Few Style C) Regularity D) Design
24) Create ____of data or text with aesthetically pleasing proportions [ ]
A) Windows and grouping B) Windows
C) Grouping D) All the above
25) Focusing attention on groupings or_____ [ ]
A) Screen B) Related information C) Proximity C)Simple
26)Provide functional grouping of _____elements [ ]
A)Associated B) association C)Allocated D) Assignment
27)_____also calculated another grouping measure [ ]
A)Tullis B) Align C)Grouping D) All of the above
28consistently follow this concept on all _____ [ ]
A) Display B) Elements C) Converse D) screen
29)___and ____are also an integral part of any development effort [ ]
A)Training and documentation B) documentation C) Training D) none
30) Provide a unique and consistent is _____structure. [ ]
A) End of page B) starting of page C) Middle of page D) none
31) Sequentially can be achieved by ____and ____as illustrated [ ]
A) Order B) alignment space and grouping C) Randomness D) none
32)Sequential opposite is [ ]
A) Testing B) step by step C) Randomness D) all the above
33) Create regularity be establishing standard and consistently ___and ____points. [ ]
A) Spacing horizontal and vertical alignment B) no space C) Both a& b D) none
34)Provide functional grouping of _____elements [ ]
A) Primary B) associated C) Allocated D) All the above
35)_____is a concept where one's body of knowledge about one thing is used to understanding else [ ]
A)Getaphor B)Betaphor C)Phosphor D) Metaphor

36)Regularity opposite is an [ ]
A)Economy B) irregularity C) Common D) Unregularity

37) Designer needs_____tool. [ ]
A) Bad B) Both A&C C) Good D) none

38)The capacity of eye resolve detail is called [ ]
A) Audio acuity B) Image acuity C) Visual acuity D) Both A&C

39)___and _____response for poor design [ ]
A) Physiological and physics B) methodology
C)Termination method D) all the above

40) Know your user or client ending with_____ [ ]
A) Testing B) design C) Planning D) none

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –III

System Menus & Windows

1 a) Discuss about the phrasing of the menu. 3M
b)What are Window operations? Explain. 3M
c)Explain about the selection of proper device-based controls. 4M
2 a)What are Window characteristics? 5M
b)How to format on Menus? Explain. 5M

3 a)What are structures of menus? Explain. 5M
b)Describe various types of Windows. 5M

4 a)What are the Window operations? Explain. 5M
b)Explain about the components of a Window. 5M

5 a) With neat diagrams, Explain various structures of menus. 5M
b) Explain the various types of windows with suitable examples. 5M

6 a) What is a menu? Why menus are important and also Explain the functions of menus. 5M
b) Write about various window presentation styles. 5M

7 a) What are the various components of a window? Explain. 5M
b) Discuss the technical issues and problems in web site navigation. 5M
8) Explain in brief about Device-based controls and Screen-based controls? Give the guidelines for selecting the proper controls in screen design. 10M

9.) Give the advantages and dis advantages of kinds of Graphical menus? 10M

10.) Explain about
a) Structure of Menus 2M
b)Functions of menus 2M
c)Content of menus 2M
d)Types of windows 2M
e)Window Characteristics 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – III
System Menus and Windows

1. A _____ structure defines the amount of control given to the user in performing a task. [ ]
   A) Menus B) Control C) Conditional D) None
2. _____ menus are presented on a series of screens possessing only one path. [ ]
   A) Single B) Sequential C) Sequential linear D) None
3. For large collections of menu alternatives screen clutter can easily occur in ____ menus[ ]
   A) Sequential B) Single C) Simultaneous D) Sequential linear
4. When many relationships exist between menu alternatives, and some menu options are only appropriate depending upon a previous menu selection, _____ menus are best solutions. [ ]
   A) Simultaneous B) Single C) Sequential linear D) Hierarchical
5. Hierarchical structures are characterized by _____ [ ]
   A) Height and length B) Length and breadth
   C) Height and depth D) Depth and breadth
6. Web sites with their navigation links is example of _____ design [ ]
   A) Simultaneous B) Single C) Hierarchical D) Sequential
7. In __ scheme the defined branching order may not fit the users conception. [ ]
   A) Simultaneous B) Single C) Hierarchical D) Sequential
8. Connected menus are networks of menus all _____ in some manner. [ ]
   A) Disconnected B) Inner connected C) Intra connected D) Inter connected
9. A connected menu system may be _____ [ ]
   A) Cyclic B) acyclic C) Both A & B D) Linear
10. _____ menu gives the user full control over the navigation flow. [ ]
    A) Connected B) Control C) Single D) Sequential
11. _____ menus provide an ever-present background of control over the system's state and parameters while the user is working on a foreground task. [ ]
    A) Event-Tracking B) Event-Traveling C) Event-Trapping D) None
12. ____ menu may immediately change some parameter in the current environment [ ]
    A) Single B) Sequential linear C) Event-Trapping D) Connected
13. In user point of view _____ used to execute an action or procedure. [ ]
    A) Program B) Menu C) Code D) Work
14. A ___ selection directs the computer to implement an action or perform a procedure. [ ]
    A) Admin B) User C) Program D) Task

15. In some cases execution may only occur after a hierarchical menu tree is _____. [ ]
A) Terminated B) Executed C) Navigated D) None
16. The main purpose of selecting a menu choice may simply be to _____ information [ ]
A) Execute B) Display C) Select D) None
17. A menu consists _____ kinds of elements. [ ]
A) 4 B) 3 C) 2 D) 5
18. A menu's _____ provides information to keep the user oriented. [ ]
A) Title B) Context C) Content D) None

19. The highest-level graphical system menu is commonly called the _____. [ ]
A) Menu Bar B) Task Bar C) Pull down menu D) None
20. Occasionally a menu bar is referred to as a collection of menu _____. [ ]
A) Options B) Titles C) Both A & B D) None
21. Menu bars are used to present _____ . [ ]
A) Application alternatives B) Choices to the screen user
C) Both A& B D) None
22. The window title will be the _____ bar title. [ ]
A) Task B) Menu C) Option D) None
23. No window space is consumed when _____ are not used. [ ]
A) Menu Bars B) Pull down menus C) Menus D) None
24. __ menus are used to reduce the number of choices presented together for selection. [ ]
A) Cascading B) Pull down C) Pull up D) None
25. The top-level menus are simplified because some choices are _____. [ ]
A) Visible B) Appear C) Hidden D) Highlighted
26. Which among the following is characteristic of Window [ ]
A) A name or title, allowing it to be identified. B) A size in height and width
C) A location, relative to the display boundary. D) All
27. Which defines its boundaries and distinguish it from other windows? [ ]
A) Frame B) Boundary C) Both A&B D) None
28. Title bar is also called as _____ [ ]
A) Title area B) Caption C) Caption bar D) All
29. The ___contains a descriptive title identifying the purpose or content of the window. [ ]
A) Title Bar B) Frame C) Capsion bar D) None
30. this button refers to _____ [ ]
A) What's This? B) What's wrong? C) Who's This? D) Who's Wrong?
31. _____ is also called message area. [ ]
A) Title bar B) Status bar C) Frame D) Caption Bar
32. A window can be split into two or more separate viewing areas that are called ____. [ ]
A) Planes B) Panes C) Plans D) Pans
33. _____ are sometimes referred to as ribbons, toolboxes, rulers, or palettes. [ ]
A) Menu B) Toolbar C) Palate D) Specialized toolbar
34. The first and oldest kind of window are _____ windows [ ]

A) Over lapping B) Tiled C) Cascading D) None

35. _____ windows is a special type of overlapping window has the windows automatically arranged in a regular progression. [ ]

A) Tiled B) Cascading C) Scroll down D) None

36. We use _____ windows for Single-task activities. [ ]

A) Tiled B) Cascading C) Overlapping D) None

37. To represent an independent function or application we us _____ windows. [ ]

A) Primary B) Secondary C) Dialog D) None

38. _____ is used when interaction with any other window must not be permitted. [ ]

A) Mode B) Model C) Modal D) Mode less

39. __ interface is used where object and window have a simple, one-to-one relationship. [ ]

A) Single-Document B) Multiple-Document interface

C) Work books D) None

40. Use _____ windows to extend the interaction. [ ]

A) Primary B) Secondary C) Multiple D) None

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI(13A05704) **Course & Branch**: B.Tech - CSE

Year & Sem: IV-B.Tech & I-Sem **Regulation:** R13

UNIT –IV

Controls

1. Explain the characteristics of device based controls. 10M

2. Explain in detail about Text Entry/Read-only controls. 10M

3. a) How to select the device based controls. Explain in detail. 5M
   b) What are Operable controls? Give example. 5M

4. What are the selection controls? Explain in detail. 10M

5. What is mean by Combination Entry? Describe how these controls are selected. 10M

6. Difference between Drop-down and Pop-Up Combo boxes? 10M

7. Explain about the Customer Controls with suitable example. 10M

8. a) Explain about Palettes, List Boxes and List View controls. 5M
   b) Difference between Radio Button and Check boxes. 5M

9. Explain in detail Spin Boxes and Combo Boxes. 10M

10 a) Define Text Entry 2M
   b) Explain Operable controls 2M
   c) Combination Entry 2M
   d) Write about Drop-down 2M
   e) Explain about Palettes 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – IV

Controls

1. ____ is set in a holder and can be rotated by hand to move cursor on a computer screen[ ]
   A) Trackball B) Joystick C) Mouse ball D) None

2. A lever that can be moved in several directions to control the movement of an image is[ ]
   A) Trackball B) Joystick C) Mouse ball D) None

3. A i/p device in the form of a small panel containing different touch-sensitive areas. [ ]
   A) Trackball B) Joystick C) Touchpad D) None

4. When using touch screens, objects should be ___ inches square at a minimum and separated by at least ____inches [ ]
   A) 3/4,1/8 B) 1/8,3/4 C) 2/8,1/4 D) 1/4,2/8.

5. _____movable, sometimes blinking, used to indicate where data may be i/p on a screen.[ ]
   A) Pointer B) Cursor C) Insertion point D) All

6. In a button, the label may consist of [ ]
   A) Text. B) Graphics. C) Both A & B. D) None.

7. An advantage of a command button is that it is _____ [ ]
   A) Always visible. B) Always hidden. C) High in graphics. D) Low in graphics.

8. Which of the following is not an action cause immediately using button. [ ]
   A) Saving B) Quitting. C) Deleting. D) None.

9. Generally ____ shaped buttons are preferred because they fit best. [ ]
   A) Square. B) Rectangle. C) Cube. D) Oval.

10. Common button functions should have standard _____. [ ]
    A) Name B) value. C) Shape. D) Size.

11. When a button leads to a cascading dialog, include an ____after the label. [ ]
A) ellipsis (...) B) triangle pointing. C) double arrow (>>) D) single arrow (->)

12. The maximum number of buttons on a window can be [ ]
A) Six B) Five C) Eight D) Seven

13. The buttons are arrayed (or) ordered from [ ]
A) Right to Left B) Left to Right C) Top to Bottom D) Bottom Up

14. Temporarily unavailable choices button should be [ ]
A) Dimmed B) Grayed out C) Both A & B D) None

15. The mnemonic should be the ___ character of the button's label. [ ]
A) First B) Middle C) Last D) Any

16. A Text Entry/Read-Only control contains text that is exclusively entered or modified through_____. [ ]
A) Keyboard. B) Edited. C) Copied. D) Return.

17. When first displayed, the box may contain _____ value. [ ]
A) Blank. B) Initial C) Null D) Both A & B.

18. A text box in rectangular shape into which information is typed is also referred as [ ]
A) Edit Box. B) Drop Box. C) Fill Box. D) Compose.

19. The information in a read-only text field is most effectively displayed on the ____ [ ]
A) Box. B) Background. C) Window. D) None

20. Advantage of Text Entry/Read-Only Controls is [ ]
A) Flexibility. B) Consume less screen space.
C) Requires typewriting keyboard. D) Both A & B

21. Selection controls include [ ]
A) Radio buttons, check boxes B) List boxes, drop-down
C) Pop-up list boxes and palettes D) All the above

22. _____set one item from a small set of mutually exclusive options [ ]
A) A) Radio buttons B) List boxes C) Check boxes D) Drop Box

23. Choice descriptors show a minimum of _____ choices, a maximum of _____ [ ]
A) 2,4 B) 2,8 C) 14,28 D) 3,4

24. "Two state nonexclusive settings" means [ ]
A) Radio buttons B) List boxes C) Check boxes D) Drop Box

25. A controls that consisting of a series of graphical alternatives [ ]
A) List boxes B) Drop-down C) Pop-up list boxes D) Palettes

26. A list being displayed in a fixed list box has _____size limit. [ ]
A) 0-6 B) 6-8 C) 12-14 D) No

27. A _____list box is a single rectangular field with a small button to the side and an associated hidden list of options. [ ]
A) List boxes B) Check boxes C) Drop Box D) Drop-down/pop-up

28. Combination entry is possible for a control to possess the characteristics of both a___ [ ]`
A) Text field B) Selection field C) Both A&B D) None

29. Common presentation controls are [ ]
A) Static text fields B) Group boxes column headings
C) ToolTips& balloon tips D) All the above

30. _____are used for setting attributes, properties, or values that are mutually exclusive [ ]
A) Spin boxes B) Combo box C) Both A&B D) None

31. _____allow either typed entry in a text box or selection from a list of options in a permanently displayed list box attached to the text box. [ ]
A) Spin boxes B) Combo box C) Both A&B D) None

32. In Java _____ are called "Editable choice pop-up lists" [ ]
A) Combo boxes B) List boxes C) Check boxes D) Drop Box

33. _____provide a visual cue that a list box is hidden by including a downward-pointing arrow to the right of the text box. [ ]
A) Radio button B) Control buttons C) Prompt button D) All the above

34. Selection includes [ ]
A) Icons B) Radio buttons C) Menus (drop-down list boxes) D) All the above

35. Aided entry, also known as _____ [ ]
A) Auto completion B) Auto competency C) Auto compulsion D) None

36. If the data is unfamiliar or prone to typing errors, choose a _____ [ ]
A) Selection margin B) Combination selection C) Selection technique D) All

37. A _____is a window that contains text scrolling horizontally. [ ]
A) Scroller B) scrolling ticker C) Both A&B D) None

38. Property considerations reflect the characteristics of the_____ [ ]

A) Storage B) Buttons C) Data D) Both B & C

39. Adequate screen space is not available in_____. [ ]
A) Spin box B) Combo box C) Check box D) None

40. Typed entry is never necessary [ ]
A) Selection margin B) Combination selection C) Single selection D) All

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –V

Graphics and Testing

1 a) How to choose colors? Explain. 2M
b) Explain the following with respect to Icons:
(i) Types (ii) Characteristics (iii) Usability (iv) Choosing 8M

2 a) What is an Icon? Explain different icons in detail. 4M
b) Explain about the text for Web pages. 3M
c) Describe choosing colors for statistical graphical screens. 3M

3 a) Discuss about components of Multimedia. 5M
b) Explain in detail about choosing colors. 5M

4 a) Briefly discuss about creation of meaningful graphics, icons and images. 5M
b) What is a color? What are color uses? What are the possible problems with Colors? 5M

5 a) Give the guidelines for selecting images in designing icons. 5M
b) Write the various factors that must be considered in choosing colors for Information. 5M

6 a) Explain scope of testing? 5M
b) What is an Icon? What are the types of Icons? What are the characteristics of Icons and list the factors that influence icon's usability. 5M

7 Discuss in detail various issues involved in designing an icon. 10M

8. Explain the purpose and importance of usability testing. 10M

9. What is prototype and explain about kinds of tests. 10M

10.a) Write about Icons 2M
b) Write about color uses 2M
c) Describe about Multimedia 2M
d) Write about usability Test 2M
e) Write about Kinds of Tests 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –V

Graphics and Testing

1____ are most often used to represent objects and actions with which users can interact with or that they can manipulate.
A) Icons B)Windows C)Screens D)None [ ]
2. _____A sign that was caused by the thing to which it refers.
A) Icons B)Windows C)Screens D) Index [ ]
3._____A sign that may be completely arbitrary in appearance
A) Symbol B)Windows C)Screens D)None [ ]
4. _____movement is independent of a system event, changing appearance to represent functions, processes, states, and state transitions
A)Dynamic icon's B) Static icon's C)Both D)None [ ]
5_____ is use to identify links that may be followed.
A) Navigational B)Horizontal C)Vertical D)None [ ]
6.____is to illustrate items mentioned in the text.
A) Organizational. B) Navigational C)Screens D) Representational [ ]
7. ____is used to depict relationships among items mentioned in text.
A)Organizational. B) Navigational C) Representational)None [ ]
8____.is used to show how things or processes work.
A) Explanative B)Directive C)Exclusive D) Decorative [ ]
9.. is provide visual appeal and emphasis
A) Decorative B) Explanative C) Directive D)None [ ]
10.Diagrams are useful for illustrating the ___of an object, its key parts and how they are related to each other As a formatting aid, color can provide better structure and meaning to a screen
A) structure B)Flow C)Screens D)None [ ]
11.A __viewing deficiency is called protanopia,
A) red B)green C)blue D)white [ ]
12. A ____viewing deficiency is called deuteranopia,
A) red B) green C)blue D)rose [ ]
13. A viewing deficiency is called tritanopia.
A) green B)violet C) blue D)None [ ]
14.The majority of good combinations possess a bright or high-intensity color as the ____color.
A) background B) foreground C)both D)None [ ]

15.The majority of poor combinations are those with _____contrast.
A) high B)moderate C) low D)None [ ]
16.The best overall color is_____.
A) blue B) black C)green D)red [ ]
17.A prototype is primarily a vehicle for exploration, communication, and evaluation. Its purpose is to obtain user input in design, and to provide feedback to designers
A) Icons B)Windows C)Screens D)None [ ]
18._____ is created and applied intentionally and with a purpose.
A) test B) bug C)audio D)video [ ]
19.A _____requires developing a test plan, selecting test participants, conducting the test, and analyzing the test results
A) test B)dna test C) usability test D)None [ ]
20.____ Define the specific type of test to be carried out In a think-aloud evaluation, users perform specific tasks while thinking out load.
A) Analogy B)Strategy C) Methodology. D)None [ ]
21.In a _____walkthrough, developers walk through an interface in the context of representative user tasks.
A) cognitive B) anti cognitive C)both D)None [ ]
22.Severity Ratings in Heuristic Evaluation which number indicates "I don't agree that this is a usability problem at all".
A) 0 B)1 C)2 D)3 [ ]
23.Severity Ratings in Heuristic Evaluation which number indicates a" cosmetic problem only. Need not be fixed unless extra time is available."
A) 0 B)1 C)2 D)3 [ ]
24. Severity Ratings in Heuristic Evaluation which number indicates a "minor usability problem. Fixing should be given a low priority".
A) 0 B)1 C)2 D)3 [ ]
25. Severity Ratings in Heuristic Evaluation which number indicates a major usability problem. Important to fix and should be given a high priority.
A) 0 B)1 C)2 D)3 [ ]
26. Severity Ratings in Heuristic Evaluation which number indicates a usability catastrophe. Imperative to fix before the product can be released.
A) 1 B)2 C)4 D)3 [ ]
27.A_____ review is an inspection of an interface's navigation and screen design and layout in the context of an organization's standards and design guidelines.
A) guidelines B)Windows C)Screens D)None [ ]
28. _____of screens can be easily developed and used very early in the development process
A) Hand-drawn sketches B)Sketches C)Both D)None [ ]
29. _____and guidelines are an important component of good design, laying the foundation for consistency.
A) Design standards B) C)Screens D)None [ ]
30. Informal feedback is a ____proposition Parts of the system may be completely overlooked; significant problems in other parts may never be documented.
A) hit B) miss C)both D)None [ ]
31._____ is used to evaluate a product.
A) Icons B)Windows C) Testing D)None [ ]

32. _____validates design decisions.
A) Icons B)Windows C)Screening D) Testing [ ]

33.____ also can identify potential problems in design at a point in the development process where they can be more easily addressed.
A)Bug B) Testing C)Screening D)None [ ]
34._____ also enables comparison of alternate versions of a design element, when a clear direction is not immediately evident.
A) Testing B)Debug C)Screens D)None [ ]
35.By ____l the interface and screens meet user needs and expectations can also be assessed.
A)Debug B)bug C) Testing D)None [ ]
36. To enhance readability and organization, and make the page more inviting, allow a sufficient amount of _____space on each page
A)red B) white C)green D)orange [ ]
37. For easier reading, restrict _____lines to no more than the length of two alphabets, or 52 characters
A) textual B)actual C)nominal D)None [ ]
38. Keep text and any related graphics close to each other. The viewer will assume a connection between elements located in _____proximity
A)text B)open C) close D)None [ ]
39._____ Provide sufficient horizontal spacing so that groupings of information are obvious
A)Vertical spacing B) Horizontal spacing C)Normal spacing D)None [ ]
40. Use _____rules sparingly on pages. These rules can break up page flow and signal a page's end when it is not intended
A)verticla B) horizontal C)noramal D)None [ ]

HUMAN COMPUTER INTERACTION QUIZ QUESTIONS

1. Which of the following are the components of the HCI approach to design?

A. ☐ Tasks

B. ☐ Usability

C. ☐ Humans

D. ☐ Technology

2. HCI draws which of the fields together?

A. ☐ Psychology

B. ☐ Literature

C. ☐ Design

D. ☐ Computer Science

3. Which of the following is the most likely interface metaphor used by a smartphone calendar?
   A. Take-out Menu
   B. A paper diary
   C. Mobile Technology
   D. A touchscreen
4. What is the major difference between the two websites?

A. Background colour
B. The first website provides control over number of results
C. The second website only contains UI components which are essential
D. The second website has a better color scheme

5. Which one of these would not be found in a good HCI?

A. Icons that can have specific meanings
B. Common shortcuts, like CTRL+Z for undo
C. Sounds that convey meanings
D. A long command line to achieve a function

6. What is the principal interaction mode for a Microsoft Kinect?

A. Haptic Interface
B. Mouse Pointer

C. Exploring and Browsing

D. Gesture and Body Movements

7. “Good Design is just cool graphics”

True
False

8. Which of the following statements is true?
A. A good UI design doesn’t save money as it is expensive
B. Bad UI design doesn’t really affect the reputation of the company
C. A good UI design saves time and effort
D. The UI design doesn’t matter as long as the product is great

9. Which of the following is not true about a good design?

A. Everything designed has an explicit criterion such that the design is useful and usable
B. Everything is designed keeping a vague context in mind
C. Both of the above
D. None of the above
10. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario:

A doctor performs an ultrasound on the ultrasound machine using the handheld device.

A. A doctor
B. performs an ultrasound
C. the ultrasound machine
D. the handheld device
11. What are the goals of a good design?
A. Safety
B. Utility
C. Efficiency
D. All of the above
12. What does the Eyedropper tool do?
A. Paints a single dot of color
B. Picks/Selects the color at the cursor
C. Creates a histogram of the area around the cursor
D. Fades the colors of an area centered on the cursor
13. Which of the following techniques can teach you a few things about a thousand people?
A. Cognitive walkthrough
B. Market Research

C. Affinity Diagram
D. Contextual inquiry
14. Which of the following is/are true for contextual inquiry?
A. ☐ With contextual inquiry, you learn a few things about a thousand people

B. ☐ With contextual inquiry, you learn a thousand things about a few people

C. ☐ Focus is on what people say

D. ☐ Focus is on what people do

15. Which of the following things does Market research helps you learn?

A. Why are users doing something

B. A large variety of things about a thousand people

C. How people do something

D. What people say

16. Which of the following statements is/are true?

A. ☐ Users may sometimes do things without any reason

B. ☐ Nothing a user does is for no reason

C. ☐ Users do not always know what they want

D. ☐ Sometimes the behaviour of users can be unique to them

17. Contextual Inquiry requires the HCI expert to:-

A. Intervene the user when he does something incorrect

B. Make sure the user doesn't think aloud while using the product

C. Ask the users to summarize their reactions

D. Steer the conversation to stay on relevant topics

18. Contextual inquiry is a quick form of which of the following techniques?

A. Psychology

B. Ethnography

C. Focus Group Discussions

D. None of the above

19. Which of the following is/are a part of the general process of making an affinity diagram?

A. ☐ One key concept or observation per sticky note

B. ☐ Cluster similar items as you go

C. ☐ Label emerging themes

D. ☐ Decide the themes of clusters in the beginning

20. Choose the option with the correct order.

A. Cognitive walkthrough -> Affinity diagram -> Contextual inquiry

B. Cognitive walkthrough -> Contextual inquiry -> Affinity diagram

C. Contextual inquiry -> Affinity diagram -> Cognitive walkthrough

D. Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

21. Which of the following is an aspect of conducting a Contextual Inquiry?

A. Using recording techniques

B. Taking permission from the Institutional Review Board

C. Having the users sign a consent form

D. All of the above

22. To reposition an image in a layer, you would click the layer listing on the Layers panel, then drag the image with which tool?

A. Selection tool

B. Hand tool

C. Move tool

D. None of the Above

23. Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the following?
A. Focus Group Discussion
B. Contextual Inquiry
C. Market research
D. Affinity Diagram

Which of the following is true about the process of drawing Affinity Diagrams?

A. It is immersive
B. It is persistent
C. It involves brainstorming
D. All of the above
24. Clicking and holding the mouse button or Right-clicking on a toolbar icon does what?
A. Increases the size of that tool
B. Locks that tool as the default action
C. Reveals help text for that tool
D. Shows additional tools related to that tool
25. If a user is in your lab and you need to use lookback.io for user testing, you will use:
A. Live Moderated Testing
B. Unmoderated Self-Testing
C. In-Person Testing
D. None of the above
26. If you need to perform a interactive Task Analysis of your app and you need to use lookback.io for user testing, you will use:
A. Live Moderated Testing
Unmoderated Self-Testing
B. In-Person Testing
C. None of the above
27. If you need to give the user some fixed context and then let them understand your app themselves, and you would use _____ on lookback.io:
A. Live Moderated Testing
B. Unmoderated Self-Testing
C. In-Person Testing
D. None of the above
28. Using lookback.io, you can:
A. Have an interactive call
B. Rewatch previous interviews
C. Conduct interviews without consent
D. Invite collaborators to join the interview
29. An IRB proposal allows the committee to check which of the following:-
A. Will the study lead to a feasible result
B. What kind of data is being collected

C. Are the researchers qualified to conduct the study
D. Who are the participants in the study
30. On the basis of which of the following would you reject an IRB proposal
A. The amount being paid to the subjects is not reflective of their effort
B. The gender distribution of the study is not equal
C. There might be a degree of psychological risk to the participants
D. All of the above

31. Which of the following requires explicit signature of the IRB?
A. Flier

B. Consent Form

C. Both a & b
D. Neither a, nor b
32. Which of the following information you should include in an IRB proposal?
A. How will the subjects be recruited for the study
B. What is the long-term goal of the research
C. A summary of the study
D. How will the data collected in the study be useful
33. Which of the follow is/are **not** an important part of the IRB proposal?
A. Goals of the research
B. Biographies of the researchers conducting the study
C. Confidentiality of the data
D. Results of the pre-experimental questions

34. Which of the following discussed in the lecture is analogous to an end user license agreement?
A. IRB proposal
B. IRB application
C. Flier
D. Pre and Post experimental questions
E. Consent Form
35. Why are pre-experiment questions important in a study?
A. They allow debriefing the user about the goals of the study

B. They help decide if your participant is feasible for the study
C. They help ascertain if the subject is just doing the study for the money
D. None of the above
36. Which of the following buttons can be found in the Material Design Library of proto.io:
A. Action Button

B. Raised Button
C. Round Button

D. Icon Button
37. To add resources like images to proto.io project, it must be dragged and dropped into the _____ window
A. Project Asset
B. Layers
C. Images
D. Inspector

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

A. Smart Phone
B. Smart TV
C. Smart Watch

D. Web Desktop
38. Which of the following tools/services are not compatible with proto.io:
A. Photoshop
B. Dropbox
C. Illustrator
D. Lookback
39. Which of the following should an HCI expert take care of while designing a product?
A. You can make as many assumptions as possible
B. If it's not obvious to the users, it’s always their fault
C. You should not think yourself as a typical user
D. The end user is never a beginner
40. An HCI expert needs to be careful about which of the following
A. Users hijacking a discussion during an interview
B. Users deliberately providing incorrect information during a survey
C. Users hijacking a discussion during an FGD
D. All of the above
E. Both a and c
F. None of the Above
41. Why do we need a Survey?
A. To narrow down the data collection for your problem
B. Collecting qualitative data
C. To understand the needs of a large set of users
D. Statistical representation of the population of interest
42. Which of the following is a mode of conducting surveys?
A. Telephone
B. Web
C. Hybrid
D. All of the above
43. Which of the following issues occur in personal surveys?
A. Surveys are unnecessarily long
B. Time consuming

C. Low response rate
D. Users may be biased due to the presence of the interviewer
44. Which of the following survey techniques has the lowest response rate
A. Email
B. Telephone
C. Personal
D. Web
45. Which of the following is true about closed questions?
A. Closed questions are easy to code because they are not mutually exclusive
B. They might introduce bias in the study
C. Closed questions are time saving
D. They allow for greater creativity than open ended questions
46. Which of the following is **not** true about open-ended questions?
A. They are easy to analyze
B. Allow users to express their ideas without restriction
C. They incur greater time cost, compared to closed questions
D. All of the above

47. Which of the following questionnaire designs are particularly useful for exploratory studies?
A. Closed questions
B. Hypothetical questions
C. Questions with mutually exclusive options
D. Open-ended questions
48. Which of the following techniques can be used to understand the needs of a user?
A. Focus Group Discussions
B. Interviews
C. TV advertisements
D. None of the above
49. Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
A. Focus Group Discussions
B. Cognitive walkthrough
C. Survey
D. Pilot study
50. Choose the option with the most optimal order
A. Focus Group Discussions -> Interviews -> Surveys
B. Surveys -> Focus Group Discussions -> Interviews
C. Surveys -> Interviews -> Focus Group Discussions
D. Interviews -> Focus Group Discussions -> Survey
51. Which of the following factors **does not** govern the choice of the survey mode?
   A. Time and budget constraints
   B. Quality of the experts that will evaluate the survey
   C. The response rate desired
   D. The complexity of the questions to be asked
52. 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
53. What type of questions should one avoid in a questionnaire?
A. Double negatives
B. Leading questions
C. Demographic questions
D. Overlapping response categories
54. What is/are the goal/s of Task Analysis?
A. To determine the tasks that the actual users of the product are most likely to perform
B. To determine how often are the tasks performed
C. To identify the tasks that the developers of the product designed into the product
D. To identify the time constraints on the tasks
55. Which of the following can be classified as a difficult task while navigating on an e-commerce website?
A. Create an account/Login
B. Cancel a purchase
C. Find a product and add to cart
D. Checkout and proceed to purchase
56. Which of the following was one of the problem with the Stanford Prison Experiment?

A. Violation of participants' privacy
B. Ethical issues - severe repercussions on the participants
C. Participants were not given enough time for the task
D. Participants found the task very easy
57. 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?
58. 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
59. The prototyping phase follows after which of the following steps?
A. Evaluation
B. Building the application
C. Understanding users needs
D. None of the above
60. Why is prototyping essential?
A. To get quick feedback on the product/application
B. None of the above
C. Experiment with multiple alternatives
D. It saves money and effort
61. Paper and pen based sketches used for prototyping signifies which of the following?
A. Rapid prototyping
B. High-fidelity prototyping
C. Low-resolution prototyping
D. Low-fidelity prototyping
62. Which of the following statements is/are true?
A. It is easier to incorporate user feedback during high-fidelity prototyping compared to low-fidelity prototyping
B. It requires more effort and resources to incorporate user feedback during high-fidelity prototyping

C. It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
D. It requires more effort and resources to incorporate user feedback during low-fidelity prototyping
63. Indicate whether the following statement is true or false:
"Low-fidelity prototyping requires more precision than high-fidelity prototyping because that is when the major structure of the application is being designed
A. True
B. False
64. 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
65. Which of the following is true about Waterfall strategy?

A. Waterfall strategy is optimal for user experience
B. It is infeasible because it is difficult to adapt
C. Waterfall strategy implies that testing should be done all at once
D. Waterfall strategy uses a fail fast approach

66. The following describes the Iterative Design process:
A. Design-Code-Launch
B. Design-Prototype-Launch
C. Design-Prototype-Evaluate
D. Design-Evaluate-Code

67. For user testing on your low fidelity prototypes, you will:
A. Antagonise the user if they are unable to figure out your design
B. Give them an in depth explanation of the product so that they know everything before looking at your design
C. Give a brief overview of your ideas and then let them explore/figure out your design
D. All of the above

68. Which of the following should not be a part of your low-fidelity process?
A. A black and white layout
B. Creating a colourful logo for your app
C. Paper cutouts
D. Deciding on a colour scheme

69. You want to test the intuitiveness of the functionality of the application. For this task, you will use:
A. Low fidelity prototypes
B. High fidelity prototypes
C. Waterfall prototypes

70. You want to test whether the colour scheme of the application is appropriate. For this task, you will use:
A. Low fidelity prototypes
B. High fidelity prototypes

71. Which of the following are downsides of high fidelity prototyping?
A. Users give a lot of feedback about functionality of the application
B. Users focus too much on minute details like logo
C. Building high fidelity prototypes is time consuming
D. Users don’t like high fidelity prototypes

72. User-Centered Design is important because:
A. The users need to be taught to use the design
B. The design should be intuitive enough for users
C. The design should cater specifically to the needs of the users
D. It is necessary to know the user environment while building a design

73. Which of the following is/are a step in the waterfall strategy?
A. Requirements specification
B. Prototyping
C. Integration and Testing
D. Coding

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer I	Human Computer In	Human computer	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectin	Selecting & Executin	Pointing & Editing	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communicatio	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human C	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language	core	task	both A&B	None of these	A
12	_____are a well-established technique for collectin	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer di	Command Line Interface	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some mi	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabilit	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the sp	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fals	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the syst	Monitor the c	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough eva	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world with intense		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d

28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c

47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d

119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
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184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirment	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessn	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the represen	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defini	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible inte	Show technical internals	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequ	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interf	the design of interfaces	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the	Technical	Strategic	Manual	All of these	B
8	…….. capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design mo	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconne	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questio	Workflow- oriented question	Attitude-o	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of th	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-o	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemer	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of th	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user	Reduce the u	Make the inte	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term mer	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard com	voice recogn	Both A&B	None of thes	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system imag	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system imag	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users do	The Help men	Radio buttons	A
7	…….. patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encou	Visual symbols	Brand equity	Grouping	Harmony	B

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a

21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a

42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c

62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write a		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, beca		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c

89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d

109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d

126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b

140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a

13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b

20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d

38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b

59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b

68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a

78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d

99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b

112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c

120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d

143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Developmen t Environment	Intelligent Developm ent Environme nt	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orier	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperativ e anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle

18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.	1980	1990	1995	2000	1990
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING

16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?		hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above

20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirment	Achieving the goals within	both a& b	None of these	b

			constraints			
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the representation on the user interface is ….	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain	Default	Error	Home	Browser	C

	the word					
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	**D**
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page		Web browser	Web server	Web matrix	Web network	Web browser

	and render it?					
4	Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser	Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____	Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language	procedural	markup	object oriented	object based	markup
12	HTML documents are stored in the file in the form.....	.hxm	.html	.hm	.hml	.html
13	what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web	TRUE	FALSE			TRUE
15	URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16.	Internet is	a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets	Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.	1980	1990	1995	2000	1990
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	KLM model stands for		Keystroke-level model	Key-level model	model of kernel level	NOPE	Keystroke-level model
2	KLM model developed by.....		David Kieras	petersons	Brady	NOPE	David Kieras
3	KLM model based on.....		CMN-GOMS	waterfall model	both a&b	NOPE	CMN-GOMS
4	GOMS describes.....		goal,operator,method, selection	goods,operator,management, selection	goal, operation,method, search	NOPE	goal,operator,method, selection
5	CCT stands for.....		Cognitive complexity theory	Common complex theory	both a & b	NOPE	Cognitive complexity theory
6	BNF stands for.....		Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form
7	TAG stands for.....		Task Action Grammar	Task Automatic Grammar	Task Active Grammar	NOPE	Task Action Grammar
8	Issues for goal hierarchies is/ are		Granularity	Routine learned behaviour	Conflict	All Of The Above	All Of The Above
9	HTA stands for.....		Hierarchical Task Analysis	Hierarchical Technical Analysis	Hierarchy based Task Analysis	NOPE	Hierarchical Task Analysis
10	What is the field of Natural Language Processing (NLP)?		Computer Science	Artificial Intelligence	Linguistics	All of the mentioned	All of the mentioned
11	NLP is concerned with the interactions between computers and human (natural) languages.		true.	false.			true.
12	What is the main challenge/s of NLP?		Handling Ambiguity of Sentences	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences
13	Modern NLP algorithms are based on machine learning		true.	false.			true.
14	Choose form the following areas where NLP can be		Automatic Text Summarization	Automatic Question-Answering Systems	Information Retrieval	All of the mentioned	All of the mentioned

15	useful. Which of the following includes major tasks of NLP?	Automatic Summarization	Discourse Analysis	Machine Translation	All of the mentioned	All of the mentioned
16	What is Machine Translation?	Converts one human language to another	Converts human language to machine language	Converts any human language to English	Converts Machine language to human language	Converts one human language to another
17	Natural Language generation is the main task of Natural language processing.	true.	false.			true.
18	OCR (Optical Character Recognition) uses NLP.	true.	false.			true.
19	Parsing determines Parse Trees (Grammatical Analysis) for a given sentence.	true.	false.			true.
20	IR (information Retrieval) and IE (Information Extraction) are the two same thing.	true.	false.			true.

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.

2	What are the Methods of analysing people's jobs?	what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis	true.	false.			true.
4	HTA stands for Hierarchical Task Analysis	true.	false.			true.
5	TDH stands for Task Description Hierarchy	true.	false.			true.
6	KRG stands for Knowledge Representation Grammar	true.	false.			true.
7	ERT stands for	Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are	Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties	true.	false.			true.
10	STN stands for	State transition networks	State transfer networks	State level networks	Static transition networks	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.	Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.	Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.	Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as	Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into	Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.	Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.	Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.	Converter	Compiler	Text editor	Code optimizer	Compiler
19	A bottom up parser generates	Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in r
20	The linker	Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a lo module

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa-oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or	success	Both a & b	None	c

			performance				
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?		VR	IR	AR	OR	a
26							

27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a

			operates			requirements	
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through		Ask them to stay until the end as planned, so	After ensuring they do not need medical help, let them leave, with	Offer them an incentive payment to encourage them to finish the	None of the above.	b

	the session. What do you do?		you can collect your data.	your thanks.			
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b

	in preparation and performance of the classic kind of cognitive walkthrough?						
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main		Pointing &	Selecting &	Pointing & Editing	None of these	a

	functions of GUI.		Selecting	Executing			
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b

104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a

115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and		word shape	word color	word as single	word as	a

	accuracy is increased by reading familiar words based on				letter	character by character	
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the		Redo	Undo	Repeat	Delete	b

	remarkable facility that lets us reverse a previous action.						
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa-oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c

150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are		short-term	shortcuts	objects that appear	all of the	a

	involved in complex tasks, the demand on _____ can be significant.		memory		on the screen	mentioned	
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d

173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user		Classify the comments into categories and	Find the average and the standard deviation of the data and report	Use a scatterplot to graph users on the x axis and comments on the y	Look for critical incidents to report.	a

	tset		count number of comments in each category	it in the body of the report	axis.		
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b

196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer I	Human Computer In	Human computer	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectin	Selecting & Executin	Pointing & Editing	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communicatio	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human C	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language	core	task	both A&B	None of these	A
12	_____are a well-established technique for collectin	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer di	Command Line Interface	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some mi	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabilit	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the sp	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fals	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the syst	Monitor the c	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough eva	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world with intense		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d

28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c

47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d

119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
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185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

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187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirment	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessn	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the represen	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defini	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible inte	Show technical internals	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequ	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interf	the design of interfaces	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the	Technical	Strategic	Manual	All of these	B
8	…….. capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design mo	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconne	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questio	Workflow- oriented question	Attitude-o	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of th	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-o	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemer	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of th	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user	Reduce the u	Make the inte	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term mer	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard com	voice recogn	Both A&B	None of thes	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system imag	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system imag	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users do	The Help men	Radio buttons	A
7	…….. patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encou	Visual symbols	Brand equity	Grouping	Harmony	B

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a

21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a

42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c

62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write a		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, beca		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c

89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d

109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d

126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b

140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a

13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b

20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d

38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b

59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b

68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a

78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d

99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b

112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c

120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d

143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Developmen t Environment	Intelligent Developm ent Environme nt	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orier	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperativ e anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle

18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.	1980	1990	1995	2000	1990
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING

16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?		hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above

20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

Question	a	b	c	d	Answer
HCI stand forâ€¦.	Human Computer Interfac	Human Computer Interact	Human computer Implem	All of above	B
â€¦â€¦â€¦. is the best example for design.	View	Model	Analyzing	None of these	A
What is the benefit of good design.	positive effect or perform	Success	Both a & b	None of these	C
Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
â€¦â€¦â€¦. And â€¦â€¦.. are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B
â€¦â€¦â€¦.. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
Graphic screen assumed as â€¦â€¦. Look	3D	2D	1D	None of these	A
People performing operations are called â€¦. on objects	operating	Actions	pointing	None of these	B
â€¦â€¦â€¦ interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
â€¦â€¦â€¦.. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
â€¦â€¦â€¦. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C
â€¦â€¦.. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
â€¦â€¦â€¦.. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
is the best example for design.	View	Model	Analyzing	None of these	A
What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
A mouse device may beÂ â€¦.	electro-chemical	mechanical	optical	both mechanical and optic	D
It is the rich stories of the design	scenario	program	criteria	iteration	A
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to ac	All of these	C
â€¦â€¦â€¦.. Is an goal of evaluation	acess effect of interface or	GUI interaction	Sofware	All of these	A
User and system has its own unique language the language used by the system is called â€¦â€¦	core	task	both A&B	None of these	A
_____are a well-established technique for collecting demographic data and usersâ€˜ opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfac	B

Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A
Conventional wisdom says that â€¦â€¦â€¦â€¦..tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
The name of the document should be shown on the applicationâ€™s â€¦â€¦â€¦â€¦...	Menu bar	Title bar	Navigation bar	All of these	B
Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
HCI is core subject of	software Engineering	phychology	arthopology	none	A
â€¦â€¦â€¦.. Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific proble	All of these	C
Advantages of direct observation isâ€¦.	there can be no plagrarism	speaking with Computer	Error message	None of these	A
Advantages of direct observation isâ€¦.	there can be false report	speaking with Computer	Error message	None of these	A
Advantages of continuous evalution isâ€¦..	Monitor the system in actu	Monitor the communicati	Error message	None of these	A
â€¦.. Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C
The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision	C. associated software	D. aspect ratio	A
Design is nothing butâ€¦.	system requirment	Achieving the goals within	both a& b	None of these	b
Know your user or client ending with	Testing	design	Planning	None of these	B
Designer needs_____tool	Good	Bad	both a& b	None of these	A
HCI design components areâ€¦	target area	Cost	both a& b	None of these	C
â€¦â€¦â€¦ is an principles for user-centered design approach	Early focus on users and ta	planning	tesing	All of these	A
Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
â€¦â€¦â€¦ is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
The ability of the user or the system to modify the user interface is â€¦..	Customizability	Learnability	Flexibility	Robustness	A
The extent to which the user can evaluate the internal state of the system from the representation on the user interface is â€¦.	Customizability	Learnability	Flexibility	Observability	D
The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C
Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial an	All of these	d
â€¦.. Is an activity in Interaction basic design	identifying the system	Developing alternative des	Establish the requirments	All of these	C
Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A

Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interac	Show technical internals fr	Make the interface consist	All of these	B
Which of the following is not a user interface design process?	Knowledgeable, frequent ι	Interface design	Interface validation	All of these	A
Which of the following option is not considered by the Interface design?	the design of the interface	the design of interfaces be	both A&B	None of these	A
As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
â€¦â€¦â€¦ capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questior	Workflow- oriented questi	Attitude-oriented questior	B
Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A
What do you enjoy most about your job (or lifestyle) is an example of â€¦â€¦â€¦..	Avoidance	Motivation	Exceptions	Attitude-oriented questior	B
User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B
Which of the following is golden rule for interface design?	Place the user in control	Reduce the userâ€™s men	Make the interface consist	All of these	D
When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the	All of these	A
A software might allow a user to interact via	keyboard commands	voice recognition comman	Both A&B	None of these	C
What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too sn	Your users don't know the	The Help menu isn't in the	Radio buttons are too sma	A
â€¦â€¦â€¦ patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
â€¦â€¦â€¦â€¦. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
Use of highlighted tabs in global navigation bar shows this is the â€—_____ ' page	Home	Default	Error	Browser	A
XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B
_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B

Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
Browser title always contain the word	Default	Error	Home	Browser	C
Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
Toolkits provides the â€¦..	similar look and feel	Visibility	Manu bar	Section	A
Models are used in design to:	Generate the design	Generate and evaluate the	Evaluate the design	None of the given	B
Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C
Which of the following is least likely to be revealed by a paper prototype	Your users don't know the	Toolbar buttons are too sn	Radio buttons are too sma	All of these	B
_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
Panes, frames and other containers on screen is a kind of _____	Functional and data eleme	View	Input method	None of the given	A
_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
Name of the document should be shown on the applicationâ€˜s_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menı	B
..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A

Question	a	b	c	d	Answer
Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
Failure to capture userâ€™s attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
We are deficient in our development _____, not in our development _____	ï€ Process, Tools	Tools, Process	Tools, Methodology	None of the given	A
Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D
Firefox uses _____ rendering engine.	WebKit	Gecko	Trident	Presto	b
State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.	TRUE	FALSE			a
Which of the following is used to read a HTML page and render it?	Web browser	Web server	Web matrix	Web network	a
Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	a
Who created the first web browser	Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	a
IDE stands for _____	Internet Development Environmer	Integrated Development Environm	Intelligent Development Environm	Integrated Developed Environmen	b
Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	TRUE	FALSE			a
Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE			a
Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	b
Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	d
HTML is a ..... type of language	procedural	markup	object oriented	object based	b
HTML documents are stored in the file in the form.....	.hxm	.html	.hm	.hml	b

what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	d
WWW stands for world wide web	TRUE	FALSE			a
URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	a
Internet is	a network of networks	an ocean of resources waiting to b	a cooperative anarchy	all of the above	d
HTML tags are surrounded by ___ brackets	Angle	Square	Round	Curly	a
Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	b
HTML was first proposed in year ___.	1980	1990	1995	2000	b
CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	a
What are the Techniques of knowledge representation?	rule based	frame based	network based	All Of The Above	d
what are the Problems with knowledge representation and modelling	knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	d
Designing user support consists of	User support is not an `add onâ€™	it should be designed integrally with the	Concentrate on content and context of	All Of The Above	d
How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	d
How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	d
Effective presentation requires	clear, familiar, consistent language	instructional rather than descriptiv	avoidance of blocks of text	All Of The Above	d
In HTML, Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the web	To customize the image in the wet	To identify a name or a resource o	d
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?	<head></head>	<head><head>	<label><label>	<title></title>	d
What should be the first and last pair of tags in your Web document?	<html></html> and <body></body	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	a
A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	a
What does an HTML tag do?	It specifies formatting and layout i	It hides programming instructions	It determines the organizational st	It connects your web site to an ope	a
Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of you	The operating system of your visit	Each consideration should determi	a
What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	b
An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	d
The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	b
Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	a
..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	d
Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	a
IEEE stands for	Institute of estimated elevator effi	Institute of electrical and economi	Institute of Eurasia engineering eve	Institute of electrical and electroni	d
DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical addres	c
Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?	@font-face	@charset	@media	!important	a
Which of the following font format is supported by all the latest browser?	EOT	WOFF2	SVG	WOFF	d
Which of the following property sets the style of a font?	font	style	font-style	@font-face	c
Which among the following is the system root folder for Microsoft Windows by default?	Windows Manager	C:/Windows	Task Manager	Homegroup	b
Two or more computers connected to each other for sharing information form a _____.	Router	Server	Network	Tunnel	c

What type of technology allows you to use your finger, eye, or voice print to secure your information resources?	Haptics	Caves	Biometrics	RFID	c
Which among the following was the first graphical web browser?	Mosaic	WAIS	CERN	Gopher	a
Which bar is usually located below the Title Bar that provides categorized options?	Menu Bar	Toolbar	Status bar	Scroll Bar	a
Which among following is odd one ?	RAM	ROM	CACHE	Hard Disk	d
Which among following is not an input device?	Mouse	Scanner	Keyboard	Printer	d
The device that can both feed data into and accept data from a computer is called _____.	input-output device	ALU	CPU	NONE	a
what are the issues in user support?	different types of support at differ	implementation and presentation	all need careful design	All Of The Above	d
What are types of user support?	quick reference	task specific help	full explanation & tutorial	All Of The Above	d
what are the Requirementsof user support?	Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	d
what are the Approaches to user support?	Command assistance	Command prompts	Context sensitive help	All Of The Above	d
what are the problems of Adaptive Help Systems?	knowledge requirements consider	who has control of the interaction	what should be adapted?	All Of The Above	d
what are the Approaches to user modelling?	Quantification	Stereotypes	Overlay	All Of The Above	d
What are the hardware challenges in designing of mobile devices ?	limited input facility	limited ouyput facility	both a & b	NOPE	c
What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	d
what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	d
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z fo	Icons that can have specific meani	A long command line to achieve a	Sounds that convey meanings	C
Conventional wisdom says that â€¦â€¦â€¦â€¦â€¦.. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice l	Observe representative Users	d
In a heuristic evaluation â€¦â€¦â€¦â€¦â€¦â€¦â€¦	A group of usability expert judges	A group of test users conducts a fo	A group of psychologists administe	A group of usability experts review	b
The primary interactive method of communication used by human is â€¦â€¦.	reading	writing	speaking	Listening	c
Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
Unlike traditional observation, guided observation â€¦â€¦â€¦â€¦â€¦â€¦..	set a strict guidelines for session a	reduces error introduced by the ex	sets strict guidelines for session le	includes some interaction with par	b
A persona in the context of goa- oriented interaction design â€¦â€¦â€¦..	is used to role-play through an inte	is a real person	represents a particular type of use	should represent an average user	a
Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence o	d
The name of the document should be shown on the applicationâ€™s â€¦â€¦â€¦â€¦â€¦â€¦	menu bar	title bar	tool bar	status bar	b
is the best example for design.	View	Model	Analyzing	None	b
What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

Which of the following option is not considered by the Interface design?	the design of interfaces between s	the design of interfaces between t	the design of the interface betwee	all of the mentioned	c
What incorporates data, architectural, interface, and procedural representations of the software?	design model	userâ€™s model	mental image	system image	a
What establishes the profile of end-users of the system?	design model	userâ€™s model	mental image	system image	b
The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
A pluralistic walkthrough?	requires a fully functional prototyp	Is usually conducted at the end of	Is often conducted with low-fidelit	Requires having several alternate c	c
Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?	VR	IR	AR	OR	a
Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
How many main categories of principles to support usability?	5	4	6	3	d

Question	a	b	c	d	Answer
Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed ch	b
Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
What is the best description of a conceptual model?	A high level description of how a system is organised and how it	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a
Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental mo	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different meth	d
Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content	They take too long to build.	User expectations can be set too high.	None of the above.	d
The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
What is an affinity diagram?	A diagram showing the degree of connection between people in	A diagram used to show people's cultural affinities or sense of b	A diagram that organises individual ideas and insights into a hier	A variant of a tag cloud that is generated from think-aloud protc	c
Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
The following are examples of placing â€œknowledge in the worldâ€:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface de	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
A task of developing a technical blueprint and specifications for a solution that fulfi	system initiation	system implementation	system analysis	system design	d
Which of the following is NOT a category of entities?	concept	place	object	relationship	d
You are running a user test session and your participant wants to leave half way thr	Ask them to stay until the end as planned, so you can collect you	After ensuring they do not need medical help, let them leave, w	Offer them an incentive payment to encourage them to finish th	None of the above.	b
The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
What is the best description of a conceptual model?	A high level description of how a system is organised and how it	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user	None of the above.	a
The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
Select the best way of analysing qualitative user comments collected during a user	Classify the comments into categories and count number of com	Find the average and the standard deviation of the data and rep	Use a scatterplot to graph users on the x axis and comments on	Look for critical incidents to report.	a
What are web analytics?	Online methods for performing usability tests through the cloud	Web-based methods for performing analysis of video records an	Web-based methods for performing statistical analysis of data, u	Online methods for analysing and visualising patterns of visiting	d
Which professional groups are most appropriately involved in preparation and perf	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
Pressing the mouse button in the ___?___ object allows you to drag the document	button	text	label	header	b
The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
Rolf Molichâ€™s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from	show many teams found more problems than they chose to rep	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to expl	None of these	b
Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
Browser Title always contains the word â€˜_____â€™.	Home	Default	Error	Browser	a
_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
People frequently counter the idea of _____feedback with arguments that User	Audible	Video	Walkthroughs	Questions	a
Which of the following is the comparison of what happened in the world with what	Action	Evaluation	Execution	None of these	b
Conventional wisdom says that _____ tell the user when he has made some mis	Program crash	System stuck	Error messages	Metadata	c
What are valid kinds of working prototype, along the dimensions of features and fu	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
The simple model of human interaction was proposed in	1990	1989	1983	1988	c
The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
What was an important feature of the process by which the Mobiphos photograph	Agile programming methods were interlaces with iterative user	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application	b
The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
All of the following are the project management causes of failed projects, except	lack of organizationâ€™s commitment to the system developme	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
If you are taking lecture and suddenly you hear music or voices from the other roor	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
_____ applications are great platforms for creating an environment rich, in visu	Sovereign	Transient	Auxiliary	Daemonic	a
_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pscholo	attempts to understand and shape the way people interact with	d
he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
_____ plays a role to bridge up the gape between the interfaces of machines	Human	Computer	Human Computer Interaction	None of these	c
A _____is usually a collection of icons those are reminiscent of the purpose of	Button	Pointer	Title bar	Palette	d
What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
Waterfall model is basically a _____ model in which each step must be comple	Incremental	Linear	Iterative	Analytical	b
Which of the technique evaluates design on how well it supports user in learning ta	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
Choose THREE (3) senses in Multi-modal Technologyi. Touchii. Smelliii. Soundiv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
A technique that organizes data into groups to form non-redundant, stable, flexible	optimization	normalization	randomization	requirements analysis	b
Which of the following is not a factor in the failure of the systems developments pr	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
_ helps meet psychological and cognitive processing needs, increases human confid	Attitude	Feedback	Visual Analysis	Interaction Design	b
Evaluation done during design to check that product continues to meet users'needs	Summative	Formative	Relative	Qualitative	b

What is the fundamental insight underlying the "cognitive walk through" method o	The idea that cognitive processes are the most important aspect	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to	C
Which of the following is a design implication of our understanding of human atten	Tactile feedback should make the same kinds of distinctions tha	Avoid cluttering the interface with more information than is nee	Text should be legible and distinguishable from its background u	Sounds should be audible and distinguishable in the user	b
What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements	People don't necessarily respond the same way in a test as they	c
"An informal narrative description of human activities or tasks in a story that allows	Storyboard	Scenario	Use Case	UML Case	b
Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
A simplified model of Human Information Processign include human resources suc	memory	strength	energy	head	a
The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
Process oriented Main element Issue, position and argumentsWhich design rationale based on characteristics above?	Issues based on characteristics above	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
Which rule in Schneiderman Golden Rule suite the statement below"For every user action, for simplicity, new system sign up process, error correction system, information feedback	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
How many principle in universal design?	Six	Seven	Eight	Ten	b
Given a scenario where you have a very small user base, which evaluationstrategy	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
Suppose you have designed two versions of your application and you show themto	Within-Group	Between-Group	Control-group	None of the above	a
Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in lo	Good design can come from fixing the UI at the end	c
HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
Which of the following is golden rule for interface design?	Place the user in control	Reduce the userâ€™s memory load	Make the interface consistent	All of the mentioned	d
Which of the following is not a design principle that allow the user to maintain cont	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the scr	c
Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
HyperCard is used to develop a quick	system design	software	mockup	quality test	c
The total number of stages of reading process of the data from screen is	2	3	4	5	b
Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, meta	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

Question	a	b	c	d	Answer
What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
Which of these factors influence a userâ€™s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d

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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
Evaluations done during design to check that product continues to meet userâ€™s needs are known as _____ evaluation.	Formative	Summative	Relative	None of the given	a
Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c

Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
Rolf Molichâ€™s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d

_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
Which of the following statements is true?	A good UI design doesnâ€™t save money as it is expensive	Bad UI design doesnâ€™t really affect the reputation of the company	A good UI design saves time and effort	The UI design doesnâ€™t matter as long as the product is great	c
Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, itâ€™s always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
Which of the following instances illustrates â€˜cognitive walkthroughâ€™?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c

Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
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	Interview	Questionnaire	Research	Observation	b
"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b

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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend itâ€™s magic.	Pretend itâ€™s human.	Renaming	All of the above	d

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c

54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c

110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation …….		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with users to develop an optimal user experience	C

5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b

76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d

119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a <or> usability		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c

4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d

35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
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55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
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63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b

68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a "usability ..."		Effectiveness	Learnability	Helpfulness	Safety	c
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85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d

101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in HCI, multivariate		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b

136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer	Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d	Actual A or B or C or D
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko	
2	State true or false. It is faster to render HTML and CSS than to interpret and execute		TRUE	FALSE			TRUE	
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser	
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus	
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee	
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment	
7	Tomcat is an open source web server that provides a servlet container allowing you to run		TRUE	FALSE			TRUE	
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE	
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins	
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser	
11	HTML is a ..... type of language		procedural	markup	object oriented	object based	markup	
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html	
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML	
14	WWW stands for world wide web		TRUE	FALSE			TRUE	
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator	
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above	
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle	
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee	
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990	
20	CSS is an acronym for		Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet	

This sheet is for 2 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above

3	Designing user support consists of	User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires	clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?	<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?	<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?	It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

This sheet is for 3 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b

19	What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer	Answer
1	HCI stand for....	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B	Actual A or B or C or D
2	..... is the best example for design.	View	Model	Analyzing	None of these	A	
3	What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C	
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A	
5	..... And ..... are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B	
6	..... is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A	
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D	
8	Graphic screen assumed as ..... Look	3D	2D	1D	None of these	A	
9	People performing operations are called .... on objects	operating	Actions	pointing	None of these	B	
10	..... interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D	
11	..... is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B	
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D	
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A	
14	..... could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A	
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C	

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	..... goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	..... is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
7	A mouse device may be	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	..... Is an goal of evaluation	acess effect of interface on user	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language used by the system is called	core	task	both A&B	None of these	A
12	_____are a well-established technique for collecting demographic data and users' opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfaces	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Conventional wisdom says that ……tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation bar	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
4	HCI is core subject of	software Engineering	phychology	arthopology	none	A
5	..... Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific problems	All of these	C
6	Advantages of direct observation is....	there can be no plagrarism	speaking with Computer	Error message	None of these	A

7	Advantages of direct observation is....	there can be false report	speaking with Computer	Error message	None of these	A
8	Advantages of continuous evalution is.....	Monitor the system in actual use	Monitor the communication between human and computer	Error message	None of these	A
9	..... Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but....	system requirment	Achieving the goals within constraints	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	..... is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
11	..... is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the representation on the user interface is	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
8	..... capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented question	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A
12	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these	A
3	A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
7	..... patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	..... are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer	Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B	Actual A or B or C or D
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B	
3	Browser title always contain the word	Default	Error	Home	Browser	C	
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B	
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D	
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C	
7	Toolkits provides the	similar look and feel	Visibility	Manu bar	Section	A	
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B	
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A	
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A	
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C	
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D	
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A	
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A	
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C	

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A

10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	⍰Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____ capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a

85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____ refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b

138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation …….		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c

189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d

66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluation.		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c

103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C

141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b

181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		Two groups of usability testers compare their results for the same interface	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
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38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
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56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
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64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d

90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in HCI, multivariate		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c

120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT-I
Introduction: Importance of User Interface &The Graphical User interface

1. Explain the importance of user interface and the benefits of good design. 10M
2. a) Explain the advantages of graphical systems. 5M
   b) Explain the characteristics of a web interface. 5M
3. Is there any difference between the designing of a web page and GUI? If so explain them in detail. 10M
4. Define user interface. Explain the benefits of good design. 10M
5. a) Explain the Principles of user interface design. 5M
   b) Write a short note on the usability assessment in the design process. 5M
6. What is meant by graphical system? Explain the characteristics of graphical system. 10M
7. Success of a product/project depends on effective user interface. Discuss. 10M
8. a) Discuss the concept of "Direct manipulation" for graphical systems. 5M
   b) Briefly explain the general principles of user interface design. 5M
9. a) What are the problems that are associated in designing the user interface? 5M
   b) Write the characteristics of an Intranet versus the Internet. 5M
10. a) Define HCI. 2M
    b) Define User interface. 2M
    c) What is direct manipulation? 2M
    d) Expand "WYSIWYG". 2M
    e) Why graphics are popular? 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT-I
Introduction: Importance of User Interface &The Graphical User interface

1)_____ is the best example for design. [ ]
(a)View (b) Model (c)Analyzing (d)None
2) What is the benefit of good design. [ ]
(a) positive effect or performance (b)success
(c) Both a & b (d) None
3) 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
4) _____ & _____are the main functions of GUI. [ ]
(a) Pointing & Selecting (b)Selecting & Executing
(c) Pointing & Editing (d)None of these
5) _____ is an intermediate between users and computer. [ ]
(a) Keyboard (b) Monitor (c)Both a & b (d) Mouse
6) Graphics was first introduced in the year_____ [ ]
(a)1962 (b)1964 (c)1963 (d) 1960
7) Operations includes accessing & modifying objects by _____ [ ]
(a) Selecting (b) Manipulating (c) Pointing (d) Both a & b
8) Graphic screen assumed as _____ look [ ]
(a)3-D (b)2-D (c) 1-D (d) None of these
9) People performing operations are called _____ on objects [ ]
(a) operating (b) Actions (c) pointing (d) None of these
10) The primary interaction mechanism is a _____ device of some kind. [ ]
(a) Pointing (b) Selecting (c) computing (d)Both a & c
11) The _____interacts with the collection of elements with referred to as objects . [ ]
(a) Server (b) Computer (c) User (d) All of Above
12) Collection of Techniques & mechanism to interact with tools or etc is known as _____ [ ]
(a) Actions (b)Graphic (c)Icon's (d) Graphical user interface
13) Specifically Text could be replaced by graphical images are called _____. [ ]
(a) Icon's (b) Pictures (c) Images (d) None of these
14) The _____could be represented by object or actions. [ ]
(a)Icon's (b) images (c) Both a & b (d) Graphics
15) In Windows family NT Stands for _____. [ ]

(a)Network Termination (b)New Technology (c) Both a & b (d) None of These

16) Mac stands for _____. [ ]
(a) Medium access control (b) Memory Access control
(c) Media Access control (d) Both a & c

17) What is the Full Form of WYSIWYG _____. _____. . [ ]
(a)What you see is what you give (b) What you see is what you get
(c) What you see is what you gain (d) What you sent is what you get

18) In Earlier direct manipulations indirect manipulations are _____to manipulate. [ ]
(a)Very easy (b) Difficult (c) Very difficult (d) Easy

19) The _____. goal to build a hierarchy of means and pages that feels natural. [ ]
(a) Organized (b) Design (c)Driven (d)All of the above

20) The Web is a popular because of _____. is a System. [ ]
(a)Host (b) Object (c) GUI (d) None of these

21) The _____interacts with the collection of elements with referred to as objects. [ ]
(a) Server (b) Computer (c) User (d) All of Above

22) In practice, direct manipulation of all screen objects and actions may not be feaisable becuase of _____. [ ]
(a) operation may be difficult to conceptualize (b)Action could be Reveresed
(c) Need necessary Required (d) None of these

23) The design goal is to build a hierarchy of _____&_____that feels natural is. [ ]
(a)Record & Pages (b)Menu & Pages (c)Menu & Records (d) All the above

24) Printed Pages are generally larger than_____. of Parts [ ]
(a) Web counter (b)Web Pages (c)Both a & b (d) Web link

25)Printed pages are immensly_____ to web pages in rendering in Page rendering. [ ]
(a)Inferior (b)Down (c)Reveresed (d)Superior

26)People perform operations called _____ .on objects [ ]
(a)Counter (b)Actions (c) Elements (d)Both a & c

27) _____is how a person communicates his or her needs or desires to the computer . [ ]
(a)Input (b)Output (c) Both Input&Output (d)None of these

28)Almost Every graphical platform now provides a style guide to assist in product ___. [ ]
(a)Pattern (b)Design (c)Evaluation (d)Interaction

29) The user interacts with a collection of elements referred to as _____. [ ]
(a)Objects (b)Actions (c)Records (d)Design

30) The Web is a popular because of _____. is a System. [ ]
(a) GUI (b) Object (c)Host (d) None of these

31) The _____could be represented by object or actions. [ ]
(a)Icon's (b) images (c) Both a & b (d) Graphics

32) In Windows family NT Stands for _____. [ ]
(a)Network Termination (b)New Technology (c) Both a & b (d) None of These

33) In Earlier direct manipulations indirect manipulations are _____to manipulate. [ ]
(a)Very easy (b) Difficult (c) Very difficult (d) Easy

34) The _____. goal to build a hierachy of means and pages that feels natural. [ ]
(a) Organized (b) Design (c)Driven (d)All of the above

35) The primary interaction mechanism is a _____ device of some kind. [ ]
(a) Pointing (b) Selecting (c) computing (d) Both a & c

36) Printed pages are immensly_____ to web pages in rendering in Page rendering. [ ]

(a)Inferior (b)Down (c)Reveresed (d)Superior

37) _____ is the best example for design. [ ]

(a)View (b) Model (c)Analyzing (d)None

38) _____ is an intermediate between users and computer. [ ]

(a) Keyboard (b) Monitor (c)Both a & b (d) Mouse

39) In Windows family NT Stands for _____. [ ]

(a)Network Termination (b) New Technology (c) Both a & b (d) None of These

40) _____&_____are the main functions of GUI. [ ]

(a) Pointing & Selecting (b)Selecting & Executing (c) Pointing & Editing (d)None of these

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – II
Design process& Screen Designing

1. Briefly explain about visually pleasing composition concept in screen design. 10M

2. Write a short note on the usability assessment in the design process. 10M

3. a) Discuss about human interaction speeds. 5M
   b) What is meant by basic business function? Explain with example. 5M

4. Explain in detail about the important human characteristics in design. 10M

5. Explain briefly about how to distract the screen user. 10M

6. What is the interface design process and discuss a variety of attributes that have an important influence on interface and screen design? 10M

7. a) What are the goals of a screen design? 5M
   b) What are the display/read-only screens? 5M

8.Explain the guidelines for presenting information simply and meaningfully on screens.10M

9.What are the commandments in the designing? Explain the Myth in usability Assessment. 10M

10.a) What is visual acuity? 2M
   b) Differentiate performance versus preference 2M
   c) What is metaphor? 2M
   d) What is the opposite of predictability? Show the difference in diagrammatic view. 2M
   e) Define Paging. 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – II
Design process& Screen Designing

1) Known your user or client is addressed in step1, prototype and testing are addressed in step14 [ ]
A) Test, test and retest B) Retest, test and test
C) Test, retest and test D) Retest, and test, test

2) Human problem solving can best be characterized as [ ]
A)Error handling B) Event handling
C)Error-correcting or Trial and error. D) All

3) A focus on using design features or components that are [ ]
A) Dirty and neat B)Neat and Glitzy C)Glitzy and dirty D) All the above

4) _____was first to use the term usability to describe the effectiveness of human performance
A) Sandblad B) Bennett C) Johnson D) Lind [ ]

5) _____action of the sides, top, bottom and corners of the screen [ ]
A) Binning B) Alignment C) Pinning D) Align

6) _____users working or performing a task to illustrate and study problems and difficulties
A) Metrotape B) Audiotape C) Ferrotype D) Videotape [ ]

7) People who are the object of sentence: [ ]
A) Normally organization employee, customer B) Normally customer
C) Normally seller D) none of the above

8) The capacity of eye resolve detail is called [ ]
A) Audio acuity B) Visual acuity C) Listener acuity D) all

9) _____is a concept where one's body of knowledge about one thing is used to understanding else.
A) Metaphor B) phosphor C) Getaphor D) none of the above [ ]

10) ISO stands for [ ]
A) International stands organization B) interest standard organization
C) International stands organ D) International standard organization

11_____and____are also an integral part of any development effort. [ ]
A) Training and documentation B) Implementation C) Structure D) Align

12) Symmetry opposite is a [ ]
A) Irregularity B) Economy C)Regular D) Asymmetry

13ANSI stands for [ ]
A) America nationality stands institute B)America nationality stands info
C)American national standards institute D) America nationality standard instate

14)In web page use an _____ only to indicate a navigation link [ ]
A) Underline B) Attention C) Creation D) Standard

15)Predictability opposite is [ ]
A) Regular B) Irregular C)Spontaneity D) none
16)Organize by the degree interrelation ship between____and_____ [ ]
A) Information and cell B) Alignment and row
C) Data and information D) none
17)A focus on using design features or components that are [ ]
A) Dull and clear B) Neat and Glitzy C) Clear and Dirty D) none
18)Tab through window in logical order of [ ]
A)Display inform B)Alignment C) Displayed D) displayed information
19)_____arrays are perceived as larger. [ ]
A) Difficult B) Asymmetric C) Symmetric D) Illustrated
20Economy opposite is a [ ]
A) Spontaneity B) Predictability C)Intricacy D) Sequentially
21)Unity opposite is a [ ]
A) Proportional B) Illustrated C) Aesthetically D) Fragmentation
22)Simplicity synonyms is a [ ]
A) Complexity B) Information C) Measuring D) Termination
23) Provide economy by using as [ ]
A) Few Style and color as possible B) Few Style C) Regularity D) Design
24) Create ____of data or text with aesthetically pleasing proportions [ ]
A) Windows and grouping B) Windows
C) Grouping D) All the above
25) Focusing attention on groupings or_____ [ ]
A) Screen B) Related information C) Proximity C)Simple
26)Provide functional grouping of _____elements [ ]
A)Associated B) association C)Allocated D) Assignment
27)_____also calculated another grouping measure [ ]
A)Tullis B) Align C)Grouping D) All of the above
28consistently follow this concept on all _____ [ ]
A) Display B) Elements C) Converse D) screen
29)___and ____are also an integral part of any development effort [ ]
A)Training and documentation B) documentation C) Training D) none
30) Provide a unique and consistent is _____structure. [ ]
A) End of page B) starting of page C) Middle of page D) none
31) Sequentially can be achieved by ____and ____as illustrated [ ]
A) Order B) alignment space and grouping C) Randomness D) none
32)Sequential opposite is [ ]
A) Testing B) step by step C) Randomness D) all the above
33) Create regularity be establishing standard and consistently ___and ____points. [ ]
A) Spacing horizontal and vertical alignment B) no space C) Both a& b D) none
34)Provide functional grouping of _____elements [ ]
A) Primary B) associated C) Allocated D) All the above
35)_____is a concept where one's body of knowledge about one thing is used to understanding else [ ]
A)Getaphor B)Betaphor C)Phosphor D) Metaphor

36)Regularity opposite is an [ ]
A)Economy B) irregularity C) Common D) Unregularity

37) Designer needs_____tool. [ ]
A) Bad B) Both A&C C) Good D) none

38)The capacity of eye resolve detail is called [ ]
A) Audio acuity B) Image acuity C) Visual acuity D) Both A&C

39)___and _____response for poor design [ ]
A) Physiological and physics B) methodology
C)Termination method D) all the above

40) Know your user or client ending with_____ [ ]
A) Testing B) design C) Planning D) none

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –III

System Menus & Windows

1 a) Discuss about the phrasing of the menu. 3M
b)What are Window operations? Explain. 3M
c)Explain about the selection of proper device-based controls. 4M
2 a)What are Window characteristics? 5M
b)How to format on Menus? Explain. 5M

3 a)What are structures of menus? Explain. 5M
b)Describe various types of Windows. 5M

4 a)What are the Window operations? Explain. 5M
b)Explain about the components of a Window. 5M

5 a) With neat diagrams, Explain various structures of menus. 5M
b) Explain the various types of windows with suitable examples. 5M

6 a) What is a menu? Why menus are important and also Explain the functions of menus. 5M
b) Write about various window presentation styles. 5M

7 a) What are the various components of a window? Explain. 5M
b) Discuss the technical issues and problems in web site navigation. 5M
8) Explain in brief about Device-based controls and Screen-based controls? Give the guidelines for selecting the proper controls in screen design. 10M

9.) Give the advantages and dis advantages of kinds of Graphical menus? 10M

10.) Explain about
a) Structure of Menus 2M
b)Functions of menus 2M
c)Content of menus 2M
d)Types of windows 2M
e)Window Characteristics 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – III
System Menus and Windows

1. A _____ structure defines the amount of control given to the user in performing a task. [ ]
   A) Menus B) Control C) Conditional D) None
2. _____ menus are presented on a series of screens possessing only one path. [ ]
   A) Single B) Sequential C) Sequential linear D) None
3. For large collections of menu alternatives screen clutter can easily occur in ____ menus[ ]
   A) Sequential B) Single C) Simultaneous D) Sequential linear
4. When many relationships exist between menu alternatives, and some menu options are only appropriate depending upon a previous menu selection, _____ menus are best solutions. [ ]
   A) Simultaneous B) Single C) Sequential linear D) Hierarchical
5. Hierarchical structures are characterized by _____ [ ]
   A) Height and length B) Length and breadth
   C) Height and depth D) Depth and breadth
6. Web sites with their navigation links is example of _____ design [ ]
   A) Simultaneous B) Single C) Hierarchical D) Sequential
7. In __ scheme the defined branching order may not fit the users conception. [ ]
   A) Simultaneous B) Single C) Hierarchical D) Sequential
8. Connected menus are networks of menus all _____ in some manner. [ ]
   A) Disconnected B) Inner connected C) Intra connected D) Inter connected
9. A connected menu system may be _____ [ ]
   A) Cyclic B) acyclic C) Both A & B D) Linear
10. _____ menu gives the user full control over the navigation flow. [ ]
    A) Connected B) Control C) Single D) Sequential
11. _____ menus provide an ever-present background of control over the system's state and parameters while the user is working on a foreground task. [ ]
    A) Event-Tracking B) Event-Traveling C) Event-Trapping D) None
12. ____ menu may immediately change some parameter in the current environment [ ]
    A) Single B) Sequential linear C) Event-Trapping D) Connected
13. In user point of view _____ used to execute an action or procedure. [ ]
    A) Program B) Menu C) Code D) Work
14. A ___ selection directs the computer to implement an action or perform a procedure. [ ]
    A) Admin B) User C) Program D) Task

15. In some cases execution may only occur after a hierarchical menu tree is _____. [ ]
A) Terminated B) Executed C) Navigated D) None
16. The main purpose of selecting a menu choice may simply be to _____ information [ ]
A) Execute B) Display C) Select D) None
17. A menu consists _____ kinds of elements. [ ]
A) 4 B) 3 C) 2 D) 5
18. A menu's _____ provides information to keep the user oriented. [ ]
A) Title B) Context C) Content D) None

19. The highest-level graphical system menu is commonly called the _____. [ ]
A) Menu Bar B) Task Bar C) Pull down menu D) None
20. Occasionally a menu bar is referred to as a collection of menu _____. [ ]
A) Options B) Titles C) Both A & B D) None
21. Menu bars are used to present _____ . [ ]
A) Application alternatives B) Choices to the screen user
C) Both A& B D) None
22. The window title will be the _____ bar title. [ ]
A) Task B) Menu C) Option D) None
23. No window space is consumed when _____ are not used. [ ]
A) Menu Bars B) Pull down menus C) Menus D) None
24. __ menus are used to reduce the number of choices presented together for selection. [ ]
A) Cascading B) Pull down C) Pull up D) None
25. The top-level menus are simplified because some choices are _____. [ ]
A) Visible B) Appear C) Hidden D) Highlighted
26. Which among the following is characteristic of Window [ ]
A) A name or title, allowing it to be identified. B) A size in height and width
C) A location, relative to the display boundary. D) All
27. Which defines its boundaries and distinguish it from other windows? [ ]
A) Frame B) Boundary C) Both A&B D) None
28. Title bar is also called as _____ [ ]
A) Title area B) Caption C) Caption bar D) All
29. The ___contains a descriptive title identifying the purpose or content of the window. [ ]
A) Title Bar B) Frame C) Capsion bar D) None
30. this button refers to _____ [ ]
A) What's This? B) What's wrong? C) Who's This? D) Who's Wrong?
31. _____ is also called message area. [ ]
A) Title bar B) Status bar C) Frame D) Caption Bar
32. A window can be split into two or more separate viewing areas that are called ____. [ ]
A) Planes B) Panes C) Plans D) Pans
33. _____ are sometimes referred to as ribbons, toolboxes, rulers, or palettes. [ ]
A) Menu B) Toolbar C) Palate D) Specialized toolbar
34. The first and oldest kind of window are _____ windows [ ]

A) Over lapping B) Tiled C) Cascading D) None

35. _____ windows is a special type of overlapping window has the windows automatically arranged in a regular progression. [ ]

A) Tiled B) Cascading C) Scroll down D) None

36. We use _____ windows for Single-task activities. [ ]

A) Tiled B) Cascading C) Overlapping D) None

37. To represent an independent function or application we us _____ windows. [ ]

A) Primary B) Secondary C) Dialog D) None

38. _____ is used when interaction with any other window must not be permitted. [ ]

A) Mode B) Model C) Modal D) Mode less

39. __ interface is used where object and window have a simple, one-to-one relationship. [ ]

A) Single-Document B) Multiple-Document interface

C) Work books D) None

40. Use _____ windows to extend the interaction. [ ]

A) Primary B) Secondary C) Multiple D) None

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI(13A05704) **Course & Branch**: B.Tech - CSE

Year & Sem: IV-B.Tech & I-Sem **Regulation:** R13

UNIT –IV

Controls

1. Explain the characteristics of device based controls. 10M

2. Explain in detail about Text Entry/Read-only controls. 10M

3. a) How to select the device based controls. Explain in detail. 5M
   b) What are Operable controls? Give example. 5M

4. What are the selection controls? Explain in detail. 10M

5. What is mean by Combination Entry? Describe how these controls are selected. 10M

6. Difference between Drop-down and Pop-Up Combo boxes? 10M

7. Explain about the Customer Controls with suitable example. 10M

8. a) Explain about Palettes, List Boxes and List View controls. 5M
   b) Difference between Radio Button and Check boxes. 5M

9. Explain in detail Spin Boxes and Combo Boxes. 10M

10 a) Define Text Entry 2M
   b) Explain Operable controls 2M
   c) Combination Entry 2M
   d) Write about Drop-down 2M
   e) Explain about Palettes 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT – IV

Controls

1. ____ is set in a holder and can be rotated by hand to move cursor on a computer screen[ ]
   A) Trackball B) Joystick C) Mouse ball D) None

2. A lever that can be moved in several directions to control the movement of an image is[ ]
   A) Trackball B) Joystick C) Mouse ball D) None

3. A i/p device in the form of a small panel containing different touch-sensitive areas. [ ]
   A) Trackball B) Joystick C) Touchpad D) None

4. When using touch screens, objects should be ___ inches square at a minimum and separated by at least ____inches [ ]
   A) 3/4,1/8 B) 1/8,3/4 C) 2/8,1/4 D) 1/4,2/8.

5. _____movable, sometimes blinking, used to indicate where data may be i/p on a screen.[ ]
   A) Pointer B) Cursor C) Insertion point D) All

6. In a button, the label may consist of [ ]
   A) Text. B) Graphics. C) Both A & B. D) None.

7. An advantage of a command button is that it is _____ [ ]
   A) Always visible. B) Always hidden. C) High in graphics. D) Low in graphics.

8. Which of the following is not an action cause immediately using button. [ ]
   A) Saving B) Quitting. C) Deleting. D) None.

9. Generally ____ shaped buttons are preferred because they fit best. [ ]
   A) Square. B) Rectangle. C) Cube. D) Oval.

10. Common button functions should have standard _____. [ ]
    A) Name B) value. C) Shape. D) Size.

11. When a button leads to a cascading dialog, include an ____after the label. [ ]
A) ellipsis (...) B) triangle pointing. C) double arrow (>>) D) single arrow (->)

12. The maximum number of buttons on a window can be [ ]
A) Six B) Five C) Eight D) Seven

13. The buttons are arrayed (or) ordered from [ ]
A) Right to Left B) Left to Right C) Top to Bottom D) Bottom Up

14. Temporarily unavailable choices button should be [ ]
A) Dimmed B) Grayed out C) Both A & B D) None

15. The mnemonic should be the ___ character of the button's label. [ ]
A) First B) Middle C) Last D) Any

16. A Text Entry/Read-Only control contains text that is exclusively entered or modified through_____. [ ]
A) Keyboard. B) Edited. C) Copied. D) Return.

17. When first displayed, the box may contain _____ value. [ ]
A) Blank. B) Initial C) Null D) Both A & B.

18. A text box in rectangular shape into which information is typed is also referred as [ ]
A) Edit Box. B) Drop Box. C) Fill Box. D) Compose.

19. The information in a read-only text field is most effectively displayed on the ____ [ ]
A) Box. B) Background. C) Window. D) None

20. Advantage of Text Entry/Read-Only Controls is [ ]
A) Flexibility. B) Consume less screen space.
C) Requires typewriting keyboard. D) Both A & B

21. Selection controls include [ ]
A) Radio buttons, check boxes B) List boxes, drop-down
C) Pop-up list boxes and palettes D) All the above

22. _____set one item from a small set of mutually exclusive options [ ]
A) A) Radio buttons B) List boxes C) Check boxes D) Drop Box

23. Choice descriptors show a minimum of _____ choices, a maximum of _____ [ ]
A) 2,4 B) 2,8 C) 14,28 D) 3,4

24. "Two state nonexclusive settings" means [ ]
A) Radio buttons B) List boxes C) Check boxes D) Drop Box

25. A controls that consisting of a series of graphical alternatives [ ]
A) List boxes B) Drop-down C) Pop-up list boxes D) Palettes

26. A list being displayed in a fixed list box has _____size limit. [ ]
A) 0-6 B) 6-8 C) 12-14 D) No

27. A _____list box is a single rectangular field with a small button to the side and an associated hidden list of options. [ ]
A) List boxes B) Check boxes C) Drop Box D) Drop-down/pop-up

28. Combination entry is possible for a control to possess the characteristics of both a___ [ ]`
A) Text field B) Selection field C) Both A&B D) None

29. Common presentation controls are [ ]
A) Static text fields B) Group boxes column headings
C) ToolTips& balloon tips D) All the above

30. _____are used for setting attributes, properties, or values that are mutually exclusive [ ]
A) Spin boxes B) Combo box C) Both A&B D) None

31. _____allow either typed entry in a text box or selection from a list of options in a permanently displayed list box attached to the text box. [ ]
A) Spin boxes B) Combo box C) Both A&B D) None

32. In Java _____ are called "Editable choice pop-up lists" [ ]
A) Combo boxes B) List boxes C) Check boxes D) Drop Box

33. _____provide a visual cue that a list box is hidden by including a downward-pointing arrow to the right of the text box. [ ]
A) Radio button B) Control buttons C) Prompt button D) All the above

34. Selection includes [ ]
A) Icons B) Radio buttons C) Menus (drop-down list boxes) D) All the above

35. Aided entry, also known as _____ [ ]
A) Auto completion B) Auto competency C) Auto compulsion D) None

36. If the data is unfamiliar or prone to typing errors, choose a _____ [ ]
A) Selection margin B) Combination selection C) Selection technique D) All

37. A _____is a window that contains text scrolling horizontally. [ ]
A) Scroller B) scrolling ticker C) Both A&B D) None

38. Property considerations reflect the characteristics of the_____ [ ]

A) Storage B) Buttons C) Data D) Both B & C

39. Adequate screen space is not available in_____. [ ]
A) Spin box B) Combo box C) Check box D) None

40. Typed entry is never necessary [ ]
A) Selection margin B) Combination selection C) Single selection D) All

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QUESTION BANK (DESCRIPTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –V

Graphics and Testing

1 a) How to choose colors? Explain. 2M
b) Explain the following with respect to Icons:
(i) Types (ii) Characteristics (iii) Usability (iv) Choosing 8M

2 a) What is an Icon? Explain different icons in detail. 4M
b) Explain about the text for Web pages. 3M
c) Describe choosing colors for statistical graphical screens. 3M

3 a) Discuss about components of Multimedia. 5M
b) Explain in detail about choosing colors. 5M

4 a) Briefly discuss about creation of meaningful graphics, icons and images. 5M
b) What is a color? What are color uses? What are the possible problems with Colors? 5M

5 a) Give the guidelines for selecting images in designing icons. 5M
b) Write the various factors that must be considered in choosing colors for Information. 5M

6 a) Explain scope of testing? 5M
b) What is an Icon? What are the types of Icons? What are the characteristics of Icons and list the factors that influence icon's usability. 5M

7 Discuss in detail various issues involved in designing an icon. 10M

8. Explain the purpose and importance of usability testing. 10M

9. What is prototype and explain about kinds of tests. 10M

10.a) Write about Icons 2M
b) Write about color uses 2M
c) Describe about Multimedia 2M
d) Write about usability Test 2M
e) Write about Kinds of Tests 2M

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QUESTION BANK (OBJECTIVE)

Subject with Code : HCI (13A05704) **Course & Branch**: B.Tech &CSE
Year & Sem: IV B.Tech I-Sem **Regulation:R13**

UNIT –V

Graphics and Testing

1____ are most often used to represent objects and actions with which users can interact with or that they can manipulate.
A) Icons B)Windows C)Screens D)None [ ]
2. _____A sign that was caused by the thing to which it refers.
A) Icons B)Windows C)Screens D) Index [ ]
3._____A sign that may be completely arbitrary in appearance
A) Symbol B)Windows C)Screens D)None [ ]
4. _____movement is independent of a system event, changing appearance to represent functions, processes, states, and state transitions
A)Dynamic icon's B) Static icon's C)Both D)None [ ]
5_____ is use to identify links that may be followed.
A) Navigational B)Horizontal C)Vertical D)None [ ]
6.____is to illustrate items mentioned in the text.
A) Organizational. B) Navigational C)Screens D) Representational [ ]
7. ____is used to depict relationships among items mentioned in text.
A)Organizational. B) Navigational C) Representational)None [ ]
8____.is used to show how things or processes work.
A) Explanative B)Directive C)Exclusive D) Decorative [ ]
9.. is provide visual appeal and emphasis
A) Decorative B) Explanative C) Directive D)None [ ]
10.Diagrams are useful for illustrating the ___of an object, its key parts and how they are related to each other As a formatting aid, color can provide better structure and meaning to a screen
A) structure B)Flow C)Screens D)None [ ]
11.A __viewing deficiency is called protanopia,
A) red B)green C)blue D)white [ ]
12. A ____viewing deficiency is called deuteranopia,
A) red B) green C)blue D)rose [ ]
13. A viewing deficiency is called tritanopia.
A) green B)violet C) blue D)None [ ]
14.The majority of good combinations possess a bright or high-intensity color as the ____color.
A) background B) foreground C)both D)None [ ]

15.The majority of poor combinations are those with _____contrast.
A) high B)moderate C) low D)None [ ]
16.The best overall color is_____.
A) blue B) black C)green D)red [ ]
17.A prototype is primarily a vehicle for exploration, communication, and evaluation. Its purpose is to obtain user input in design, and to provide feedback to designers
A) Icons B)Windows C)Screens D)None [ ]
18._____ is created and applied intentionally and with a purpose.
A) test B) bug C)audio D)video [ ]
19.A _____requires developing a test plan, selecting test participants, conducting the test, and analyzing the test results
A) test B)dna test C) usability test D)None [ ]
20.____ Define the specific type of test to be carried out In a think-aloud evaluation, users perform specific tasks while thinking out load.
A) Analogy B)Strategy C) Methodology. D)None [ ]
21.In a _____walkthrough, developers walk through an interface in the context of representative user tasks.
A) cognitive B) anti cognitive C)both D)None [ ]
22.Severity Ratings in Heuristic Evaluation which number indicates "I don't agree that this is a usability problem at all".
A) 0 B)1 C)2 D)3 [ ]
23.Severity Ratings in Heuristic Evaluation which number indicates a" cosmetic problem only. Need not be fixed unless extra time is available."
A) 0 B)1 C)2 D)3 [ ]
24. Severity Ratings in Heuristic Evaluation which number indicates a "minor usability problem. Fixing should be given a low priority".
A) 0 B)1 C)2 D)3 [ ]
25. Severity Ratings in Heuristic Evaluation which number indicates a major usability problem. Important to fix and should be given a high priority.
A) 0 B)1 C)2 D)3 [ ]
26. Severity Ratings in Heuristic Evaluation which number indicates a usability catastrophe. Imperative to fix before the product can be released.
A) 1 B)2 C)4 D)3 [ ]
27.A_____ review is an inspection of an interface's navigation and screen design and layout in the context of an organization's standards and design guidelines.
A) guidelines B)Windows C)Screens D)None [ ]
28. _____of screens can be easily developed and used very early in the development process
A) Hand-drawn sketches B)Sketches C)Both D)None [ ]
29. _____and guidelines are an important component of good design, laying the foundation for consistency.
A) Design standards B) C)Screens D)None [ ]
30. Informal feedback is a ____proposition Parts of the system may be completely overlooked; significant problems in other parts may never be documented.
A) hit B) miss C)both D)None [ ]
31._____ is used to evaluate a product.
A) Icons B)Windows C) Testing D)None [ ]

32. _____validates design decisions.
A) Icons B)Windows C)Screening D) Testing [ ]

33.____ also can identify potential problems in design at a point in the development process where they can be more easily addressed.
A)Bug B) Testing C)Screening D)None [ ]
34._____ also enables comparison of alternate versions of a design element, when a clear direction is not immediately evident.
A) Testing B)Debug C)Screens D)None [ ]
35.By ____l the interface and screens meet user needs and expectations can also be assessed.
A)Debug B)bug C) Testing D)None [ ]
36. To enhance readability and organization, and make the page more inviting, allow a sufficient amount of _____space on each page
A)red B) white C)green D)orange [ ]
37. For easier reading, restrict _____lines to no more than the length of two alphabets, or 52 characters
A) textual B)actual C)nominal D)None [ ]
38. Keep text and any related graphics close to each other. The viewer will assume a connection between elements located in _____proximity
A)text B)open C) close D)None [ ]
39._____ Provide sufficient horizontal spacing so that groupings of information are obvious
A)Vertical spacing B) Horizontal spacing C)Normal spacing D)None [ ]
40. Use _____rules sparingly on pages. These rules can break up page flow and signal a page's end when it is not intended
A)verticla B) horizontal C)noramal D)None [ ]

HUMAN COMPUTER INTERACTION QUIZ QUESTIONS

1. Which of the following are the components of the HCI approach to design?

A. ☐ Tasks

B. ☐ Usability

C. ☐ Humans

D. ☐ Technology

2. HCI draws which of the fields together?

A. ☐ Psychology

B. ☐ Literature

C. ☐ Design

D. ☐ Computer Science

3. Which of the following is the most likely interface metaphor used by a smartphone calendar?
   A. Take-out Menu
   B. A paper diary
   C. Mobile Technology
   D. A touchscreen
4. What is the major difference between the two websites?

A. Background colour
B. The first website provides control over number of results
C. The second website only contains UI components which are essential
D. The second website has a better color scheme

5. Which one of these would not be found in a good HCI?

A. Icons that can have specific meanings
B. Common shortcuts, like CTRL+Z for undo
C. Sounds that convey meanings
D. A long command line to achieve a function

6. What is the principal interaction mode for a Microsoft Kinect?

A. Haptic Interface
B. Mouse Pointer

C. Exploring and Browsing

D. Gesture and Body Movements

7. “Good Design is just cool graphics”

True
False

8. Which of the following statements is true?
A. A good UI design doesn’t save money as it is expensive
B. Bad UI design doesn’t really affect the reputation of the company
C. A good UI design saves time and effort
D. The UI design doesn’t matter as long as the product is great

9. Which of the following is not true about a good design?

A. Everything designed has an explicit criterion such that the design is useful and usable
B. Everything is designed keeping a vague context in mind
C. Both of the above
D. None of the above
10. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario:

A doctor performs an ultrasound on the ultrasound machine using the handheld device.

A. A doctor
B. performs an ultrasound
C. the ultrasound machine
D. the handheld device
11. What are the goals of a good design?
A. Safety
B. Utility
C. Efficiency
D. All of the above
12. What does the Eyedropper tool do?
A. Paints a single dot of color
B. Picks/Selects the color at the cursor
C. Creates a histogram of the area around the cursor
D. Fades the colors of an area centered on the cursor
13. Which of the following techniques can teach you a few things about a thousand people?
A. Cognitive walkthrough
B. Market Research

C. Affinity Diagram
D. Contextual inquiry
14. Which of the following is/are true for contextual inquiry?
A. ☐ With contextual inquiry, you learn a few things about a thousand people

B. ☐ With contextual inquiry, you learn a thousand things about a few people

C. ☐ Focus is on what people say

D. ☐ Focus is on what people do

15. Which of the following things does Market research helps you learn?

A. Why are users doing something

B. A large variety of things about a thousand people

C. How people do something

D. What people say

16. Which of the following statements is/are true?

A. ☐ Users may sometimes do things without any reason

B. ☐ Nothing a user does is for no reason

C. ☐ Users do not always know what they want

D. ☐ Sometimes the behaviour of users can be unique to them

17. Contextual Inquiry requires the HCI expert to:-

A. Intervene the user when he does something incorrect

B. Make sure the user doesn't think aloud while using the product

C. Ask the users to summarize their reactions

D. Steer the conversation to stay on relevant topics

18. Contextual inquiry is a quick form of which of the following techniques?

A. Psychology

B. Ethnography

C. Focus Group Discussions

D. None of the above

19. Which of the following is/are a part of the general process of making an affinity diagram?

A. ☐ One key concept or observation per sticky note

B. ☐ Cluster similar items as you go

C. ☐ Label emerging themes

D. ☐ Decide the themes of clusters in the beginning

20. Choose the option with the correct order.

A. Cognitive walkthrough -> Affinity diagram -> Contextual inquiry

B. Cognitive walkthrough -> Contextual inquiry -> Affinity diagram

C. Contextual inquiry -> Affinity diagram -> Cognitive walkthrough

D. Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

21. Which of the following is an aspect of conducting a Contextual Inquiry?

A. Using recording techniques

B. Taking permission from the Institutional Review Board

C. Having the users sign a consent form

D. All of the above

22. To reposition an image in a layer, you would click the layer listing on the Layers panel, then drag the image with which tool?

A. Selection tool

B. Hand tool

C. Move tool

D. None of the Above

23. Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the following?
A. Focus Group Discussion
B. Contextual Inquiry
C. Market research
D. Affinity Diagram

Which of the following is true about the process of drawing Affinity Diagrams?

A. It is immersive
B. It is persistent
C. It involves brainstorming
D. All of the above
24. Clicking and holding the mouse button or Right-clicking on a toolbar icon does what?
A. Increases the size of that tool
B. Locks that tool as the default action
C. Reveals help text for that tool
D. Shows additional tools related to that tool
25. If a user is in your lab and you need to use lookback.io for user testing, you will use:
A. Live Moderated Testing
B. Unmoderated Self-Testing
C. In-Person Testing
D. None of the above
26. If you need to perform a interactive Task Analysis of your app and you need to use lookback.io for user testing, you will use:
A. Live Moderated Testing
Unmoderated Self-Testing
B. In-Person Testing
C. None of the above
27. If you need to give the user some fixed context and then let them understand your app themselves, and you would use _____ on lookback.io:
A. Live Moderated Testing
B. Unmoderated Self-Testing
C. In-Person Testing
D. None of the above
28. Using lookback.io, you can:
A. Have an interactive call
B. Rewatch previous interviews
C. Conduct interviews without consent
D. Invite collaborators to join the interview
29. An IRB proposal allows the committee to check which of the following:-
A. Will the study lead to a feasible result
B. What kind of data is being collected

C. Are the researchers qualified to conduct the study
D. Who are the participants in the study
30. On the basis of which of the following would you reject an IRB proposal
A. The amount being paid to the subjects is not reflective of their effort
B. The gender distribution of the study is not equal
C. There might be a degree of psychological risk to the participants
D. All of the above

31. Which of the following requires explicit signature of the IRB?
A. Flier

B. Consent Form

C. Both a & b
D. Neither a, nor b
32. Which of the following information you should include in an IRB proposal?
A. How will the subjects be recruited for the study
B. What is the long-term goal of the research
C. A summary of the study
D. How will the data collected in the study be useful
33. Which of the follow is/are **not** an important part of the IRB proposal?
A. Goals of the research
B. Biographies of the researchers conducting the study
C. Confidentiality of the data
D. Results of the pre-experimental questions

34. Which of the following discussed in the lecture is analogous to an end user license agreement?
A. IRB proposal
B. IRB application
C. Flier
D. Pre and Post experimental questions
E. Consent Form
35. Why are pre-experiment questions important in a study?
A. They allow debriefing the user about the goals of the study

B. They help decide if your participant is feasible for the study
C. They help ascertain if the subject is just doing the study for the money
D. None of the above
36. Which of the following buttons can be found in the Material Design Library of proto.io:
A. Action Button

B. Raised Button
C. Round Button

D. Icon Button
37. To add resources like images to proto.io project, it must be dragged and dropped into the _____ window
A. Project Asset
B. Layers
C. Images
D. Inspector

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

A. Smart Phone
B. Smart TV
C. Smart Watch

D. Web Desktop
38. Which of the following tools/services are not compatible with proto.io:
A. Photoshop
B. Dropbox
C. Illustrator
D. Lookback
39. Which of the following should an HCI expert take care of while designing a product?
A. You can make as many assumptions as possible
B. If it's not obvious to the users, it’s always their fault
C. You should not think yourself as a typical user
D. The end user is never a beginner
40. An HCI expert needs to be careful about which of the following
A. Users hijacking a discussion during an interview
B. Users deliberately providing incorrect information during a survey
C. Users hijacking a discussion during an FGD
D. All of the above
E. Both a and c
F. None of the Above
41. Why do we need a Survey?
A. To narrow down the data collection for your problem
B. Collecting qualitative data
C. To understand the needs of a large set of users
D. Statistical representation of the population of interest
42. Which of the following is a mode of conducting surveys?
A. Telephone
B. Web
C. Hybrid
D. All of the above
43. Which of the following issues occur in personal surveys?
A. Surveys are unnecessarily long
B. Time consuming

C. Low response rate
D. Users may be biased due to the presence of the interviewer
44. Which of the following survey techniques has the lowest response rate
A. Email
B. Telephone
C. Personal
D. Web
45. Which of the following is true about closed questions?
A. Closed questions are easy to code because they are not mutually exclusive
B. They might introduce bias in the study
C. Closed questions are time saving
D. They allow for greater creativity than open ended questions
46. Which of the following is **not** true about open-ended questions?
A. They are easy to analyze
B. Allow users to express their ideas without restriction
C. They incur greater time cost, compared to closed questions
D. All of the above

47. Which of the following questionnaire designs are particularly useful for exploratory studies?
A. Closed questions
B. Hypothetical questions
C. Questions with mutually exclusive options
D. Open-ended questions
48. Which of the following techniques can be used to understand the needs of a user?
A. Focus Group Discussions
B. Interviews
C. TV advertisements
D. None of the above
49. Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
A. Focus Group Discussions
B. Cognitive walkthrough
C. Survey
D. Pilot study
50. Choose the option with the most optimal order
A. Focus Group Discussions -> Interviews -> Surveys
B. Surveys -> Focus Group Discussions -> Interviews
C. Surveys -> Interviews -> Focus Group Discussions
D. Interviews -> Focus Group Discussions -> Survey
51. Which of the following factors **does not** govern the choice of the survey mode?
   A. Time and budget constraints
   B. Quality of the experts that will evaluate the survey
   C. The response rate desired
   D. The complexity of the questions to be asked
52. 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
53. What type of questions should one avoid in a questionnaire?
A. Double negatives
B. Leading questions
C. Demographic questions
D. Overlapping response categories
54. What is/are the goal/s of Task Analysis?
A. To determine the tasks that the actual users of the product are most likely to perform
B. To determine how often are the tasks performed
C. To identify the tasks that the developers of the product designed into the product
D. To identify the time constraints on the tasks
55. Which of the following can be classified as a difficult task while navigating on an e-commerce website?
A. Create an account/Login
B. Cancel a purchase
C. Find a product and add to cart
D. Checkout and proceed to purchase
56. Which of the following was one of the problem with the Stanford Prison Experiment?

A. Violation of participants' privacy
B. Ethical issues - severe repercussions on the participants
C. Participants were not given enough time for the task
D. Participants found the task very easy
57. 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?
58. 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
59. The prototyping phase follows after which of the following steps?
A. Evaluation
B. Building the application
C. Understanding users needs
D. None of the above
60. Why is prototyping essential?
A. To get quick feedback on the product/application
B. None of the above
C. Experiment with multiple alternatives
D. It saves money and effort
61. Paper and pen based sketches used for prototyping signifies which of the following?
A. Rapid prototyping
B. High-fidelity prototyping
C. Low-resolution prototyping
D. Low-fidelity prototyping
62. Which of the following statements is/are true?
A. It is easier to incorporate user feedback during high-fidelity prototyping compared to low-fidelity prototyping
B. It requires more effort and resources to incorporate user feedback during high-fidelity prototyping

C. It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
D. It requires more effort and resources to incorporate user feedback during low-fidelity prototyping
63. Indicate whether the following statement is true or false:
"Low-fidelity prototyping requires more precision than high-fidelity prototyping because that is when the major structure of the application is being designed
A. True
B. False
64. 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
65. Which of the following is true about Waterfall strategy?

A. Waterfall strategy is optimal for user experience
B. It is infeasible because it is difficult to adapt
C. Waterfall strategy implies that testing should be done all at once
D. Waterfall strategy uses a fail fast approach

66. The following describes the Iterative Design process:
A. Design-Code-Launch
B. Design-Prototype-Launch
C. Design-Prototype-Evaluate
D. Design-Evaluate-Code

67. For user testing on your low fidelity prototypes, you will:
A. Antagonise the user if they are unable to figure out your design
B. Give them an in depth explanation of the product so that they know everything before looking at your design
C. Give a brief overview of your ideas and then let them explore/figure out your design
D. All of the above

68. Which of the following should not be a part of your low-fidelity process?
A. A black and white layout
B. Creating a colourful logo for your app
C. Paper cutouts
D. Deciding on a colour scheme

69. You want to test the intuitiveness of the functionality of the application. For this task, you will use:
A. Low fidelity prototypes
B. High fidelity prototypes
C. Waterfall prototypes

70. You want to test whether the colour scheme of the application is appropriate. For this task, you will use:
A. Low fidelity prototypes
B. High fidelity prototypes

71. Which of the following are downsides of high fidelity prototyping?
A. Users give a lot of feedback about functionality of the application
B. Users focus too much on minute details like logo
C. Building high fidelity prototypes is time consuming
D. Users don’t like high fidelity prototypes

72. User-Centered Design is important because:
A. The users need to be taught to use the design
B. The design should be intuitive enough for users
C. The design should cater specifically to the needs of the users
D. It is necessary to know the user environment while building a design

73. Which of the following is/are a step in the waterfall strategy?
A. Requirements specification
B. Prototyping
C. Integration and Testing
D. Coding

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer I	Human Computer In	Human computer	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectin	Selecting & Executin	Pointing & Editing	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communicatio	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human C	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language	core	task	both A&B	None of these	A
12	_____are a well-established technique for collectin	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer di	Command Line Interface	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some mi	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabilit	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the sp	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fals	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the syst	Monitor the c	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough eva	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	is usually conducted at the end of the development process	is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world with intense		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d

28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c

47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d

119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirment	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perform	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessn	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the represen	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defini	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible inte	Show technical internals	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequ	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interf	the design of interfaces	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the	Technical	Strategic	Manual	All of these	B
8	…….. capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design mo	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconne	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questio	Workflow- oriented question	Attitude-o	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of th	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-o	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemer	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of th	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user	Reduce the u	Make the inte	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term mer	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard com	voice recogn	Both A&B	None of thes	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system imag	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system imag	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users do	The Help men	Radio buttons	A
7	…….. patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encou	Visual symbols	Brand equity	Grouping	Harmony	B

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a

21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a

42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c

62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write a		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, beca		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c

89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d

109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d

126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b

140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a

13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b

20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d

38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b

59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b

68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a

78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
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92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d

99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b

112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c

120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
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137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
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141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d

143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Developmen t Environment	Intelligent Developm ent Environme nt	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orier	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperativ e anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle

18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.	1980	1990	1995	2000	1990
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an `add on'	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interest	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING

16	Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
19	IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?		hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above

20	what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……..		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
23							
24							
25	Which of the following is general term for the technology capable of creating a virtual world with intense		VR	IR	AR	OR	a
26							
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		, If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d

42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____ capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____ .		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d

132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d

179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
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183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with intense		VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d

43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
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50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
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62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
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66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____ capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
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79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b

92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
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99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b

133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A_____ is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b

180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

S.r No	Question	Image	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b

17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b

45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a

74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d

108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Developmen t Environment	Intelligent Developm ent Environme nt	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orier	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperativ e anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Styl	Costume Styl	Cascading S	None of the Above	Cascading Style Sheet

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	KLM model stands for		Keystroke-level model	Key-level model	model of ke	NOPE	Keystroke-level model
2	KLM model developed by.....		David Kieras	petersons	Brady	NOPE	David Kieras
3	KLM model based on.....		CMN-GOMS	waterfall moc	both a&b	NOPE	CMN-GOMS
4	GOMS describes.....		goal,operator,r	goods,operat	goal, operat	NOPE	goal,operator,method, selection
5	CCT stands for.....		Cognitive com	Common com	both a & b	NOPE	Cognitive complexity theory
6	BNF stands for.....		Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form
7	TAG stands for.....		Task Action Gr	Task Automat	Task Active	NOPE	Task Action Grammar
8	Issues for goal hierarchies is/are		Granularity	Routine learn	Conflict	All Of The Above	All Of The Above
9	HTA stands for.....		Hierarchical Ta	Hierarchical T	Hierarchy b	NOPE	Hierarchical Task Analysis
10	What is the field of Natural Language Processing (NLP)?		Computer Scie	Artificial Intel	Linguistics	All of the mentior	All of the mentioned
11	NLP is concerned with the interactions between computers and human (nat		true.	false.			true.
12	What is the main challenge/s of NLP?		Handling Ambi	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences
13	Modern NLP algorithms are based on machine learning		true.	false.			true.
14	Choose form the following areas where NLP can be useful.		Automatic Text Summarizatio n	Automatic Question-Answering Systems	Information	All of the mentior	All of the mentioned
15	Which of the following includes major tasks of NLP?		Automatic Sur	Discourse An	Machine Tr	All of the mentior	All of the mentioned
16	What is Machine Translation?		Converts one h	Converts hur	Converts an	Converts Machine	Converts one human language to another
17	Natural Language generation is the main task of Natural language processing.		true.	false.			true.
18	OCR (Optical Character Recognition) uses NLP.		true.	false.			true.
19	Parsing determines Parse Trees (Grammatical Analysis) for a given sentence.		true.	false.			true.
20	IR (information Retrieval) and IE (Information Extraction) are the two same thing.		true.	false.			true.

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.
2	What are the Methods of analysing people's jobs?		what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis		true.	false.			true.
4	HTA stands for Hierarchical Task Analysis		true.	false.			true.
5	TDH stands for Task Description Hierarchy		true.	false.			true.
6	KRG stands for Knowledge Representation Grammar		true.	false.			true.
7	ERT stands for		Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are		Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties		true.	false.			true.
10	STN stands for		State transition n	State transfer net	State level netv	Static transition n	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.		Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.		Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.		Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as		Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into		Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.		Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.		Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.		Converter	Compiler	Text editor	Code optimizer	Compiler
19	A bottom up parser generates		Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in reverse
20	The linker		Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a load module

This sheet is for 1 Mark questions

S.r N	Question	a	b	c	d	Correct Answer
1	HCI stand for....	Human Computer I	Human Computer In	Human computer	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectin	Selecting & Executin	Pointing & Editing	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term mer	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard com	voice recogr	Both A&B	None of thes	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system imag	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system imag	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users do	The Help men	Radio buttons	A
7	…….. patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encou	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Developmen t Environment	Intelligent Developm ent Environme nt	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orier	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resou	Uniform Resc	Uniform Riv	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperativ e anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Styl	Costume Styl	Cascading S	None of the Above	Cascading Style Sheet

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	socio-technical modelling concerned with technical, social, organizational and human aspects of design		true.	false.			true.
2	socio-technical modelling describes impact of specific technology on Organization		true.	false.			true.
3	socio-technical modelling do information gathering throug		interviews,	observation	focus groups	All Of The Above	All Of The Above
4	socio-technical modelling several approaches like		CUSTOM	OSTA	both a & b	NOPE	both a & b
5	In CATWOE “W” stands for		Weltanschauung	work	wealth	width	Weltanschauung
6	In CATWOE “T” stands for		Transformations	total	trcker	NOPE	Transformations
7	In CATWOE “O” stands for		Owner	out	obvious	NOPE	Owner
8	In participatory design workers enter into design context		true.	false.			true.
9	In ethnography (as used for design) designer enters into work context		true.	false.			true.
10	participatory design & ethnography (as used for design) B		true.	false.			true.
11	User is an active member of the design team.		true.	false.			true.
12	Characteristics of Participatory Design are		context and work	collaborative	iterative	All Of The Above	All Of The Above
13	Methods of Participatory Design are		brain-storming	storyboarding	workshops, p	All Of The Above	All Of The Above
14	Three levels of participation are consultative, representative, consensus		true.	false.			true.
15	Ethnography is very influential in CSCW		true.	false.			true.
16	Ethnography a form of anthropological study with special focus on social relationships		true.	false.			true.
17	Ethnography does not enter actively into situation		true.	false.			true.
18	Ethnography seeks to understand social culture		true.	false.			true.
19	Ethnography is unbiased and open ended		true.	false.			true.
20	soft systems methodology developed by Checkland		true.	false.			true.

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.
2	What are the Methods of analysing people's jobs?		what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis		true.	false.			true.
4	HTA stands for Hierarchical Task Analysis		true.	false.			true.
5	TDH stands for Task Description Hierarchy		true.	false.			true.
6	KRG stands for Knowledge Representation Grammar		true.	false.			true.
7	ERT stands for		Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are		Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties		true.	false.			true.
10	STN stands for		State transition n	State transfer net	State level netv	Static transition n	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.		Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.		Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.		Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as		Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into		Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.		Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.		Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.		Converter	Compiler	Text editor	Code optimizer	Compiler
19	A bottom up parser generates		Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in reverse
20	The linker		Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a load module

Question	a	b	c	d	Answer
HCI stand forâ€¦.	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B
â€¦â€¦â€¦. is the best example for design.	View	Model	Analyzing	None of these	A
What is the benefit of good design.	positive effect or performance	Success	Both a & b	None of these	C
Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
â€¦â€¦â€¦. And â€¦â€¦.. are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B
â€¦â€¦â€¦.. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
Graphic screen assumed as â€¦â€¦. Look	3D	2D	1D	None of these	A
People performing operations are called â€¦. on objects	operating	Actions	pointing	None of these	B
â€¦â€¦â€¦ interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D

â€¦â€¦â€¦.. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
â€¦â€¦â€¦. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C
â€¦â€¦.. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
â€¦â€¦â€¦.. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
In computer graphics	pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points

is the best example for design.	View	Model	Analyzing	None of these	A
What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
A mouse device may beÂ â€¦.	electro-chemical	mechanical	optical	both mechanical and optical	D
It is the rich stories of the design	scenario	program	criteria	iteration	A
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
â€¦â€¦â€¦.. Is an goal of evaluation	acess effect of interface on user	GUI interaction	Sofware	All of these	A
User and system has its own unique language the language used by the system is called â€¦â€¦	core	task	both A&B	None of these	A
_____ are a well-established technique for collecting demographic data and usersâ€˜ opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfaces	B

Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
Mistakes and Slips are two forms of	Error	goals	evaluation	objectives	A
Conventional wisdom says that â€¦â€¦â€¦â€¦â€¦..tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
The name of the document should be shown on the applicationâ€™s â€¦â€¦â€¦â€¦â€¦...	Menu bar	Title bar	Navigation bar	All of these	B
Which of these are attributes of usability?	Learnability.	Subjective satisfaction	Generalisability.	All of these	C
HCI is core subject of	software Engineering	phychology	arthopology	none	A
â€¦â€¦â€¦.. Is an goal of evaluation	GUI interaction	speaking with Computer	identify the specific problems	All of these	C
Advantages of direct observation isâ€¦.	there can be no plagrarism	speaking with Computer	Error message	None of these	A
Advantages of direct observation isâ€¦.	there can be false report	speaking with Computer	Error message	None of these	A
Advantages of continuous evalution isâ€¦..	Monitor the system in actual use	Monitor the communication between human and computer	Error message	None of these	A
â€¦.. Is an Interface Evalution method	walkthrough evalution	Interactive evalution	Both a & b	None of these	C

The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A
Design is nothing butâ€¦.	system requirment	Achieving the goals within constraints	both a& b	None of these	b
Know your user or client ending with	Testing	design	Planning	None of these	B
Designer needs_____tool	Good	Bad	both a& b	None of these	A
HCI design components areâ€¦	target area	Cost	both a& b	None of these	C
â€¦â€¦â€¦ is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	A
Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A

The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
â€¦â€¦â€¦ is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
The ability of the user or the system to modify the user interface is â€¦..	Customizability	Learnability	Flexibility	Robustness	A
The extent to which the user can evaluate the internal state of the system from the representation on the user interface is â€¦.	Customizability	Learnability	Flexibility	Observability	D
The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A

Unable to edit pdf document	is a type of _____ constraints.	Physical	Cultural	Logical	Update
Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
â€¦.. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
Which of the following is not a user interface design process?	Knowledgeable	frequent users	Interface design	Interface validation	All of these
Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
As a software designer	which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these
â€¦â€¦â€¦â€¦ capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B

A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow-oriented question	Attitude-oriented question	B
Learn only a single mode of operation that is applicable to all objects	is a benefit of _____.	Consistency	Mapping	Reliability	None of these
What do you enjoy most about your job (or lifestyle) is an example of â€¦â€¦â€¦..	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B
Which of the following is golden rule for interface design?	Place the user in control	Reduce the userâ€™s memory load	Make the interface consistent	All of these	D
When users are involved in complex tasks	the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these

A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
What incorporates data	architectural	interface	and procedural representations of the software?	design model	User model
What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
â€¦â€¦â€¦â€¦ patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
â€¦â€¦â€¦â€¦â€¦. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
Use of highlighted tabs in global navigation bar shows this is the â€–_____ ' page	Home	Default	Error	Browser	A
XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B

_____ __ is not like other pages; it has different burdens to bear	different promises to keep.	Form	Homepage	Sections	Navigation bar
Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
Browser title always contain the word	Default	Error	Home	Browser	C
Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
Toolkits provides the â€¦..	similar look and feel	Visibility	Manu bar	Section	A
Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
_____ _ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C

Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C
Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
_____ is particularly useful early in design. It is excellent technique to use with the prototype	because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these
Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
Panes	frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given
_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B

Name of the document should be shown on the applicationâ€š_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A

Question	a	b	c	d	Answer
Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
Failure to capture userâ€™s attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
We are deficient in our development _____	not in our development _____	ï€ Process	Tools	Tools	Process
Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B

_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together	due to _____.	Form factor	Input method	View	None of the given
_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
The term _____ derives from systems theory and refers not	Operating system	Processor	Monitor	System	D

only to the hardware and software but to the entire environment					
Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D
Firefox uses _____ rendering engine.	WebKit	Gecko	Trident	Presto	b
State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.	TRUE	FALSE			a
Which of the following is used to read a HTML page and render it?	Web browser	Web server	Web matrix	Web network	a
Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	a
Who created the first web browser	Tim Berners Lee	Jacobs	Lan	Marc Andeersen	Mozilla foundation
IDE stands for _____	Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	b
Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	TRUE	FALSE			a
Google Chrome has its own task manager	which allows you to view and manage your memory and CPU usage.	TRUE	FALSE		

Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	b
Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	d
HTML is a ..... type of language	procedural	markup	object oriented	object based	b
HTML documents are stored in the file in the form.....	.hxm	.html	.hm	.hml	b
what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	d
WWW stands for world wide web	TRUE	FALSE			a
URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	a
Internet is	a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	d
HTML tags are surrounded by ___ brackets	Angle	Square	Round	Curly	a
Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	b
HTML was first proposed in year ___.	1980	1990	1995	2000	b
CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	a
What are the Techniques of knowledge representation?	rule based	frame based	network based	All Of The Above	d

what are the Problems with knowledge	knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	d
Designing user support consists of	User support is not an `add onâ€™	it should be designed integrally with the	Concentrate on content and context of	All Of The Above	d
How is help requested in user support?	command	Button & function (on/off)	separate application	All Of The Above	d
How is help displayed in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	d
Effective presentation requires	clear	familiar	consistent language	instructional rather than descriptive language	avoidance of blocks of text
In HTML	Uniform Resource Identifier (URI) is used to	To create a frame document .	To create a image map in the webpage.	To customize the image in the webpage.	To identify a name or a resource on the internet.
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?	<head></head>	<head><head>	<label><label>	<title></title>
What should be the first and last pair of tags in your Web document?	<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	a
A Web document is broken into sections. What are the tags called that create these sections?	Structure tags	HTML tags	Heading tags	Body tags	a

What does an HTML tag do?	It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	a
Which of the following web elements should you know about before building your web site?	The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	a
What type of information should you avoid including on your Web site?	Links to sites of interest	Private personal information	Work and academic experience	Graphical	b
An ordered list is a ..... list and an unordered list is a ..... list.	bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	d
The ..... attribute adds space within each cell.	CELL SPACING	CELL PADDING	WIDTH	ALIGN	b
Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	a
..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	d

Once the email is sent	the message is broken into pieces called	Packets	Process	Digits	Bytes
IEEE stands for	Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	d
DNS translates	domain name into IP	IP into domain name	both a & b	domain name into physical address	c
Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?	@font-face	@charset	@media	!important	a
Which of the following font format is supported by all the latest browser?	EOT	WOFF2	SVG	WOFF	d
Which of the following property sets the style of a font?	font	style	font-style	@font-face	c
Which among the following is the system root folder for Microsoft Windows by default?	Windows Manager	C:/Windows	Task Manager	Homegroup	b
Two or more computers connected to each other for sharing information form a _____.	Router	Server	Network	Tunnel	c

What type of technology allows you to use your finger	eye	or voice print to secure your information resources?	Haptics	Caves	Biometrics
Which among the following was the first graphical web browser?	Mosaic	WAIS	CERN	Gopher	a
Which bar is usually located below the Title Bar that provides categorized options?	Menu Bar	Toolbar	Status bar	Scroll Bar	a
Which among following is odd one ?	RAM	ROM	CACHE	Hard Disk	d
Which among following is not an input device?	Mouse	Scanner	Keyboard	Printer	d
The device that can both feed data into and accept data from a computer is called _____.	input-output device	ALU	CPU	NONE	a
what are the issues in user support?	different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	d
What are types of user support?	quick reference	task specific help	full explanation & tutorial	All Of The Above	d
what are the Requirements of user support?	Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	d
what are the Approaches to user support?	Command assistance	Command prompts	Context sensitive help	All Of The Above	d

what are the problems of Adaptive Help Systems?	knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	d
what are the Approaches to user modelling?	Quantification	Stereotypes	Overlay	All Of The Above	d
What are the hardware challenges in designing of mobile devices ?	limited input facility	limited ouyput facility	both a & b	NOPE	c
What are the software challenges in designing of mobile devices ?	hierarchical menus	navigate and browsing	image and icon	All Of The Above	d
what are the requirement of user supports?	Availability	consistency	accuracy and completeness	All Of The Above	d
Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings
Conventional wisdom says that â€¦â€¦â€¦â€¦â€¦.. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
In a heuristic evaluation â€¦â€¦â€¦â€¦â€¦â€¦â€¦â€¦	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general	b

				principles	
The primary interactive method of communicatio n used by human is â€¦â€¦.	reading	writing	speaking	Listening	c
Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizabi lity	Subjective satisfaction	a
Unlike traditional observation	guided observation â€¦â€¦â€¦â€¦ â€¦â€¦..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants
A persona in the context of goa-oriented interaction design â€¦â€¦â€¦..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
The name of the document should be shown on the applicationâ €™s â€¦â€¦â€¦â€¦ â€¦â€¦	menu bar	title bar	tool bar	status bar	b
is the best example for design.	View	Model	Analyzing	None	b
What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
Study of how computer works together and to satisfy for accurate results is	Good design	HCI	Bad design	All the Above	b

known as					
& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
When users are involved in complex tasks	the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned
Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
What incorporates data	architectural	interface	and procedural representations of the software?	design model	userâ€™s model
What establishes the profile of end-users of the system?	design model	userâ€™s model	mental image	system image	b
The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c

Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?	VR	IR	AR	OR	a
Which of the following corresponds to the computer interface technology that uses icon	etc?	CUI	CAI	GDI	GUI
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?	Time sharing processing	Online transaction processing	Batch processing
Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
How many main categories of principles to support usability?	5	4	6	3	d

Question	a	b	c	d	Answer
Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
Concerning the legibility of text:	. If lines are too long	the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.
What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
Which is the best example of triangulation in data gathering?	Collecting information about designer's model	user's mental model	and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.
Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d

What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
Where would a card-based prototype best fit in the design process?	After conceptual design	before scenario design	After scenario design	before storyboarding.	After storyboarding
The following are examples of placing â€œknowledge in the worldâ€:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh	the trash can was used to eject a diskette.	All of the above.
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	system initiation	system implementation	system analysis	system design	d
Which of the following is NOT a category of entities?	concept	place	object	relationship	d

You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned	so you can collect your data.	After ensuring they do not need medical help	let them leave	with your thanks.
The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discriminati on	loss of calibration	c
The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
The user's vocal system is categoricall y used as	input control	processing control	memorization control	motor control	d
The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b

The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows	Icons
Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data	using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website
Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b

The term physical reception of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
Rolf Molichâ€™s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
In general	a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing
: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b

Explanatory undo is	generally	a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo
Browser Title always contains the word â€˜_____â€™.	Home	Default	Error	Browser	a
_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
People frequently counter the idea of _____feed back with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
What are valid kinds of working prototype	along the dimensions of features and funtionality ?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.
The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c

The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
The simple model of human interaction was proposed in	1990	1989	1983	1988	c
The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al.	2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.
The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
All of the following are the project management causes of failed projects	except	lack of organization â€™s commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change

If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
_____ applications are great platforms for creating an environment rich	in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic
_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design	testing
_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
Choose THREE (3) senses in Multi-modal Technology	i	ii and iii	i	iii and iv	i
There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
In human vision	the light into a sharp image is been focused by	rods	lens	retina	cones
The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
A technique that organizes data into groups to form non-redundant	stable	flexible	and adaptive entities is:	optimization	normalization
Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
_ helps meet psychological and cognitive processing needs	increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design

Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
What is the fundamental insight underlying the cognitive walk through method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
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?	Storyboard	Scenario	Use Case
Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
Define life cycle model in HCI.	Spiral	usability engineering	Star	usability engineering	usability engineering
Process oriented	position and arguments	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale
Which rule in Schneiderman Golden Rule suite the statement below	to simplify new system sign up process	error correction system must be provided to facilitate user	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure
Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
How many principle in universal design?	Six	Seven	Eight	Ten	b

Given a scenario where you have a very small user base	which evaluationstrategy would you select:	Between groups	Within groups	fixed order tasks	Within groups
Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
In user experiments	we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people
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?	Within-Group	Between-Group	Control-group	None of the above	a
Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
HCI design standards include recommendations based on	human physical		cognitive	affective characteristics	ALL of the Above
Which of the following is golden rule for interface design?	Place the user in control	Reduce the userâ€™s memory load	Make the interface consistent	All of the mentioned	d
Which of the following is not a design principle that allow the user to	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the	c

maintain control?				screen	
Which of the following is not a user interface design process?	User	task	and environment analysis and modeling	Interface design	Knowledgeable
HyperCard is used to develop a quick	system design	software	mockup	quality test	c
The total number of stages of reading process of the data from screen is	2	3	4	5	b
Which of the following are principles of icon design?	The icon set should be consistent in terms of size	colours	metaphor	and level of realism.	Design a set of icons as a whole.
What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

Question	a	b	c	d	Answer
What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
By using capitalized words	the reading speed and accuracy	increased	improved	declined	leveled
Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
Which is the best definition of an interface metaphor?	In broad terms	the kind of technical and software framework within which human system interaction takes place (e.g.	WIMP	mobile	tangible)
To reconstruct a system	which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above
Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c

Which of these factors influence a userâ€™s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
When desk-checking an algorithm	you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above
Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d

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?	minimal duration	earliest completion
Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specificatio ns	d
Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
_____ _is the least technical way of collecting data	but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video

_____ is particularly useful early in design. It is excellent technique to use with the prototype	because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given
Evaluations done during design to check that product continues to meet userâ€™s needs are known as _____ evaluation.	Formative	Summative	Relative	None of the given	a
Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a

Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator	who walks through a typical task.	focuses explicitly on learnability.	not with action sequence
In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
What are the pros (advantages) when using questionnaires as opposed to	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d

interviews?					
When conducting an investigation with human participants for research or commercial reasons	which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.
Rolf Molichâ€™s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b

Which of the following options best represents the core values of user-centred design	as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.
User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
_____ Research can tell you about what	how	many and why in rich	multivariate detail.	Quantitative	Qualitative
____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
_____ applications are great platforms for creating an environment rich	in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic
_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
_____ is the process of selecting things to concentrate on	at a point in time	from the range of possibilities available.	Perception and recognition	Attention	Learning

The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understandin g	a
Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
In the following data set	which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.
Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts	like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function
Which of the following statements is true?	A good UI design doesnâ€™t save money as it is expensive	Bad UI design doesnâ€™t really affect the reputation of the company	A good UI design saves time and effort	The UI design doesnâ€™t matter as long as the product is great	c
Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users	itâ€™s always their fault	You should not think yourself as a typical userd.	The end user is never a beginner
Which of the following instances illustrates â€cognitive walkthroughâ€™?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d

What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy	moderate and difficult tasks	More easy tasks and less difficult tasks
Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
Select the heuristic principle to describe the given statement below:	through appropriate feedback within reasonable time.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard
Choose the suitable method to apply the criteria below:	Interview	Questionnaire	Research	Observation	b
Using model of how a human would use a proposed system to obtain predict usability measure by calculation or simulation.	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
Which problem that might occur in a group-experimental studies	i	ii and iii	i	ii and iv	i

Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
Advantages:	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
Error rate will increase as font size decrease	Participants	Hypothesis	Dependent variables	Independent variables	b
Independent variables is characteristic changed to produce different condition.	i	ii and iii	i	ii and iv	i
Which is the best definition of an interaction paradigm?	In broad terms	the kind of technical and software framework within which human system interaction takes place (e.g.	WIMP	mobile	tangible)
Which is the best definition of an interaction mode?	In broad terms	the kind of technical and software framework within which human system interaction takes place (e.g.	WIMP	mobile	tangible)
What is an affordance according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a

According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken	will the user see that things are going ok?	All of above

Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
Panes	frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given
Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical	semantic	political	and logical constraints.

What is a principal limitation of multimedia as a means for presenting educational material	according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium	such as text	and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.
If the user wants to _____ place the document somewhere in the file system hierarchy	he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly
The communicatio n problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions	specifying right action	selecting appropriate interface mechanism.
What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague	the video system no longer picked them up	People found it uncomfortabl e to interact “look ing down” at a colleague.	All of the above.
When brainstormin g	which of the following are recognised techniques for getting unstuck:	Pretend itâ€™s magic.	Pretend itâ€™s human.	Renaming	All of the above

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   16 – 24 ☐
   25 – 45 ☐
   46 + ☐

2. Gender
   Male ☐
   Female ☐

3. Are you a current member
   Yes ☐
   No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation ……..

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
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187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
85	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

89	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
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92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a

114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   - 18 – 24 ☐
   - 25 – 45 ☐
   - 46 + ☐

2. Gender
   - Male ☐
   - Female ☐

3. Are you a current member
   - Yes ☐
   - No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation …….

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer	Human Computer I	Human compute	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectir	Selecting & Executi	Pointing & Editin	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communica	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Com	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of thes	A
11	User and system has its own unique language the languag	core	task	both A&B	None of these	A
12	_____are a well-established technique for collect	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer	Command Line Interfac	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some r	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabil	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the s	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fal	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the sys	Monitor the	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough ev	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirmen	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase th	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and ass	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the repre	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for ur	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defin	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible int	Show technical interna	Make the interface consistent	All of thes	B
5	Which of the following is not a user interface design process?	Knowledgeable, freq	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the inter	the design of interface	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design m	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconn	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questi	Workflow- oriented question	Attitude-	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of t	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Suppleme	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of t	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the use	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term me	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard con	voice recog	Both A&B	None of the	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system ima	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system ima	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users d	The Help mer	Radio button	A
7	…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that e	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know	Toolbar buttons are too	Radio buttons are too small	All of	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Sharehol ders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orie	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Sty	Costume Sty	Cascading	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge re		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an '	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consiste	instructional rather than desc	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame docu	To create a image map in the	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <b	<start><end> and <body></b	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment c	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interes	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain name	both a & b	domain name into physical	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of su	implementation and	all need careful desig	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tu	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and compl	Consistency & Robus	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistanc	Command prompts	Context sensitive hel	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirem	who has control of t	what should be adap	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mo		limited input facility	limited ouyput facili	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mo		hierarchical menus	navigate and browsi	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and comple	All Of The Above	All Of The Above

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State	Finished
Completed on	Sunday, 26 April 2020, 12:41 AM
Time taken	50 mins 37 secs
Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Select one:

- a. Primary and secondary key investigations
- b. Normalisation
- c. E-business architecture modelling
- d. Star schema data model ✓

The correct answer is: Star schema data model

Question **2**

Correct

Mark 1.00 out of 1.00

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Select one:

- a. Eye tracking
- b. Expert review
- c. Use-case modelling
- d. Web design personas ✓

The correct answer is: Web design personas

Question **3**

Correct

Mark 1.00 out of 1.00

Select one:

- a. includes some interaction with participants
- b. set a strict guidelines for session activities
- c. reduces error introduced by the experimenter ✓
- d. sets strict guidelines for session length

The correct answer is: reduces error introduced by the experimenter

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following fields is not an influence on Human Computer Interaction (HCI)?

Select one:

- a. Computer science
- b. recognitive psychology
- c. Ergonomics
- d. All of the above are an influence on HCI ✓

The correct answer is: All of the above are an influence on HCI

Question **5**

Correct

Mark 1.00 out of 1.00

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Select one:

- a. 6
- b. 10 ✓
- c. 12
- d. 8

The correct answer is: 10

Question **6**

Correct

Mark 1.00 out of 1.00

Select one:

- a. title bar ✓
- b. menu bar
- c. status bar
- d. tool bar

The correct answer is: title bar

Question **7**

Correct

Mark 1.00 out of 1.00

Which one of these would NOT be found in a good Human Computer Interaction?

Select one:

- a. Common short cuts, like CTRL+Z for undo
- b. Icons that can have specific meanings
- c. Sounds that convey meanings
- d. A long command line to achieve a function ✓

The correct answer is: A long command line to achieve a function

Question **8**

Correct

Mark 1.00 out of 1.00

Select one:

- 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

The correct answer is: is used to role-play through an interface design

Question **9**

Correct

Mark 1.00 out of 1.00

Identify from among the following the attribute of usability.

Select one:

- a. Learnability ✓
- b. Generalizability
- c. Usefulness
- d. Subjective satisfaction

The correct answer is: Learnability

Question **10**

Correct

Mark 1.00 out of 1.00

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Select one:

- a. Eyeball test
- b. Eye tracking ✓
- c. Usability audit
- d. Crowdsourcing

The correct answer is: Eye tracking

Question **11**

Correct

Mark 1.00 out of 1.00

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Select one:

- a. What is their purpose in visiting the site
- b. What type of browsers will they use
- c. How large a screen or window they will use
- d. All of the above ✓

The correct answer is: All of the above

Question **12**

Correct

Mark 1.00 out of 1.00

How do you identify the user in the usability engineering lifecycle?

Select one:

- a. Run a thinking aloud test
- b. Observe representative Users ✓
- c. Assume the role of an apprentice learning from the master craftsman
- d. Draw up a user profile

The correct answer is: Observe representative Users

Question **13**

Correct

Mark 1.00 out of 1.00

Select one:

- a. error messages ✓
- b. program crash
- c. system stuck
- d. metadata

The correct answer is: error messages

Question **14**

Incorrect

Mark 0.00 out of 1.00

. In virtual reality which of the senses cannot currently be portrayed?

Select one:

- a. Touch
- b. Sight
- c. Hearing
- d. Smell ✗

The correct answer is: Touch

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. reading
- b. writing
- c. Listening
- d. speaking ✓

The correct answer is: speaking

Question **16**

Incorrect

Mark 0.00 out of 1.00

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Select one:

- a. Web index
- b. Wireframe
- c. Blueprint ✗
- d. Site map

The correct answer is: Site map

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A long command line to achieve a function ✓
- b. Sounds that convey meanings.
- c. Common short cuts, like CTRL+Z for undo.
- d. Icons that can have specific meanings.

The correct answer is: A long command line to achieve a function

Question **18**

Correct

Mark 1.00 out of 1.00

Select one:

- a. A group of test users conducts a formal experiment ✓
- b. A group of psychologists administers a questionnaire
- c. A group of usability expert judges an interface with a detailed checklist of guidelines
- d. A group of usability experts reviews a user interface according to a small set of general principles

The correct answer is: A group of test users conducts a formal experiment

Question **19**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. Well designed HCIs use less computer resources. ✗
- b. Not every user is a computer expert
- c. Well designed HCIs allow the software to be sold at a better price.
- d. Well designed HCIs allow the computer to run faster

The correct answer is: Not every user is a computer expert

Question **20**

Correct

Mark 1.00 out of 1.00

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Select one:

- a. Client-server model ✓
- b. Client database structures
- c. Client server
- d. Data systems architecture

The correct answer is: Client-server model

Question **21**

Correct

Mark 1.00 out of 1.00

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Select one:

- a. All of the above ✓
- b. Site navigation
- c. Site organization
- d. Site personality

The correct answer is: All of the above

Question **22**

Correct

Mark 1.00 out of 1.00

Which of these is not a interface style?

Select one:

- a. Voice Recognition. ✓
- b. Command line/command prompt
- c. Natural Language
- d. Menus

The correct answer is: Voice Recognition.

Question **23**

Correct

Mark 1.00 out of 1.00

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Select one:

- a. Event-driven process chain model
- b. Network diagram
- c. Flow process chart
- d. Task manual development ✓

The correct answer is: Task manual development

Question **24**

Incorrect

Mark 0.00 out of 1.00

What is HCI stand for?

Select one:

- a. Human Computer Industry
- b. Human Computer Interaction
- c. Human Computer Interface ✗
- d. Human Computer Implementation

The correct answer is: Human Computer Interaction

Question **25**

Correct

Mark 1.00 out of 1.00

What techniques can be used to guide user's attention to important information on the interface?

Select one:

- a. Layouts and animations
- b. Colour ✓
- c. Flashing
- d. Auditory warning

The correct answer is: Colour

Question **26**

Correct

Mark 1.00 out of 1.00

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Select one:

- a. Mandatory free access for those with certain disabilities
- b. Accessibility legislation ✓
- c. Much larger screens
- d. None of the above

The correct answer is: Accessibility legislation

Question **27**

Correct

Mark 1.00 out of 1.00

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Select one:

- a. With the organisation's products
- b. With the internet
- c. With the organization
- d. All of the above ✓

The correct answer is: All of the above

Question **28**

Correct

Mark 1.00 out of 1.00

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Select one:

- a. Activity-based process definition method
- b. Task analysis ✓
- c. Process mapping
- d. Process

The correct answer is: Task analysis

Question **29**

Correct

Mark 1.00 out of 1.00

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationshipmodelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for entities', but what is the third stage?

Select one:

- a. Identify relationships between entities ✓
- b. Establish database table
- c. All of the above
- d. Define fields and records

The correct answer is: Identify relationships between entities

Question **30**

Correct

Mark 1.00 out of 1.00

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Select one:

- a. Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases
- b. Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios ✓
- c. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios
- d. Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases

The correct answer is: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

Started on	Sunday, 26 April 2020, 9:37 AM
State	Finished
Completed on	Sunday, 26 April 2020, 10:08 AM
Time taken	30 mins 8 secs
Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

This SDLC phase assesses the software for errors and documents bugs if there are any.

Select one:

- a. development/ implementation phase
- b. testing phase ✓
- c. designing phase
- d. analysis phase

The correct answer is: testing phase

Question **2**

Correct

Mark 1.00 out of 1.00

It is describing of an 'example' user

Select one:

- a. android
- b. persona ✓
- c. assistant
- d. proxy

The correct answer is: persona

Question **3**

Correct

Mark 1.00 out of 1.00

These are the reports that provide details about the accident, analysis of the factual data, and conclusions.

Select one:

- a. accident reports ✓
- b. factual data
- c. bugs and errors
- d. infinite informations

The correct answer is: accident reports

Question **4**

Correct

Mark 1.00 out of 1.00

It is the rich stories of the design.

Select one:

- a. B. program
- b. . scenario ✓
- c. C. criteria
- d. D. iteration

The correct answer is: . scenario

Question **5**

Correct

Mark 1.00 out of 1.00

It is a term used in systems engineering, information systems and software engineering to describe a process for planning, creating, testing, and deploying an information system.

Select one:

- a. Process Software Circular Cycle
- b. Program Life Cycle
- c. Maintenance Program Structure Cycle
- d. Systems Development Life Cycle ✓

The correct answer is: Systems Development Life Cycle

Question **6**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what is happening inside".

Select one:

- a. explore interactions ✗
- b. explore cognition
- c. explore architecture
- d. explore definition

The correct answer is: explore architecture

Question **7**

Correct

Mark 1.00 out of 1.00

It is a type of secondary navigation scheme that reveals the user's location in a website path through web site hierarchy.

Select one:

- a. trail sign
- b. website bugs
- c. . breadcrumb trail ✓
- d. linear formats

The correct answer is: . breadcrumb trail

Question **8**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the actual task of developing the software starts here with data recording going on in the background.

Select one:

- a. designing phase
- b. planning phase
- c. development/ implementation phase ✓
- d. analysis phase

The correct answer is: development/ implementation phase

Question **9**

Correct

Mark 1.00 out of 1.00

It is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process.

Select one:

- a. D. design development
- b. A. design process
- c. C. design computing ✓
- d. B. design algorithm

The correct answer is: C. design computing

Question **10**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what happens when".

Select one:

- a. explore definition ✗
- b. explore cognition
- c. explore interactions
- d. explore architecture

The correct answer is: explore interactions

Question **11**

Correct

Mark 1.00 out of 1.00

This SDLC phase provides a maintenance process wherein it will be maintained and upgraded from time to time to adapt to changes.

Select one:

- a. maintenance phase ✓
- b. analysis phase
- c. designing phase
- d. development/ implementation phase

The correct answer is: maintenance phase

Question 12

Correct

Mark 1.00 out of 1.00

These has controls, physical layout, modes of device and uses by the real world.

Select one:

- a. connectors
- b. diagrams
- c. physical devices ✓
- d. end user points

The correct answer is: physical devices

Question 13

Correct

Mark 1.00 out of 1.00

It helps people understand and visualize how a computer network is set up.

Select one:

- a. flowchart diagram
- b. hierarchical diagram
- c. engineering diagram
- d. network diagram ✓

The correct answer is: network diagram

Question **14**

Correct

Mark 1.00 out of 1.00

It is a rudimentary working model of a product or information system, usually built for demonstration purposes or as part of the development process.

Select one:

- a. beta
- b. draft system
- c. actual project
- d. prototype ✓

The correct answer is: prototype

Question **15**

Incorrect

Mark 0.00 out of 1.00

It is a discrete action designed to improve the system but you can't predict exactly how things are going to turn out.

Select one:

- a. C. system design
- b. design interactions ✗
- c. B. intervention design
- d. D. design protocols

The correct answer is: B. intervention design

Question **16**

Correct

Mark 1.00 out of 1.00

It has direct observation; probe packs, and used to inform interviews and ideas.

Select one:

- a. . persona
- b. system failure
- c. project design
- d. cultural probes ✓

The correct answer is: cultural probes

Question **17**

Correct

Mark 1.00 out of 1.00

It is the construction process on what is happening/building in the software/ program.

Select one:

- a. navigation
- b. design process ✓
- c. users
- d. design

The correct answer is: design process

Question **18**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the step of designing takes over, which is basically building the architecture of the project

Select one:

- a. analysis phase
- b. planning phase
- c. designing phase ✓
- d. testing phase

The correct answer is: designing phase

Question **19**

Correct

Mark 1.00 out of 1.00

They are the navigation controller/ commander of the user interface.

Select one:

- a. D. file handlers
- b. B. planners
- c. CEOs
- d. C. users ✓

The correct answer is: C. users

Question **20**

Correct

Mark 1.00 out of 1.00

It is the ability to calculate backward to obtain an input that would result in a given output.

Select one:

- a. goal seeking ✓
- b. system encoding
- c. program designing
- d. job hunting

The correct answer is: goal seeking

Question **21**

Correct

Mark 1.00 out of 1.00

It is a part of explore the depths of a system project which states "what are the users thinking".

Select one:

- a. explore cognition ✓
- b. explore definition
- c. explore architecture
- d. explore interactions

The correct answer is: explore cognition

Question **22**

Correct

Mark 1.00 out of 1.00

This SDLC phase calculates the strengths and weaknesses of the project and development of software.

Select one:

- a. designing phase
- b. planning phase ✓
- c. analysis phase
- d. testing phase

The correct answer is: planning phase

Question **23**

Correct

Mark 1.00 out of 1.00

It is a method to achieve the best outcome (such as maximum profit or lowest cost) in a mathematical model whose requirements are represented by linear relationships.

Select one:

- a. Complex programming
- b. Multi programming
- c. Linear programming ✓
- d. Single programming

The correct answer is: Linear programming

Question **24**

Correct

Mark 1.00 out of 1.00

It is the intervention, part of the goal and constraints when creating software

Select one:

- a. scenario
- b. navigation
- c. users
- d. design ✓

The correct answer is: design

Question **25**

Correct

Mark 1.00 out of 1.00

Which of the following is the golden rule of the design?

Select one:

- a. make your design simple
- b. make more programs
- c. understand your materials ✓
- d. share your files

The correct answer is: understand your materials

Question **26**

Correct

Mark 1.00 out of 1.00

It is the process of studying a procedure or business in order to identify its goals and purposes and creates systems and procedures.

Select one:

- a. system structure
- b. system data
- c. system project
- d. system analysis ✓

The correct answer is: system analysis

Question **27**

Correct

Mark 1.00 out of 1.00

It is described as a visual representation of a system/ website of hierarchy and can also be referred to as a structure chart.

Select one:

- a. statistical chart
- b. slide chart
- c. system chart
- d. hierarchical chart ✓

The correct answer is: hierarchical chart

Question **28**

Correct

Mark 1.00 out of 1.00

It finds your way around the system software

Select one:

- a. creation
- b. C. simulation
- c. D.navigation ✓
- d. B. criterion

The correct answer is: D.navigation

Question **29**

Incorrect

Mark 0.00 out of 1.00

It is the design of the interaction between users and products.

Select one:

- a. D. design protocols
- b. B. intervention design
- c. C. system design ✗
- d. design interactions

The correct answer is: design interactions

Question **30**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about analyzing the performance of the software.

Select one:

- a. designing phase
- b. planning phase
- c. testing phase
- d. analysis phase ✓

The correct answer is: analysis phase

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State	Finished
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Grade	**27.00** out of 30.00 (**90**%)

Question **1**

Correct

Mark 1.00 out of 1.00

Which of the following term describes testing?

Select one:

- a. b) Evaluating deliverable to find errors ✓
- b. a) Finding broken code
- c. d) None of the mentioned
- d. c) A stage of all projects

The correct answer is: b) Evaluating deliverable to find errors

Question **2**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of CASE tool?

Select one:

- a. b) Classic
- b. c) Real
- c. d) Middle ✓
- d. Lower

The correct answer is: d) Middle

Question **3**

Incorrect

Mark 0.00 out of 1.00

Which of the following lasts for the duration of the project and covers the development process?

Select one:

- a. c) Providing information on the development process in terms of metrics
- b. a) Monitoring all key parameters like cost, schedule, risks
- c. d) All of the mentioned ✗
- d. b) Taking corrective actions when needed

The correct answer is: a) Monitoring all key parameters like cost, schedule, risks

Question **4**

Correct

Mark 1.00 out of 1.00

If the user queries a collection of large databases and extracts information from the webapp, the webapp is categorized under

Select one:

- a. a) Service oriented app
- b. b) Database access app
- c. d) Data warehousing app ✓
- d. c) Portal app

The correct answer is: d) Data warehousing app

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. Provide for flexible interaction
- b. c) Show technical internals from the casual user ✓
- c. b) Allow user interaction to be interrupt-able and undo-able
- d. d) Design for direct interaction with objects that appear on the screen

The correct answer is: c) Show technical internals from the casual user

Question **6**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) Interface design
- b. c) Knowledgeable, frequent users ✓
- c. d) Interface validation
- d. User, task, and environment analysis and modeling

The correct answer is: c) Knowledgeable, frequent users

Question **7**

Correct

Mark 1.00 out of 1.00

A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.

Select one:

- a. a) True ✓
- b. b) False

The correct answer is: a) True

Question **8**

Correct

Mark 1.00 out of 1.00

What stores all changes and info related to the project from development through maintenance in CASE tools?

Select one:

- a. d) None of the mentioned
- b. c) Registers
- c. b) Repository ✓
- d. a) Database

The correct answer is: b) Repository

Question **9**

Correct

Mark 1.00 out of 1.00

Which of the following is not a typical environment in communication facilitation ?

Select one:

- a. d) Multiple locations
- b. b) Multiple user groups
- c. a) Multiple teams
- d. c) Multiple fests ✓

The correct answer is: c) Multiple fests

Question **10**

Correct

Mark 1.00 out of 1.00

What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?

Select one:

- a. a) mental image
- b. b) interface design
- c. d) interface validation
- d. c) system image ✓

The correct answer is: c) system image

Question **11**

Correct

Mark 1.00 out of 1.00

Which of the following is a risk associated with using hypertext in web applications?

Select one:

- a. b) Cognitive overload for users
- b. c) All of the mentioned ✓
- c. d) None of the mentioned
- d. a) Loss of sense of locality and direction

The correct answer is: c) All of the mentioned

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following is golden rule for interface design?

Select one:

- a. c) Make the interface consistent
- b. Place the user in control
- c. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **13**

Correct

Mark 1.00 out of 1.00

CASE stands for

Select one:

- a. b) Computer Aided Software Engineering ✓
- b. Cost Aided Software Engineering
- c. d) None of the mentioned
- d. c) Control Aided Software Engineering

The correct answer is: b) Computer Aided Software Engineering

Question **14**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to electronic shopping?

Select one:

- a. d) Workflow-oriented
- b. a) Informational
- c. b) Interactive
- d. c) Transaction-oriented ✓

The correct answer is: c) Transaction-oriented

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Availability
- b. c) Content sensitive ✓
- c. b) Data driven
- d. d) Continuous evolution

The correct answer is: c) Content sensitive

Question **16**

Incorrect

Mark 0.00 out of 1.00

Which of the following statements are incorrect with reference to web-based systems? Web-based systems

Select one:

- a. b) must be able to cope with uncertain, random heavy demands on services
- b. a) should be unscalable
- c. c) must be secure ✗
- d. d) are subject to assorted legal, social, and ethical scrutiny

The correct answer is: a) should be unscalable

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) design model ✓
- b. d) system image
- c. c) mental image

The correct answer is: a) design model

Question **18**

Correct

Mark 1.00 out of 1.00

A software might allow a user to interact via

Select one:

- a. c) voice recognition commands
- b. a) keyboard commands
- c. d) all of the mentioned ✓
- d. b) mouse movement

The correct answer is: d) all of the mentioned

Question **19**

Correct

Mark 1.00 out of 1.00

Select one:

- a. b) Performance
- b. a) Unpredictable load
- c. d) Network intensiveness
- d. c) Concurrency ✓

The correct answer is: c) Concurrency

Question **20**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) shortcuts
- b. d) all of the mentioned
- c. c) objects that appear on the screen
- d. short-term memory ✓

The correct answer is: short-term memory

Question **21**

Correct

Mark 1.00 out of 1.00

What is a collection of software elements treated as a unit for the purposes of SCM?

Select one:

- a. b) Baseline
- b. c) Configuration
- c. a) Software Configuration Item ✓
- d. d) Configuration Control Board

The correct answer is: a) Software Configuration Item

Question **22**

Correct

Mark 1.00 out of 1.00

Standard Enforcer is a

Select one:

- a. a) Static Testing Tool ✓
- b. b) Dynamic Testing
- c. d) None of the mentioned
- d. c) Static & Dynamic Testing

The correct answer is: a) Static Testing Tool

Question **23**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to discussion groups?

Select one:

- a. b) Online communities ✓
- b. c) Web portals
- c. a) Collaborative work
- d. d) Workflow-oriented

The correct answer is: b) Online communities

Question **24**

Correct

Mark 1.00 out of 1.00

Web-based systems are often document-oriented containing static or dynamic content

Select one:

- a. b) False
- b. a) True ✓

The correct answer is: a) True

Question **25**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) the design of interfaces between software components
- b. c) the design of the interface between two computers ✓
- c. b) the design of interfaces between the software and human producers and consumers of information
- d. d) all of the mentioned

The correct answer is: c) the design of the interface between two computers

Question **26**

Correct

Mark 1.00 out of 1.00

Maintenance testing is performed using which methodology?

Select one:

- a. c) Breadth test and depth test ✓
- b. d) Confirmation testing
- c. a) Retesting
- d. b) Sanity testing

The correct answer is: c) Breadth test and depth test

Question **27**

Correct

Mark 1.00 out of 1.00

Which process model should be used in virtually all situations of web engineering?

Select one:

- a. b) Waterfall Model
- b. d) None of the mentioned
- c. a) Incremental Model ✓
- d. c) Spiral Model

The correct answer is: a) Incremental Model

Question **28**

Correct

Mark 1.00 out of 1.00

Which of the following is not a conflict in software development team?

Select one:

- a. b) Shared and common code
- b. a) Simultaneous updates
- c. d) Graphics issues ✓
- d. c) Versions

The correct answer is: d) Graphics issues

Question **29**

Correct

Mark 1.00 out of 1.00

Which analysis is a part of Analysis model of the web engineering process framework?

Select one:

- a. Content Analysis
- b. c) Functional Analysis
- c. b) Interaction Analysis
- d. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **30**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. c) mental image
- b. d) system image
- c. design model ✗

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Completed on	Thursday, 7 May 2020, 12:18 PM
Time taken	10 mins 3 secs
Grade	**23.00** out of 30.00 (**77**%)

Question **1**

Correct

Mark 1.00 out of 1.00

1. The perception of size by human eye depends upon

Select one:

- a. D. other factors ✓
- b. B. visual acuity
- c. A. visual angle
- d. C. visual eld

The correct answer is: D. other factors

Question **2**

Correct

Mark 1.00 out of 1.00

20. The optical illusion used in designs effects page

Select one:

- a. C. borders
- b. D. asymmetry
- c. B. composition
- d. A. symmetry ✓

The correct answer is: A. symmetry

Question **3**

Incorrect

Mark 0.00 out of 1.00

14. The visual angle measurement given by 1 degree is equivalent to

Select one:

- a. C. 60 minutes of arc ✗
- b. B. 600 seconds of arc
- c. A. 60 seconds of arc
- d. D. 360 seconds of arc

The correct answer is: A. 60 seconds of arc

Question **4**

Incorrect

Mark 0.00 out of 1.00

27. The characteristic of software that enable it to be used multiple times is called

Select one:

- a. C. usable ✗
- b. A. reusable
- c. B. useful
- d. D. used

The correct answer is: A. reusable

Question **5**

Incorrect

Mark 0.00 out of 1.00

21. The image is made at the back side of eye in the form of

Select one:

- a. A. straight image
- b. C. vertical image
- c. B. horizontal image
- d. D. upside down image ✗

The correct answer is: A. straight image

Question **6**

Correct

Mark 1.00 out of 1.00

26. The ratio of cones over fovea region is

Select one:

- a. C. 2-3%
- b. D. 4-5%
- c. A. 3-4% ✓
- d. B. 1-2%

The correct answer is: A. 3-4%

Question **7**

Correct

Mark 1.00 out of 1.00

5. The visible section of an ear is called

Select one:

- a. B. middle ear
- b. D. outer ear ✓
- c. C. medium ear
- d. A. inner ear

The correct answer is: D. outer ear

Question **8**

Correct

Mark 1.00 out of 1.00

28. The first priority requirements must be of

Select one:

- a. A. user ✓
- b. D. time
- c. C. finance
- d. B. computer system

The correct answer is: A. user

Question **9**

Correct

Mark 1.00 out of 1.00

10. The term "physical reception" of stimulus actually describes the

Select one:

- a. C. unlimited human vision
- b. B. skills of human vision
- c. D. limitation of human vision ✓
- d. A. innite capabilities of human

The correct answer is: D. limitation of human vision

Question **10**

Correct

Mark 1.00 out of 1.00

The human computer interaction is a core subject of

Select one:

- a. D. no ones
- b. C. anthropology
- c. B. software engineering ✓
- d. A. psychology

The correct answer is: B. software engineering

Question **11**

Incorrect

Mark 0.00 out of 1.00

17. The user's vocal system is categorically used as

Select one:

- a. B. processing control
- b. D. motor control
- c. A. input control
- d. C. memorization control ✗

The correct answer is: D. motor control

Question **12**

Correct

Mark 1.00 out of 1.00

6. The photoreceptors of eyes that are been saturated and active by sudden light are called

Select one:

- a. B. lens
- b. D. rods ✓
- c. A. cones
- d. C. corneas

The correct answer is: D. rods

Question **13**

Correct

Mark 1.00 out of 1.00

16. The jerky movement of human eyes during reading process is followed by

Select one:

- a. B. fixations ✓
- b. C. saccades
- c. D. suppression
- d. A. regressions

The correct answer is: B. fixations

Question **14**

Correct

Mark 1.00 out of 1.00

8. The small region of retina where optic nerve enters the eye is called

Select one:

- a. A. fovea
- b. C. ligament
- c. B. blind spot ✓
- d. D. lens

The correct answer is: B. blind spot

Question **15**

Correct

Mark 1.00 out of 1.00

9. The three colors of cone sensitivity for three different types of conesare

Select one:

- a. A. blue, green and red ✓
- b. C. blue, green and purple
- c. B. orange, green and red
- d. D. blue, green and white

The correct answer is: A. blue, green and red

Question **16**

Correct

Mark 1.00 out of 1.00

4. Generally, the computer input in human computer interaction is

Select one:

- a. C. user input
- b. B. computer input
- c. A. computer output
- d. D. user output ✓

The correct answer is: D. user output

Question **17**

Correct

Mark 1.00 out of 1.00

25. The cones over fovea region is sensitive to

Select one:

- a. D. green light
- b. C. yellow light
- c. B. blue light ✓
- d. A. red light

The correct answer is: B. blue light

Question **18**

Correct

Mark 1.00 out of 1.00

29. The user's hearing system is categorically used as

Select one:

- a. B. motor control
- b. C. input control ✓
- c. D. memorization control
- d. A. processing control

The correct answer is: C. input control

Question **19**

Incorrect

Mark 0.00 out of 1.00

22. The subsystem of human machine processor that handles connections is called

Select one:

- a. C. autonomic system
- b. D. cognitive system ✗
- c. B. motor system
- d. A. perceptual system

The correct answer is: A. perceptual system

Question **20**

Correct

Mark 1.00 out of 1.00

13. The user output in human computer interaction is occurred through

Select one:

- a. A. motor controls ✓
- b. C. senses
- c. B. experience
- d. D. education

The correct answer is: A. motor controls

Question **21**

Correct

Mark 1.00 out of 1.00

3. The function between luminance of an object and its background iscalled

Select one:

- a. C. saturation
- b. B. icker
- c. D. intensity
- d. A. contrast ✓

The correct answer is: A. contrast

Question **22**

Incorrect

Mark 0.00 out of 1.00

24. The ratio of different hues that can be discriminated by an average person is

Select one:

- a. D. 150 ✗
- b. C. 125
- c. A. 50
- d. B. 100

The correct answer is: A. 50

Question **23**

Correct

Mark 1.00 out of 1.00

30. The cones are also not active in temporary blindness due to the rods'

Select one:

- a. D. demolition
- b. C. depression
- c. A. suppression ✓
- d. B. repression

The correct answer is: A. suppression

Question **24**

Incorrect

Mark 0.00 out of 1.00

23. The human vision that is dominated by rods to see directly in the center of view is called

Select one:

- a. D. peripheral vision ✗
- b. A. center vision
- c. B. vertical vision
- d. C. horizontal vision

The correct answer is: A. center vision

Question **25**

Correct

Mark 1.00 out of 1.00

7. The reading speed and accuracy is increased by reading familiar words based on

Select one:

- a. B. word color
- b. C. word as single letter
- c. A. word shape ✓

The correct answer is: A. word shape

Question **26**

Correct

Mark 1.00 out of 1.00

2. The photoreceptors of eyes that allows color vision are called

Select one:

- a. B. lens
- b. C. corneas
- c. D. cones ✓
- d. A. rods

The correct answer is: D. cones

Question **27**

Correct

Mark 1.00 out of 1.00

18. The ear of a human is further categorized into

Select one:

- a. D. ve sections
- b. C. four sections
- c. A. two sections
- d. B. three sections ✓

The correct answer is: B. three sections

Question **28**

Correct

Mark 1.00 out of 1.00

11. The research related to human computer interaction was begin with the title

Select one:

- a. C. man-machine interaction ✓
- b. D. user-machine interaction
- c. B. person-machine interaction
- d. A. individual-machine interaction

The correct answer is: C. man-machine interaction

Question **29**

Correct

Mark 1.00 out of 1.00

19. The light sensitive part of an eye in human vision system is

Select one:

- a. A. lens
- b. B. cornea
- c. D. not from above
- d. C. retina ✓

The correct answer is: C. retina

Question **30**

Correct

Mark 1.00 out of 1.00

15. The total time period taken by the xations in reading process isapproximately

Select one:

- a. C. 92%
- b. B. 93%
- c. A. 94% ✓
- d. D. 91%

The correct answer is: A. 94%

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Grade	**29.00** out of 30.00 (**97**%)

Question **1**

Correct

Mark 1.00 out of 1.00

10. Predictive analytics is same as forecasting.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **2**

Correct

Mark 1.00 out of 1.00

27. Incremental view maintenance is needed to efficiently update

Select one:

- a. C. Relational views
- b. A. Materialized views ✓
- c. B. Rational views
- d. D. Query views

The correct answer is: A. Materialized views

Question **3**

Correct

Mark 1.00 out of 1.00

11. What is Machine learning?

Select one:

- a. a) The autonomous acquisition of knowledge through the use of computer programs ✓
- b. b) The autonomous acquisition of knowledge through the use of manual programs
- c. d) The selective acquisition of knowledge through the use of manual programs
- d. c) The selective acquisition of knowledge through the use of computer programs

The correct answer is: a) The autonomous acquisition of knowledge through the use of computer programs

Question **4**

Correct

Mark 1.00 out of 1.00

9. Which of the following function can be used for forecasting?

Select one:

- a. a) predict
- b. c) ets
- c. all of the mentioned
- d. b)forecast ✓

The correct answer is: b)forecast

Question **5**

Correct

Mark 1.00 out of 1.00

30. Materialized views are used to speed up

Select one:

- a. B. Query processing ✓
- b. D. Query cost
- c. C. Query management
- d. A. Query optimization

The correct answer is: B. Query processing

Question **6**

Correct

Mark 1.00 out of 1.00

22. Which is used to improve the agents performance?

Select one:

- a. Perceiving
- b. c) Observing
- c. b) Learning ✓
- d. d) None of the mentioned

The correct answer is: b) Learning

Question **7**

Correct

Mark 1.00 out of 1.00

8. Which of the following is used to assist the quantitative trader in the development?

Select one:

- a. c) quantity
- b. b) quantile
- c. d) mboost
- d. a)quantmod ✓

The correct answer is: a)quantmod

Question **8**

Correct

Mark 1.00 out of 1.00

Which of the following method can be used to combine different classifiers?

Select one:

- a. a) Model stacking ✓
- b. d) None of the mentioned
- c. c) Model structuring
- d. b) Model combining

The correct answer is: a) Model stacking

Question **9**

Correct

Mark 1.00 out of 1.00

21. In which agent does the problem generator is present?

Select one:

- a. a) Learning agent ✓
- b. b) Observing agent
- c. c) Reflex agent
- d. d) None of the mentioned

The correct answer is: a) Learning agent

Question **10**

Correct

Mark 1.00 out of 1.00

25. Which element in the agent are used for selecting external actions?

Select one:

- a. b) Performance ✓
- b. c) Learning
- c. d) Actuator
- d. a) Perceive

The correct answer is: b) Performance

Question **11**

Correct

Mark 1.00 out of 1.00

12. Which of the factors affect the performance of learner system does not include?

Select one:

- a. d) Good data structures ✓
- b. c) Type of feedback
- c. a) Representation scheme used
- d. b) Training scenario

The correct answer is: d) Good data structures

Question **12**

Correct

Mark 1.00 out of 1.00

29. Histograms can be computed using

Select one:

- a. B. Average of data
- b. C. Sampling ✓
- c. D. Hard data
- d. A. Population

The correct answer is: C. Sampling

Question **13**

Correct

Mark 1.00 out of 1.00

18. How many types of agents are there in artificial intelligence?

Select one:

- a. c) 3
- b. d) 4 ✓
- c. a) 1
- d. 2

The correct answer is: d) 4

Question **14**

Correct

Mark 1.00 out of 1.00

5. Point out the correct statement.

Select one:

- a. a) Combining classifiers improves interpretability
- b. b) Combining classifiers reduces accuracy
- c. c) Combining classifiers improves accuracy ✓
- d. d) All of the mentioned

The correct answer is: c) Combining classifiers improves accuracy

Question **15**

Correct

Mark 1.00 out of 1.00

1. Which of the following is correct about regularized regression?

Select one:

- a. a) Can help with bias trade-off ✓
- b. c) Cannot help with variance trade-off
- c. b) Cannot help with model selection
- d. d) All of the mentioned

The correct answer is: a) Can help with bias trade-off

Question **16**

Correct

Mark 1.00 out of 1.00

20. What is the composition for agents in artificial intelligence?

Select one:

- a. d) None of the mentioned
- b. c) Both Program & Architecture ✓
- c. b) Architecture
- d. a) Program

The correct answer is: c) Both Program & Architecture

Question **17**

Correct

Mark 1.00 out of 1.00

3. Which of the following methods are present in caret for regularized regression?

Select one:

- a. b) lasso
- b. d) all of the mentioned ✓
- c. a) ridge
- d. c) relaxo

The correct answer is: d) all of the mentioned

Question **18**

Correct

Mark 1.00 out of 1.00

14. In language understanding, the levels of knowledge that does not include?

Select one:

- a. d) Logical
- b. a) Phonological
- c. c) Empirical ✓
- d. b) Syntactic

The correct answer is: c) Empirical

Question **19**

Correct

Mark 1.00 out of 1.00

15. A model of language consists of the categories which does not include?

Select one:

- a. c) System constraints
- b. d) Structural units ✓
- c. a) Language units
- d. b) Role structure of units

The correct answer is: d) Structural units

Question **20**

Correct

Mark 1.00 out of 1.00

19. What is the rule of simple reflex agent?

Select one:

- a. c) Simple & Condition-action rule
- b. d) None of the mentioned
- c. a) Simple-action rule
- d. b) Condition-action rule ✓

The correct answer is: b) Condition-action rule

Question **21**

Correct

Mark 1.00 out of 1.00

13. Different learning methods does not include?

Select one:

- a. b) Analogy
- b. d) Introduction ✓
- c. a) Memorization
- d. c) Deduction

The correct answer is: d) Introduction

Question **22**

Correct

Mark 1.00 out of 1.00

7. Model based prediction considers relatively easy version for covariance matrix.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **23**

Correct

Mark 1.00 out of 1.00

6. Which of the following function provides unsupervised prediction?

Select one:

- a. a) cl_forecast
- b. d) none of the mentioned ✓
- c. c) cl_precast
- d. b) cl_nowcast

The correct answer is: d) none of the mentioned

Question **24**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Search
- b. c) Retrieve
- c. d) Both Search & Plan ✓
- d. b) Plan

The correct answer is: d) Both Search & Plan

Question **25**

Correct

Mark 1.00 out of 1.00

28. Advanced optimization techniques includes optimization of updates,multiquery optimization and

Select one:

- a. D. All of the Above ✓
- b. A. Top-K optimization
- c. C. Parametric query optimization
- d. B. Join minimization

The correct answer is: D. All of the Above

Question **26**

Correct

Mark 1.00 out of 1.00

16. Which instruments are used for perceiving and acting upon the environment?

Select one:

- a. c) Perceiver
- b. a) Sensors and Actuators ✓
- c. b) Sensors
- d. d) None of the mentioned

The correct answer is: a) Sensors and Actuators

Question **27**

Correct

Mark 1.00 out of 1.00

26. Most database systems to store the number of values for an attributewithin several ranges, uses

Select one:

- a. C. Pie-chart
- b. B. Gantt chart
- c. D. Bar-graph
- d. A. Histogram ✓

The correct answer is: A. Histogram

Question **28**

Correct

Mark 1.00 out of 1.00

23. Which agent deals with happy and unhappy states?

Select one:

- a. d) Utility based agent ✓
- b. b) Model based agent
- c. c) Learning agent
- d. Simple reflex agent

The correct answer is: d) Utility based agent

Question **29**

Not answered

Marked out of 1.00

2. Point out the wrong statement.

Select one:

- a. d) All of the mentioned
- b. b) Model based approach use Bayes theorem
- c. c) Model based approach are reasonably inaccurate on real problems
- d. a) Model based approach may be computationally convenient

The correct answer is: c) Model based approach are reasonably inaccurate on real problems

Question **30**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Used to perceive the environment
- b. b) Complete history of actuator
- c. c) Complete history of perceived things ✓
- d. d) None of the mentioned

The correct answer is: c) Complete history of perceived things

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Grade	**28.00** out of 30.00 (**93**%)

Question **1**

Correct

Mark 1.00 out of 1.00

22. Which of the following is not a test level

Select one:

- a. A. component testing
- b. D. integration testing
- c. B. system testing
- d. C.client acceptance testing ✓

The correct answer is: C.client acceptance testing

Question **2**

Incorrect

Mark 0.00 out of 1.00

17. Which of the technique evaluates design on how well it supports user in learning task

Select one:

- a. B. Cognitive Walkthrough
- b. D. Review Based Evaluation ✗
- c. C. Model-based Evaluation

Question **3**

Correct

Mark 1.00 out of 1.00

15. 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

Select one:

- a. A. i, ii and iii
- b. B. i, ii and iv ✓
- c. C. i, iii and iv
- d. D. ii, iii and iv

The correct answer is: B. i, ii and iv

Question **4**

Correct

Mark 1.00 out of 1.00

24. Debugging is the process of writing test data.

Select one:

- a. B. False ✓
- b. A.True

The correct answer is: B. False

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, iii and iv
- b. D. ii, iii and iv
- c. B.i, ii and iv ✓
- d. A. i, ii and iii

The correct answer is: B.i, ii and iv

Question **6**

Incorrect

Mark 0.00 out of 1.00

21. Good usability is

Select one:

- a. C. developer dependent ✗
- b. user independent
- c. D. developer independent
- d. A. user dependent

The correct answer is: A. user dependent

Question **7**

Correct

Mark 1.00 out of 1.00

3. 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.

Select one:

- a. D. Consistency and standard
- b. C.Visibility of system status ✓
- c. . Error prevention
- d. B. Help and documentation

The correct answer is: C.Visibility of system status

Question **8**

Correct

Mark 1.00 out of 1.00

23. Running a program is one way of testing the solution to that problem.

Select one:

- a. B. False
- b. A.True ✓

The correct answer is: A.True

Question **9**

Correct

Mark 1.00 out of 1.00

8. IDENTIFY fingerprint scanner, Iris scanner, hand geometry reader Identify the type of technology based on example above

Select one:

- a. Cloud computing
- b. A. Mobile device
- c. B. Security devices ✓
- d. D. Wearable computing

The correct answer is: B. Security devices

Question **10**

Correct

Mark 1.00 out of 1.00

1. Identify the main goal of interaction design

Select one:

- a. D To assess the extend and accessibility of system functionality ✓
- b. A. To assess the effect of interface on system
- c. B. To assess the extend of design functionality
- d. C. To sketch the system layout from user's perspective

The correct answer is: D To assess the extend and accessibility of system functionality

Question **11**

Correct

Mark 1.00 out of 1.00

14. "Error rate will increase as font size decrease" The above statement is

Select one:

- a. A. Participants
- b. D. Independent variables
- c. C. Dependent variables
- d. B. Hypothesis ✓

The correct answer is: B. Hypothesis

Question **12**

Correct

Mark 1.00 out of 1.00

29. White Box Techniques are also called as:-

Select one:

- a. A. Structural Testing ✓
- b. C. Error Guessing Technique
- c. D. Experience-Based Technique
- d. B. Design-Based Testing

The correct answer is: A. Structural Testing

Question **13**

Correct

Mark 1.00 out of 1.00

5. "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

Select one:

- a. A. Heuristic evaluation
- b. Cognitive walkthrough
- c. D. Review-based evaluation
- d. C.Model-based evaluation ✓

The correct answer is: C.Model-based evaluation

Question **14**

Correct

Mark 1.00 out of 1.00

Which of the following techniques is NOT a White box technique?

Select one:

- a. B. Decision Testing and coverage
- b. C. Condition Coverage
- c. D. Boundary value analysis ✓
- d. A. Statement Testing and coverage

The correct answer is: D. Boundary value analysis

Question **15**

Correct

Mark 1.00 out of 1.00

20. How many principle in universal design?

Select one:

- a. A. Six
- b. C. Eight
- c. D. Ten
- d. Seven ✓

The correct answer is: Seven

Question **16**

Correct

Mark 1.00 out of 1.00

25. Which tool would you use if a programmer wanted to express algorithm visually?

Select one:

- a. C. Storyboard
- b. A. Flowchart ✓
- c. D. Graphical user interface
- d. B. Pseudocode

The correct answer is: A. Flowchart

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Questionnaire
- b. B. Protocol analysis
- c. D. Review-based evaluation
- d. C. Interview ✓

The correct answer is: C. Interview

Question **18**

Correct

Mark 1.00 out of 1.00

9. IDENTIFY Fitness bands, Google glass, Oculus rift Identify the type of technology based on example above

Select one:

- a. A. Mobile device
- b. C. Cloud computing
- c. B. Security devices
- d. D. Wearable computing ✓

The correct answer is: D. Wearable computing

Question **19**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Heuristic Evaluation ✓
- b. B. Cognitive Walkthrough
- c. C. Model-based Evaluation

The correct answer is: A. Heuristic Evaluation

Question **20**

Correct

Mark 1.00 out of 1.00

11. Choose the principle that applies all the guideline below:Accommodate variation in hand and grip sizeComponents comfortably reachable by seated or standing userProvide a clear line of sight to important elements for any seated or standing user

Select one:

- a. D. Size and space for approach and use
- b. B. Low psychical effort ✓
- c. A. Equitable use
- d. C. Perceptible Information

The correct answer is: B. Low psychical effort

Question **21**

Correct

Mark 1.00 out of 1.00

28. User Acceptance testing is

Select one:

- a. C. Gray box testing
- b. D. None of the above
- c. B. Black box testing ✓
- d. A. White box testing

The correct answer is: B. Black box testing

Question **22**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. Model-based evaluation
- b. B. Cognitive walkthrough
- c. A.Heuristic Evaluation ✓
- d. D. Review-based evaluation

The correct answer is: A.Heuristic Evaluation

Question **23**

Correct

Mark 1.00 out of 1.00

19. Which of the following is the handwriting recognition device?

Select one:

- a. Monochrome monitor
- b. Keyboard
- c. LCD monitor
- d. A. Tablet PC ✓

The correct answer is: A. Tablet PC

Question **24**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. D. Graphical Design Rationale
- b. A. Issue-based Information system ✓
- c. B. Design space analysis
- d. C. Psychological Design Rationale

The correct answer is: A. Issue-based Information system

Question **25**

Correct

Mark 1.00 out of 1.00

4. Choose the suitable method to apply the criteria below:Data can be collected in database for analysis Present result clearlyResponses are usually received quickly

Select one:

- a. A. Interview
- b. D. Observation
- c. C. Research
- d. B.Questionnaire ✓

The correct answer is: B.Questionnaire

Question **26**

Correct

Mark 1.00 out of 1.00

10. Choose the principle that applies all the guideline below: Accommodate variation in hand and grip size, Components comfortably reachable by seated or standing user, provide a clear line of sight to important elements for any seated or standing user

Select one:

- a. B. Low psychical effort
- b. A. Equitable use
- c. D. Size and space for approach and use ✓
- d. C. Perceptible Information

The correct answer is: D. Size and space for approach and use

Question **27**

Correct

Mark 1.00 out of 1.00

7. Select the technology that apply touch in the interface mode

Select one:

- a. D. Text-to-speech converter
- b. C. Braille electronic display ✓
- c. A. Digitizing tablet
- d. Motion recognition TV

The correct answer is: C. Braille electronic display

Question **28**

Correct

Mark 1.00 out of 1.00

27. Define a Type I error?

Select one:

- a. B. Rejecting a true null hypothesis ✓
- b. D. Accepting a true null hypothesis
- c. The failure to reject a false null hypothesis
- d. C. The acceptance to reject a null hypothesis

The correct answer is: B. Rejecting a true null hypothesis

Question **29**

Correct

Mark 1.00 out of 1.00

26. What is definition of null hypothesis?

Select one:

- a. A. The independent variable has no effect on the dependent variable for the population ✓
- b. C. The dependent variable has no effect on the independent variable
- c. B. The independent variable does have an effect on the dependent variable
- d. D. The dependent variable does have effect on the independent variable

The correct answer is: A. The independent variable has no effect on the dependent variable for the population

Question **30**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, ii and iv
- b. B. i, iii and iv
- c. D. ii, iii and iv
- d. A. i, ii and iii ✓

The correct answer is: A. i, ii and iii

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application’s		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?		VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d

28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c

48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word ‘_____’.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a

74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d

102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b

126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b

153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d

179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

MARK 2

S.r No	Question	Image	a	b	c	d	rect Ans
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d

2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d

14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a

38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d

70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the sam		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a we		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluat		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented questi	Workflow-oriented ques	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing "knowledge in the world":		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b

117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?		Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b

140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142	What is the disadvantage of using focus groups to elicit user requirements?		Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a

162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

MARK 3

S.r No	Question	Image	a	b	c	d	rect Ans
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

3	Which of the following statements is true?		A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b

20	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a

41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c

81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d

106	Which of the following instances illustrates ‘cognitive walkthrough’?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	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		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d
143	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

wer

wer

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer In	Human Computer Int	Human computer	All of above	B
2	..... is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	..... And ..... are the main functions of GUI.	Pointing & Selecting	Selecting & Executin	Pointing & Editing	None of these	**B**
6	..... is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ..... Look	3D	2D	1D	None of these	A
9	People performing operations are called .... on objects	operating	Actions	pointing	None of these	B
10	..... interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	..... is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	..... could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	..... goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	..... is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communication used by humans?	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	..... Is an goal of evaluation	acess effect of inter	GUI interaction	Sofware	All of these	A
11	User and system has its own unique language the language used by the system is called	core	task	both A&B	None of these	A
12	_____are a well-established technique for collecting demographic data and users' opini	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogue?	Command Line Inte	Query interfaces	Menus	Natural Language	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Conventional wisdom says that .....tell the user when he has made some mistak	Error	metadata	Error message	All of these	C
2	The name of the document should be shown on the application’s	Menu bar	Title bar	Navigation bar	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective satisfacti	Generalisability.	All of these	C
4	HCI is core subject of	software Engineerin	phychology	arthopology	none	A
5	..... Is an goal of evaluation	GUI interaction	speaking with Compu	identify the specif	All of these	C
6	Advantages of direct observation is....	there can be no pla	speaking with Compu	Error message	None of these	A
7	Advantages of direct observation is....	there can be false r	speaking with Compu	Error message	None of these	A
8	Advantages of continuous evalution is.....	Monitor the system	Monitor the commun	Error message	None of these	A
9	..... Is an Interface Evalution method	walkthrough evaluti	Interactive evalution	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but....	system requirment	Achieving the goals within constraints	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	..... is an principles for user-centered design approach	Early focus on users and tasks	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase the	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal performance is nothing but	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal performance is a	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior	Learnability	Flexibility	Robustness	All of these	c
11	..... is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is	Customizability	Learnability	Flexibility	Robustness	A

13	The extent to which the user can evaluate the internal state of the system from the representation on the user interface is	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of these	d
2	..... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data definition	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Show technical internals from the casual user	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent users	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the interface between two computers	the design of interfaces between software components	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?	Technical	Strategic	Manual	All of these	B
8	..... capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design model	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconnected	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented question	Workflow- oriented question	Attitude-oriented question	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of these	A

12	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented questions	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplemental	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the given	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	All of these	A
3	A software might allow a user to interact via	keyboard commands	voice recognition commands	Both A&B	None of these	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system image	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system image	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons are too small to press	Your users don't know the term algorithm	The Help menu isn't in the right place	Radio buttons are too small	A
7	..... patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	..... are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
#3	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that encourages greater customer loyalty	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know the term algorithm	Toolbar buttons are too small to press	Radio buttons are too small	All of these	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Shareholders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A

11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____ .	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 3 Mark questions

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
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This sheet is for 3 Mark questions

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	This sheet is for 1 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object oriented	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL BASIC	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Style Sheet	Costume Style Sheet	Cascading System Style	None of the Above	Cascading Style Sheet
	This sheet is for 2 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge representation?		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an `add on’	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & functic	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen &	pop-up boxes & hint ic	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consistent language	instructional rather than descriptive language	avoidance of blocks of	All Of The Above	All Of The Above

7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame document .	To create a image map in the webpage.	To customize the imag	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head:	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <body></body>	<start><end> and <body></body>	<head><body> and <title></title>	<title></title> and <body<>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment of your ISP	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interest	Private persona	Work and academic ex	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated elevator efficiency	Institute of electrical and economical engineers	Institute of Eurasia en	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain	both a & b	domain name into physical address	both a & b
	This sheet is for 3 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar

9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of support at different times	implementation and presentation both important	all need careful design	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tutorial	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and completeness	Consistency & Robustness	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistance	Command prompts	Context sensitive help	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirements considerable	who has control of the interaction?	what should be adapted?	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		limited input facility	limited ouyput facility	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mobile devices ?		hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	KLM model stands for		Keystroke-level model	Key-level model	model of kernel level	NOPE	Keystroke-level model
2	KLM model developed by.....		David Kieras	petersons	Brady	NOPE	David Kieras
3	KLM model based on.....		CMN-GOMS	waterfall model	both a&b	NOPE	CMN-GOMS
4	GOMS describes.....		goal,operator, method, selection	goods,operator,management, selection	goal, operation, method, search	NOPE	goal,operator,method, selection
5	CCT stands for.....		Cognitive complexity theory	Common complex theory	both a & b	NOPE	Cognitive complexity theory
6	BNF stands for.....		Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form
7	TAG stands for.....		Task Action Grammar	Task Automatic Grammar	Task Active Grammar	NOPE	Task Action Grammar
8	Issues for goal hierarchies is/are		Granularity	Routine learned behaviour	Conflict	All Of The Above	All Of The Above
9	HTA stands for.....		Hierarchical Task Analysis	Hierarchical Technical Analysis	Hierarchy based Task Analysis	NOPE	Hierarchical Task Analysis
10	What is the field of Natural Language Processing (NLP)?		Computer Science	Artificial Intelligence	Linguistics	All of the mentioned	All of the mentioned
11	NLP is concerned with the interactions between computers and human (natural) languages.		true.	false.			true.
12	What is the main challenge/s of NLP?		Handling Ambiguity of Sentences	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences
13	Modern NLP algorithms are based on machine learning		true.	false.			true.
14	Choose form the following areas where NLP can be useful.		Automatic Text Summarization	Automatic Question-Answering Systems	Information Retrieval	All of the mentioned	All of the mentioned
15	Which of the following includes major tasks of NLP?		Automatic Summarization	Discourse Analysis	Machine Translation	All of the mentioned	All of the mentioned

16	What is Machine Translation?		Converts one human language to another	Converts human language to machine language	Converts any human language to English	Converts Machine language to human language	Converts one human language to another
17	Natural Language generation is the main task of Natural language processing.		true.	false.			true.
18	OCR (Optical Character Recognition) uses NLP.		true.	false.			true.
19	Parsing determines Parse Trees (Grammatical Analysis) for a given sentence.		true.	false.			true.
20	IR (information Retrieval) and IE (Information Extraction) are the two same thing.		true.	false.			true.
	This sheet is for 2 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	what is the meaning of Goal in GOMS		what the user wants to achieve	basic actions user performs	decomposition of a goal into subgoals/operators	means of choosing between competing methods	what the user wants to achieve
2	what is the meaning of Operators in GOMS		what the user wants to achieve	basic actions user performs	means of choosing between competing methods	decomposition of a goal into subgoals/operators	basic actions user performs
3	what is the meaning of Methods in GOMS		basic actions user performs	what the user wants to achieve	decomposition of a goal into subgoals/operators	means of choosing between competing methods	decomposition of a goal into subgoals/operators
4	what is the meaning of selection in GOMS		decomposition of a goal into subgoals/operators	basic actions user performs	what the user wants to achieve	means of choosing between competing methods	means of choosing between competing methods
5	Problems with goal hierarchies		a post hoc technique	expert versus novice	How cognitive are they?	All Of The Above	All Of The Above
6	Measurements that are used with BNF are		Number of rules	Number of + and | operators	both a & b	NOPE	both a & b
7	Task Action Grammar (TAG) performs		Making consistency more explicit	Encoding user's world knowledge	Parameterised grammar rules	All Of The Above	All Of The Above

8	Architectural models consist of		Long-term/ Short-term memory	Problem space	Interacting Cognitive Subsystems	All Of The Above	All Of The Above
9	Organisational issues are defined as		Studying the work group is not sufficient	Before installing a new system must understand the who benefits And who puts in effort	both a & b	NOPE	both a & b
10	CSCW stands for computer supported cooperative work		true.	false.			true.
11	Telecommunications improvements allow:		neighbourhood workcentres	home-based tele-working	both a & b	NOPE	both a & b
12	Invisible workers having Many ecological and economic benefits that are		reduce car travel	flexible family commitments	both a & b	NOPE	both a & b
13	Barriers to tele-working are		managerial	social	not technological	both a & b	both a & b
14	In organization for capturing requirements we need to take account of		stakeholders	work groups a	organisation	All Of The Above	All Of The Above
15	stakeholder is anyone effected by success or failure of system		true.	false.			true.
16	stakeholder are categorised as primary,secondary,tertiary,facilitating.		true.	false.			true.
17	socio-technical modelling response to technological determinism		true.	false.			true.
18	In CATWOE “E” stands for		Energy	Environment	Element	NOPE	Environment
19	In CATWOE “C” stands for		Clients	common	clear	call	Clients
20	In CATWOE “A” stands for		Actors	accuracy	account	ambiguity	Actors
	This sheet is for 3 Mark questions						
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	socio-technical modelling concerned with technical, social, organizational and human aspects of design		true.	false.			true.
2	socio-technical modelling describes impact of specific technology on Organization		true.	false.			true.

3	socio-technical modelling do information gathering through		interviews,	observation	focus groups & document analysis	All Of The Above	All Of The Above
4	socio-technical modelling several approaches like		CUSTOM	OSTA	both a & b	NOPE	both a & b
5	In CATWOE “W” stands for		Weltanschauun	work	wealth	width	Weltanschauung
6	In CATWOE “T” stands for		Transformation	total	trcker	NOPE	Transformations
7	In CATWOE “O” stands for		Owner	out	obvious	NOPE	Owner
8	In participatory design workers enter into design context		true.	false.			true.
9	In ethnography (as used for design) designer enters into work context		true.	false.			true.
10	participatory design & ethnography (as used for design) Both make workers feel valued in design		true.	false.			true.
11	User is an active member of the design team.		true.	false.			true.
12	Characteristics of Participatory Design are		context and work oriented rather than system oriented	collaborative	iterative	All Of The Above	All Of The Above
13	Methods of Participatory Design are		brain-storming	storyboarding	workshops, pencil and paper exercises	All Of The Above	All Of The Above
14	Three levels of participation are consultative, representative, consensus		true.	false.			true.
15	Ethnography is very influential in CSCW		true.	false.			true.
16	Ethnography a form of anthropological study with special focus on social relationships		true.	false.			true.
17	Ethnography does not enter actively into situation		true.	false.			true.
18	Ethnography seeks to understand social culture		true.	false.			true.
19	Ethnography is unbiased and open ended		true.	false.			true.
20	soft systems methodology developed by Checkland		true.	false.			true.

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task Analysis is a Methods to analyse people's jobs.		true.	false.			true.
2	What are the Methods of analysing people's jobs?		what people do	what things they work with	what they must know	All of the above	All of the above
3	Task decomposition is an approaches of task analysis		true.	false.			true.
4	HTA stands for Hierarchical Task Analysis		true.	false.			true.
5	TDH stands for Task Description Hierarchy		true.	false.			true.
6	KRG stands for Knowledge Representation Grammar		true.	false.			true.
7	ERT stands for		Entity-Relationship Techniques	Element-Relationship Techniques	Element-Ratio Techniques	Element-Random Techniques	Entity-Relationship Techniques
8	Dialogue Notations are		Diagrammatic	Textual	both a & b	NOPE	both a & b
9	Dialogue is defined as conversation between two or more parties		true.	false.			true.
10	STN stands for		State transition networks	State transfer networks	State level networks	Static transition networks	State transition networks
11	Grammar of the programming is checked at _____ phase of compiler.		Semantic analysis	Syntax analysis	Code optimization	Code generation	Syntax analysis
12	_____ is a process of finding a parse tree for a string of tokens.		Parsing	Analysing	Recognizing	Tokenizing	Parsing
13	Compiler can check _____ error.		Logical	Syntax	Content	Both A and B	Syntax
14	A grammar that produces more than one parse tree for some sentence is called as		Ambiguous	Unambiguous	Regular	All of these	Ambiguous
15	Lexical analysis is about breaking a sequence of characters into		Groups	Packets	Lines	Tokens	Tokens
16	_____ is the most general phase structured grammar.		Context sensitive	Regular	Context free	All of these	Context sensitive
17	_____ is considered as a sequence of characters in a token.		Texeme	Pattern	Lexeme	Mexeme	Lexeme
18	A _____ is a software utility that translates code written in higher language into a low level language.		Converter	Compiler	Text editor	Code optimizer	Compiler
19	A bottom up parser generates		Right most derivation	Rightmost derivation in reverse	Leftmost derivation	Leftmost derivation in reverse	Rightmost derivation in reverse
20	The linker		Is similar to interpreter	Uses source code as its input	Is required to create a load module	None of the mentioned	Is required to create a load module
This sheet is for 2 Mark questions							

S.r No	Question	Image	a	b	c	d	Correct Answer
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Task decomposition is a technique of splitting task into (ordered) subtasks		true.	false.			true.
2	Knowledge based techniques is an approaches to task analysis		true.	false.			true.
3	Entity/object based analysis is one of the Approaches of task analysis		true.	false.			true.
4	general methods of task analysis are		observe	collect unstructured lists of words and actions	organize using notation or diagrams	All of the above	All of the above
5	Systems analysis focused on system design And Task analysis Focused on the user		true.	false.			true.
6	Cognitive models focused on internal mental state Task analysis Focused on external action		true.	false.			true.
7	Sources of Information		Documentation	Observation	both a & b	NOPE	both a & b
8	Early analysis consist of		Extraction from transcripts	Sorting and classif	both a & b	NOPE	both a & b
9	Production rules are		Unordered list of rules	Good for concurre	Bad for sequenc	All of the above	All of the above
10	CSP and process algebras are		used in Alexander's SPI, and Agent notation	good for sequential dialogues	concurrent dial	All of the above	All of the above
11	Diagrammatic Dialogue Notations used		STN	JSD	Flow charts	All of the above	All of the above
12	State properties of State transition networks		reachability	reversibility	dangerous states(states you don't want to get to)	All of the above	All of the above
13	reachability of any state depends on		can you get anywhere from anywhere?	how easily you reach the state	both a & b	NOPE	both a & b
14	reversibility of state depends on		can you get to the previous state?	undo not allowed	both a & b	NOPE	both a & b
15	Lexical Issues of states are		visibility	style	layout	All of the above	All of the above
16	action properties dialogue		completeness	consistency	determinism	All of the above	All of the above

17	state properties dialogue		reachability	reversibility	dangerous stat	All of the above	All of the above
18	Compiler translates the source code to		Executable code	Machine code	Binary code	Both B and C	Both B and C
19	Compiler should report the presence of _____ in the source program, in translation process.		Classes	Objects	Errors	Text	Errors
20	What is the output of lexical analyzer?		A parse tree	A list of tokens	Intermediate code	Machine code	A list of tokens
This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Knowledge based techniques Is based on what the user knows about the task and how it is organised.		true.	false.			true.
2	Entity/object based analysis Defined as the relationships between objects, actions and the people who perform them		true.	false.			true.
3	Cognitive models practiced `unit' task and Task analysis focuses on whole job		true.	false.			true.
4	what is the aim of Task Decomposition		describe the actions people do	structure them within task subtask hierarchy	describe order of subtasks	All of the above	All of the above
5	Most common Variants Task Decomposition is Hierarchical Task Analysis (HTA).		true.	false.			true.
6	Generating the hierarchy (in task)		get list of tasks	group tasks into higher level tasks	decompose lowest level tasks further	All of the above	All of the above
7	Knowledge Based Analyses Focus on		Objects (used in task)	Actions	both a & b	NOPE	both a & b
8	In Knowledge Based Analyses Taxonomies represent levels of abstraction		true.	false.			true.
9	Entity-Relationship Techniques Focus on objects, actions and their relationships		true.	false.			true.
10	Entity-Relationship Techniques		includes non-computer entities	emphasises domain understanding not implementation	both a & b	NOPE	both a & b
11	Relationships is exist between		object-object	action-object	actions and eve	All of the above	All of the above

12	temporal relations		use HTA or dialogue notations.	show task sequence (normal HTA)	show object life	All of the above	All of the above
13	in early analysis Sorting and classifying defines		grouping or arranging words on cards	– ranking objects/ actions for task relevance.	use commercial outliner	All of the above	All of the above
14	Conceptual Manual based on		from knowledge or entity–relations based analysis	good for open ended tasks	both a & b	NOPE	both a & b
15	Requirements capture and systems design focused on		lifts focus from system to use	suggests candidates for automation	uncovers user's conceptual model	All of the above	All of the above
16	Detailed interface design(In requirements & design) focused on		object/action lists suggest interface objects	task frequency guides default choices	existing task sequences guide dialogue design	All of the above	All of the above
17	Hierarchical STNs deals with		managing complex dialogues	named sub-dialogues	both a & b	NOPE	both a & b
18	Petri nets aredefined as		one of the oldest notations in computing!	several counters allowed(concurrent dialogue states)	used for UI specification	All of the above	All of the above
19	State charts used in UML		true.	false.			true.
20	Flowcharts consists of		familiar to Programmers	Used boxes	used for dialogu	All of the above	All of the above

Sr.No.	Question	Image	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
11	is the best example for design.		View	Model	Analyzing	None	b
12	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b

16	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
19	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?		requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?		VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
28	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?		5	4	6	3	d
31	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b

33	in a heuristic evaluation:		a group of psychologists administer a questionnaire	experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:		. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a
36	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?		Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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		system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?		A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

50	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into		two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is		lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
55	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a

67	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
69	: _____capture the non-verbal dialogue between artifact and user over time.		Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.		Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.		Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
79	is the best example for design.		View	Model	Analyzing	None	b
80	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b

84	_____ and _____ are the same things		Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?		design model	user’s model	mental image	system image	a
86	What establishes the profile of end-users of the system?		design model	user’s model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it		Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
92	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?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
93	Which of the following does not include in Shneiderman's 8 golden rules?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?		5	4	6	3	d
95	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.		Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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		system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?		concept	place	object	relationship	d

101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:		Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:		Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
113	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except		lack of organization’s commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
117	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d

118	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
130	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?		Focused attention	Divided attention	Voluntary attention	Involuntary attention	d

135	_____refers to how good a system at doing What it is supposed to do?		Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.		Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.		Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..		set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design …….		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?		Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……		menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.		Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.		Avoidance	Motivation	Exceptions	Attitude-oriented questions	b

152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started		Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose which (s) of the main modal technology i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?		CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?		5	4	6	3	d
157	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:		a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
163	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in		1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called		reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as		contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the		loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through		motor controls	experience	senses	education	c

169	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		system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
171	Which of these are attributes of usability?		Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by		rods	lens	retina	cones	b
174	The division of visual perception process of human is in total		1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to		to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?		Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:		explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?		all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:		discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?		Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d
185	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

186	What are web analytics?		Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?		End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.		button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called		fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a

MARKS 2

S.r No	Question	Image	a	b	c	d	Correct Answer
1	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
7	"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?		Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI		cognitive	physical	usefulness	usability	b
13	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.		Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

20	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?		Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?		There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:		Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?		Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
29	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of		saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?		It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick		system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is		2	3	4	5	b
35	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a

37	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
42	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a

54	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
59	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
65	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____		is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
74			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the sam		Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation		A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wea		Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design		is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are known as _____ evaluat		Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is		reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:		a group of psychologists administer a questionnaire	experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.		Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario		Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.		short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?		the design of interfaces between software components	interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product		Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.		Goal-oriented question.	System-oriented questi	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a
98	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
99	An observational study:		provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:		involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:		. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:		Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:		Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
120	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c

122	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:		Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?		They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?		Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?		Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130			Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
132	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via		keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.		Attitude	Feedback	Visual Analysis	Interaction Design	b

139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?		processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?		the same kinds of distinctions that a person would feel in the world	information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
142			Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.		Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?		Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on		human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?		Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?		Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?		User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"		Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task		Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	i. Touch ii. Smell iii. Sound iv. Instinct		i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
153	Which of the following is the handwriting recognition device?		Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?		Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study		RVM model	DECIDE framework	Usability testing	Field study	b

156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.		Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.		Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.		Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called		X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:		Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:		It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?		Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called		principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
169	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
171	Impressing moving icons in a system design can be		appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using		legibility	usability	quality	readability	a

173	The design of a system must be developed		integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as		input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c

190	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
191	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using		brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?		A good UI design doesn’t save money as it is expensive	Bad UI design doesn’t really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn’t matter as long as the product is great	c
4	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?		Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?		You can make as many assumptions as possible	If it's not obvious to the users, it’s always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates ‘cognitive walkthrough’?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	

11	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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		Interview	Questionnaire	Research	Observation	b
15	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
19	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
20	Independent variables is characteristic changed to produce different condition. Choose the example of Independent variables i. Gender ii. Interface style		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:		the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
26	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	c

28	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:		. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:		A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
33	Regarding a formal experiment:		Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:		slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:		is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b

45	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset		Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51							
52	"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?		Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system		summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?		should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:		an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:		memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?		All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?		Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
61	question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

62	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
63	Choose the example of independent variables i. Gender ii. Interface style iii. Task completion time iv. Background noise		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design		To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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		Interview	Questionnaire	Research	Observation	b
68	"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		Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____		Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information		Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :		outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?		It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:		Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:		1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c
77	Regarding constraints:		They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as		requirements design system	system design	information processing system	system output	c

79	Regarding Augment/NLS:		It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy		increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?		Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?		Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page		borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8		5	5.5	6	None of the above.	a
85	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
89	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
91	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
92	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	a
95	Which is the best definition of an interaction mode?		In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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	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	The conceptual model used to guide the design of the interface.	c

96	Which of the following is not a characteristic of good test data		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?		Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:		A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?		Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.		Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?		Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?		Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ..... tell the user when he has made some mistake.		program crash	system stuck	error messages	metadata	c
105	How do you identify the user in the usability engineering lifecycle?		Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?		Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?		What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:		Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?		Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?		Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.		Audio recording.	Taking notes.	Observation	Video	b
112	i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b

113	Identify the evaluation technique that evaluates design on how well it support user in learning task		Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
114	question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is		Participants	Hypothesis	Dependent variables	Independent variables	b
116	Choose the example of independent variables i. Gender ii. Interface style iii. Task completion time iv. Background noise		i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.		Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard		Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.		Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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		Interview	Questionnaire	Research	Observation	b
121	Where would a card-based prototype best fit in the design process?		After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?		Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?		The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the		manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?		should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?		Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).		It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?		Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a

130	The standard line length given by scientists for equally legible is		2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
131	In a co-discovery test:		The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?		Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):		Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?		Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?		Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?		A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is		running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
140	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:		helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:		Pretend it’s magic.	Pretend it’s human.	Renaming	All of the above	d
143	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on		word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?		Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?		minimal duration	earliest completion	weighted average duration	most likely duration	d

147	Regarding gear-up accidents:		Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at		tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.		One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?		failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
61	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
178	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
179	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
180	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
181	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
182	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
183	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
184	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

185	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
186	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
187	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
188	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
190	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
191	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
192	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
193	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
194	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
195	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
146	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
147	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
148	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
149	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
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36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
85	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

89	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
90	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
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92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
108	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
109	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
113	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a

114	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
115	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
120	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	Interview	Questionnaire	Research	Observation	b

121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
133	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
134	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
135	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
136	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c
137	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

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St. Joseph's Institute of Technology
Department of CSE

CS6008- HUMAN COMPUTER INTERACTION - MCQ

Unit I

1. Why are people less able to distinguish fine detail in blue?

a) There are fewer cones in the center of the retina that are sensitive to blue light.
b) There are more cones in the center of the retina that are sensitive to blue light.
c) There are fewer cones in the center of the retina that are sensitive to red light.
d) There are more cones in the center of the retina that are sensitive to blue light.

Ans: (a) There are fewer cones in the center of the retina that are sensitive to blue light.

2. For a product to be successful, it must be:

a) Useful by humans
b) Usable by humans
c) Used by humans
d) All of the above

Ans:(d) All of the above

3. ____ derives the logically necessary conclusion from the given premises.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (a) Deductive reasoning

4. ____ is generalizing from cases we have seen to infer information about cases we have not seen.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (b) Inductive reasoning

5. ____ is the method we use to derive explanations for the events we observe.

a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (c) Abductive reasoning

6. ____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

a) Deductive reasoning

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b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

Ans: (d) Reasoning

7. What is a semantic network?

a) A model of short-term memory
b) A model of long-term memory
c) A model of physical memory
d) A model of short and long-term memory

Ans: (b) A model of long-term memory

8. What does ASCII stand for?

a) American Standard Code for Information Interchange
b) American Scientific Code for Information Interchange
c) American Scientific Code for Interchanging Information
d) American Standard Code for Interchanging Information

Ans: (a) American Standard Code for Information Interchange

9. Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because: The grouping of the numbers is significant.

a) True
b) False

Ans: (a) True

10. The DVORAK keyboard differs from the QWERTY keyboard in that:

a) The QWERTY keyboard lays out the letters differently to achieve faster typing speeds.
b) The DVORAK keyboard lays out the letters differently to achieve faster typing speeds.

Ans: (b) The DVORAK keyboard lays out the letters differently to achieve faster typing speeds.

11. Statement 1

Speech technology is a small area of commercial interest.

Statement 2

Courier is a fixed-pitch font.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (c) Both statements are True

12. Statement 1

Fitts' Law uses the formula movement time = a + b log2 (distance/size + 1) where a and b are empirically determined constants.

Statement 2

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Studies of keyboard operators have shown that, although the faster operators were up to twice as fast as the others, the slower ones made 10 times the errors.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (c) Both statements are True

13. Statement 1

Recognition is easier than recall.

Statement 2

The main strength of the Problem Space Framework as a model of human problem solving is that it allows ill-defined problems to be solved.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (a) Only Statement 1 is True

14. The isometric joystick:

a) Moves the cursor according to how fast the joystick is moved
b) Moves the cursor according to how slow the joystick is moved

Ans: (a) Moves the cursor according to how fast the joystick is moved

15. Statement 1

Humans are limited in their capacity to process information.

Statement 2

Users share common capabilities and are individuals with differences, but these differences should be ignored.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (a) Only Statement 1 is True

16. Statement 1

The fovea of the human eye is just behind the cornea.

Statement 2

The blind spot of the eye is just under the lens.

a) Only Statement 1 is True
b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (d) Both statements are False

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17. Speed is important for interactive devices: So that the devices can respond appropriately to a user's input.

a) True
b) False

Ans: (a) True

18. Expert "slips" occur when: A person is skilled at a task, and an element of the task changes.

a) True
b) False

Ans: (a) True

19. The term human-computer interaction has only been in widespread use since the early

a) 2000s
b) 1950s
c) 1970s
d) 1980s

Ans: (d) 1980s

20. The gulf of execution refers to: The user's difficulty in formulating and articulating an intention to the system.

a) True
b) False

Ans: (a) True

21. Which of the following is a long-term individual difference?

a) Weight
b) Color
c) Sex
d) Height

Ans: (c) Sex

22. Which of the following are important in the design focus of HCI?

a) Thinking of the user
b) Testing the HCI
c) Involving the users
d) All of the above

Ans: (d) All of the above

23. Statement 1

It is easier to recall information than to recognize it, which is why visible menus are preferable to typed commands.

Statement 2

When tracing the history of interactive computing, the windowing concept became popular when humans needed the ability to perform more than one task at a time.

a) Only Statement 1 is True

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b) Only Statement 2 is True
c) Both statements are True
d) Both statements are False

Ans: (b) Only Statement 2 is True.

24. Which of the following are examples of paradigms for interaction?

a) Personal computing
b) Hypertext
c) Multi-modality
d) All of the above

Ans: (d) All of the above

25. You receive an email message, and a flag immediately appears in your electronic mailbox to indicate that you have a new message. This is an example of:

a) Persistence
b) Guidance
c) Existence
d) None of the above

Ans: (a) Persistence

Unit II

1. If requirements are easily understandable and defined then which model is best suited?

a) Spiral model
b) Waterfall model
c) Prototyping model
d) None of the above

Answer: b

2. Which of these describes stepwise refinement?

a) Nicklaus Wirth described the first software engineering method as stepwise refinement
b) Stepwise refinement follows its existence from 1971
c) It is a top down approach
d) All of the mentioned

Answer: d

3. What is followed by the design task?

a) Choosing specific classes, operations
b) Checking model's completeness
c) Following design task heuristics
d) All of the mentioned

Answer: d

4. Design phase is followed by _____ .

a) Coding
b) Testing

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c) Maintenance
d) None of the above.

Answer: a

5. Where is the prototyping model of software development well suited?

a) When requirements are well defined.
b) For projects with large development teams.
c) When a customer cannot define requirements clearly.
d) None of the above.

Answer: c

6. Project risk factor is considered in which model?

a) Spiral model.
b) Waterfall model.
c) Prototyping model
d) None of the above.

Answer: a

7. What is the meaning of requirement elicitation in software engineering?

a) Gathering of requirement.
b) Understanding of requirement.
c) Getting the requirements from client.
d) All of the above.

Answer: d

8. If requirements are easily understandable and defined then which model is best suited?

a) Spiral model
b) Waterfall model
c) Prototyping model
d) None of the above

Answer: b

9. Selection of a model is based on

a) Requirements
b) Development team & Users
c) Project type and associated risk
d) All of the mentioned

Answer: d

10. Which two models doesn't allow defining requirements early in the cycle?

a) Waterfall & RAD
b) Prototyping & Spiral
c) Prototyping & RAD
d) Waterfall & Spiral

Answer: b

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11. Which of the following life cycle model can be chosen if the development team has less experience on similar projects?

a) Spiral
b) Waterfall
c) RAD
d) Iterative Enhancement Model

Answer: a

12. If you were a lead developer of a software company and you are asked to submit a project/product within a stipulated time-frame with no cost barriers, which model would you select?

a) Waterfall
b) Spiral
c) RAD
d) Incremental

Answer: c

13. Which two of the following models will not be able to give the desired outcome if user's participation is not involved?

a) Waterfall & Spiral
b) RAD & Spiral
c) RAD & Waterfall
d) RAD & Prototyping

Answer: d

14. A company is developing an advance version of their current software available in the market, what model approach would they prefer ?

a) RAD
b) Iterative Enhancement
c) Both RAD & Iterative Enhancement
d) Spiral

Answer: c

15. Choose the correct option from given below:

a) Prototyping Model facilitates reusability of components
b) RAD Model Model facilitates reusability of components
c) Both RAD & Prototyping Model facilitates reusability of components
d) None

Answer: c

16. Which one of the following models is not suitable for accommodating any change?

a) Build & Fix Model
b) Prototyping Model
c) RAD Model
d) Waterfall Model

Answer: d

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17. 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

18. 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

19. 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

20. 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

21. 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

22. 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

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23. You have to address a usability issue pertaining to a software interface. You will provide solutions after understanding:

a) How the developer uses the software?
b) How the users use the software?
c) How you use the software?
d) How your friends use the software?

Answer: b

24. When should a developer apply usability principles?

a) After selling the product
b) None of the above
c) While developing the product.
d) Early in the SDLC

Answer: d

25. Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer ?

a) allow interaction to interruptible
b) allow interaction to be undoable
c) hide technical internals from casual users
d)only provide one rigidly defined method for accomplishing a task

Answer: d

Unit III

1.Subsystem of human machine processor that handles actions of system is called

a) Cognitive System
b) Motor System
c) Perceptual System
d) Autonomic System

Answer : b

2. Simple model of human interaction was proposed by

a) Stuart K. Card
b) Thomas P. Moran
c) Allen Newell
d) Card, Moran And Newell

Answer : d

3. A negative contrast on display screen result in to increasing the

a) Reusability
b) Quality
c) Legibility
d) Interactivity

Answer : c

4. Relationship among vision and distance from point of focus is

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a) Conversely
b) Indirectly
c) Directly
d) Inversely

Answer : d

5. Human perception in reading process is part of

a) Saccades
b) Fixations
c) Regressions
d) Suppression

Answer : b

6. Impressing moving icons in a system design can be

a) Appealing
b) Attractive
c) Distracting
d) Attentive

Answer : c

7. Delicate hair cells in cochlea is called

a) Cilia
b) Cochlea
c) Ossicles
d) Tympanic Membrane

Answer : a

8. By using capitalized words, reading speed and accuracy

a) Increased
b) Improved
c) Declined
d) Levelled

Answer : c

9. 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

10. Relationship among flicker and luminous is

a) Directly Proportion
b) Inversely Proportion
c) Conversely Proportion
d) Indirectly Proportional

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Answer : a

11. The hawthorne studies are of utmost significance as they form an honest and concerted attempt to understand:

a) The Human Factor
b) Employee Attitudes
c) The Workers Social Situations
d) D. All of the above.

Answer : d

12. Work attitudes can be reflected in an organization through

a) Job Satisfaction
b) Organizational Commitment
c) Both 'A' And 'B'
d) None of the above

Answer : c

13. All the unique traits and patterns of adjustment of the individual is known as

a) Personality
b) Responsibility
c) Creativity
d) Authority

Answer : a

14. Organization's using _____ model are very successful in the era of Globalisation.

a) Delegative
b) Authorative
c) Supportive
d) Responsive

Answer : c

15. Fundamental concepts of organizational behaviour revolve around:

a) The Nature Of Human Beings
b) The Working Of Human Beings
c) Both 'A' And 'B'
d) None Of The Above

Answer : a

16. Select the developer-specific requirement ?

a) Portability
b) Maintainability
c) Availability
d) Both portability and maintainability

Answer : c

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17. A stakeholder is anyone who will purchase the completed software system under development.

a) True
b) False

Answer : b

18. Which is one of the most important stakeholder from the following?

a) Entry Level Personnel
b) Middle Level Stakeholder
c) Managers
d) Users Of The Software

Answer : d

19. The internet has allowed employees to collaborate on work from any location, across different time zones and national borders. What is regarded as the defining feature of a dispersed collaboration apart from the use of communication technology?

a) Each colleague does not work face-to-face
b) Each work group has its own task to complete
c) Dispersed collaborations lack the social cues that profile traditional working relationships
d) Colleagues are spread across different locations

Answer : d

20. As would be common with many business strategies, which is regarded as the crucial stage in designing dispersed collaborations?

a) Have a clear identification of the mission and how it will be achieved
b) Conduct a skills analysis of potential members to validate their membership
c) Establish the size of the collaborative team required and then consider which tasks can besuccessfully completed
d) None of the above

Answer : a

21.what is multimedia file?

a) Is same as any other regular file
b) Must be accessed at specific rate
c) Store on remote server can not be delivered to its client
d) None of the above

Answer : b

22. In which type of streaming multimedia file is delivered to the client but not shared?

a) Real time sharing
b) Progressive download
c) Compression
d) None of the above

Answer : a

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23. A _____ displays a list of commands and usually appears in the toolbar at the top of the screen.

a) View
b) Menu
c) Kit
d) List

Answer : b

24. Changing the appearance of your slide _____ can alter the slide's color, shade, pattern, or texture.

a) Background
b) Foreground
c) Watermark
d) Design

Answer : d

25. A _____ can be added to your presentation and then used to go to a variety of locations ---- for example, a web address, an e-mail address, a custom show or document, just to name a few.

a) Menu link
b) Hyperlink
c) Toollink
d) Slide link

Answer: b

UNIT IV

1. Genetically different population with the same physical features is known as _____

a) Ecosystem
b) Ecads
c) Community
d) Ecotype

Answer: d

2. Name the group of species which exploit the abiotic and biotic resources in a similar way?

a) Guild
b) Ecads
c) Biomes
d) Community

Answer: a

3. Who proposed the term ecosystem?

a) Grinnel
b) Turesson

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c) A.G. Tansley
d) Lindeman

Answer: c

4. Android applications signed at the time _____.

a) Before installed
b) After installed
c) Both A and B
d) None of these

Answer: a

5. In android application Which file holds to use the internet_____

a) Create file
b) Manifest file
c) system file
d) None of these

Answer: b

6. **Specifies the layout of android screen use_____file.**

a) R
b) Manifest
c) Layout
d) None of these

Answer: c

7. **_____ contains the R.java file.**

a) Src
b) Gen
c) Both A and B
d) None of these

Answer: b

8. In memory, Activity doesn't exist Thatis____state.

a) Initial
b) Running
c) Starting
d) All of these

Answer: c

9. Mobile cloud computing at its simplest refers to an _____

a) Intervention
b) Internet
c) Infrastructure
d) Intervention & Internet

Answer: c

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10. To use the Android menu system what method you should override?

a) on Create Menu()
b) on Create Options Menu()
c) Both A & B
d) on Menu Created()
e) on Create Context Menu()
f) None of these

Answer: b

11. Which is not an Android component of the following?

a) Layout
b) Service
c) Activity
d) Both A & C
e) Content Provider
f) None of these

Answer: b

12. _____is the first callback method invoked by the system during an Activity life-cycle,?

a) on Stop()
b) Both A & B
c) on Create()
d) on Restore()
e) None of these

Answer: c

13. Which is not a valid Android resource file name of the following?

a) my_layout.xml
b) mylayout.xml
c) myLayout.xml
d) Both B & C
e) mylayout1.xml
f) None of these

Answer: c

14. _____is the parent class of all Activity widgets?

a) View
b) ViewGroup
c) Layout
d) Both A & C
e) Widget
f) None of these

Answer : a

15. _____is not included in the Android application framework?

a) Notification Manager
b) Window Manager

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c) Both A & B
d) Dialer Manager
e) Package Manage
f) None of these

Answer: d

16. The Android project folder "res/" contain_____?

a) Resource files
b) Java Activity classes
c) Both A & B
d) Java source code
e) Libraries
f) None of these

Answer: a

17. Which piece of code used in Android is not open source?

a) Power management
b) Audio driver
c) Wi-Fi driver
d) Keypad driver

Answer: c

18. In a cellular system, the same frequency is used for other users using the technique _____-

a)Frequency planning
b)Frequency hopping
c)Frequency reuse
d)None of the above

Answer: c

19. Which of the following mobile platform support hundreds of thousands of third-party applications?

a) iPhone
b) Symbian
c) Windows Mobile Phone
d) None of the mentioned

Answer: a

20. In which of the following computing, mobile device serves as the presentation platform or the display?

a) Soft
b) Mobile
c) JVS
d) All of the mentioned

Answer: b

21. Which of the following was built to serve as a mobile platform for Internet computing?

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a) Windows Phone
b) Android
c) Symbian
d) All of the mentioned
Answer: b

22.IMT-2000 is a digital mobile system that functions as

a) Pager
b) Cordless
c) Low earth orbit satellites
d) All of the above

Answer: d

23. What is the parent class of all Activity widgets?

a) ViewGroup
b) Layout
c) View
d) Widget

Answer: c

24. Which of the following programming medium is used by MobileMe to create the appearance of a desktop application inside a browser?

a) HTML
b) DHTML
c) Jquery
d) All of the mentioned
Answer: b

25. Which of the following is a photo and video sharing service by MobileMe?

a) iDisk
b) Find My iPhone
c) iWeb Publish
d) MobileMe Gallery
Answer: d

UNIT- V

1. What are the designing rich web interface.

a) Make it Direct
b) Stay on the Page
c) Use Transitions
d) All of the above

Answer: d

2. A drag lens provides,

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a) a view into a different part of data
b) a view into a different part of the list
c) a view into a different part of record
d) a view into a different part of objects

Answer: b

3. Dragging the insertion bar while editing text on the iPhone is an example of,

a) Drop lens
b) Drag lens
c) Drag object
d) Drop object

Answer b

4. In Drag lens, the lens will be made visible,

a) Before Dragging
b) During Dragging
c) After Dragging
d) All of the above

Answer : b

5. Checkbox or control-based selection is,

a) Collected Selection
b) Object Selection
c) Toggle Selection
d) Hybrid Selection

Answer : b

6. Selection that spans multiple pages is,

a) Collected Selection
b) Object Selection
c) Toggle Selection
d) Hybrid Selection

Answer : a

7. Combination of Toggle Selection and Object Selection is,

a) Collected Selection
b) Multiple Selection
c) Hybrid Selection
d) Non of the Above

Answer : c

8. ..... is a pattern for keeping track of selection as it spans multiple pages

a) Collected Selection
b) Object Selection
c) Toggle Selection

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d) Hybrid Selection

Answer : a

9. ..... is when selection is made directly on objects within the interface

a) Instant Selection
b) Direct Selection
c) Object Selection
d) Interface Selection

Answer : c

10. The time to acquire a target is a function of the distance to and size of the target,

a) Richard Feynman Law
b) Bruce Tognazzini Law
c) Fitts's Law
d) d.Rolf O. Peterson Law

Answer : b

11. A master switch to toggle on/off Contextual Tools for the page,

a) Multi-Level Tools
b) Hover-Reveal Tools
c) Always-Visible Tools
d) Toggle-Reveal Tools

Answer : d

12. .....is Progressively reveal actions based on user interaction,

a) Multi-Level Tools
b) Hover-Reveal Tools
c) Always-Visible Tools
d) Toggle-Reveal Tools

Answer : a

13. Multi-Level Tools —mutton is,

a) menu + on = mutton
b) b.mute + on = mutton
c) menu + button = mutton
d) d.mute + button = mutton

Answer : c

14. Virtual Scrolling turns the scrollbar into,

a) Virtual Control
b) Pagination control
c) Scrollbar Control
d) All of the Above

Answer: b

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15. Which one is an Overlay,

a) Dialog Overlay
b) Detail Overlay
c) Input Overlay
d) All of the Above

Answer :d

16. The ..... Effect is useful when the Dialog Overlay contains important information that the user should not ignore.

a) Overlay effect
b) Lightbox effect
c) Darkbox effect
d) Whitebox effect

Answer : b

17. What are the types of inlays?

a) Dialog Inlay , List Inlay & Detail Inlay
b) List Inlay & Detail Inlay
c) Dialog Inlay & Detail Inlay
d) Non of the Above

Answer : a

18. .....turns the scrollbar into a pagination control.

a) Message scrolling
b) Drop Down Scrolling
c) Virtual scrolling
d) Pagination Scrolling

Answer : c

19. clicking on a button to load more items into the page on demand is,

a) Virtual paging
b) Outline paging
c) Demand paging
d) Inline paging

Answer : d

20. A great place for Virtual Panning is,

a) Map
b) List
c) Page
d) Virtual Memory

Answer : a

21. .....is a way to create a virtual canvas.

a) Zoomable User Interface
b) Virtual User Interface

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c) Realtime User Interface
d) All of the Above

Answer : a

22. Interactive Single-Page Process is a type of,

a) Data Flow Patterns
b) Resource Flow Patterns
c) Process Flow patterns
d) Non of the Above

Answer : c

23. ..... is a powerful pattern that benefits from a reactive interface.

a) Complete Pattern
b) Auto Complete Pattern
c) Reactive Pattern
d) Auto Reactive Pattern

Answer : b

24. Pattern that support virtual pages,

a) Virtual Scrolling
b) Inline Paging
c) Scrolled Paging
d) All of the Above

Answer : d

25. Virtual Scrolling turns the scrollbar into,

a) Virtual Control
b) Pagination control
c) Scrollbar Control
d) All of the Above

Answer : b

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1. How many categories of risks ?

a. 3

b.5

c.7

d. 4

2. _____ is the analytical methods in Engineer's responsibility for safety

a. analytical testing

b. job related pressures

c. voluntarism and control

d. both b and c

3. The costs must be weighed against both _____ goals and degrees of acceptability of risks to clients and the public

a. management

b. organizational

c. acceptability

d. liability

4. _____ is the general features of morally responsible engineers ?

a comprehensive perspective

b. accuracy

c. fair value

d. non moral

-

5. _____ is the set of standards and laws.

a. discipline

b. support

c. code

d. protecting

6. The problems with the law in engineering _____

a. inspiration and guidance

b. minimal compliance

c. risk

d. ethics

7. _____ is the moral concept refers to the virtue properly valuing oneself

a. self esteem

b. self respect

c. virtue

d. accountability

8. Which is the type of theories about morality ?

a. obligations

b. recognizing rights

c. good moral

d. duty ethics

9. The view that right action consist in producing one's own good _____

a. ethical relativism

b. ethical egoism

c. ethical pluralism

d. normative ethics

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10. _____ deals with theories about ethics

a. tacit ethics

b. meta ethics

c. rights ethics

d. personal involvement

11. which knowledge required to assess the risk ?

a. advisability

b. low consequence

c. no estimation of risk

d. testing and safety

12. The tanks used to store methyl iso cyanate were overloaded to a tune of _____

a. 25%

b.17%

c.75%

d. 70%

13. The first metaphor was set forth by adam smith in _____ in the nations the founding text of modern economics

a. 1976

b.1977

c.1777

d. 1776

14. ARPA stands for _____

a. advanced risk projects agency

b. advanced research projects agency

c. advanced research projects assessment

d. advanced research project analysis

15. _____ is the purpose of any business is to reach and satisfy the end users.

a. organizational oriented issues

b. clients oriented issues

c. agencies oriented issues

d. environmental oriented issues

16. The control is required to maintain their _____ and protect their self interest.

a. safety

b. protecting

c. privacy

d. none of the above

17. The degree of complexity range of applications and sheer numbers continue to increase _____ network the globe.

a. communication

b. telecommunication

c. satellite

d. all the above

18. The study of knowing differences between engineering and other standard experiments is helpful to the engineers to realize their special _____ responsibility

a. non moral

b. standard

c. moral

d. group

19. A body of engineers can promote engineers interest with limits sets by professional concern for the _____ good

a. private

b. management

c. employee

d. public

20. The term _____ means being responsible liable answerable or obligated.

a. moral autonomy

b. responsible agents

c. relevant information

d. accountability

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21. _____ is the broad identity of specific goods and services allowing differences to be made among different trade.

a. trade

b. trademarks

c. professional rights

d. employee rights

22. _____ is the process of negotiating the terms of employment between and employer and a group of workers.

a. roles and responsibilities

b. negotiations at the beginning table

c. collective bargaining

d. workplace rights

-

23. The word _____ gets different meanings based on the context.

a. ethics

b. moral

c. non moral

d. professional

24. _____ is tries to reduce moral values to laws, conventions and customs of societies.

a. ethical relativism

b. ethical egoism

c. ethical subjectivism

d. ethical pluralism

25. _____ is the process of moving technology to quite new set of condition and implementing.

a. international rights

b. communication integration

c. technology development

d. technology transfer

ALL THE BEST

PROFESSIONAL ETHICS IN ENGINEERING

1. _____ deal with all the society problems which are unknown and suddenly burst out on a regional or national level.

a. micro ethics

b. macro ethics

c. senses of engineering ethics

d. professional ethics

2. _____ psychological concept means having a positive attitude toward oneself, even if the attitude is excessive or otherwise unwarranted.

a. responsibility

b. morality

c**. self esteem.**

d. non moral

3. The _____ enables engineers to contribute their maximum best to their corporate companies.

a. corporate climate

b. ethical climate

c. both a and b

d. none of the above

4. _____ means to make an unfair difference in one's treatment of people.

a. safety

b. preferential treatment

c. discrimination

d. all the above

5. _____ a code give positive support to professional seeking to act ethically.

a. shared standards.

b. education and responsible professional

c. support for responsible professional

d. contributing to the profession's image

6. _____ is the advantage of industrial standards.

a. experimental control

b. reasonable decision

c. engineering experimentation

d. standards also benefit user and public

7. _____ is a kind of connected ness grounded in respect for professional expertise.

a. society

b. protecting the public

c. collegiality

d. guidance

8. _____ is the drawbacks in the definition of lawrence ?

a. immediate risk

b. expected probability

c. overestimation of risks

d. threshold levels to risk

9. _____ is the view that alternative moral perspectives that are reasonable but no one of which must be accepted completely by all rational and morally concerned.

a. ethical relativism

b. ethical egoism

c. ethical esteem

d. ethical pluralism

ONLINE SHOPPING CLICK HERE

10. _____ deals with the unsaid or unspoken rule of practice

a. meta ethics

b. tacit ethic

c. ethical subjectivism

d. duty ethics

11. NSPE Stand for

a. national society of professional engineers

b. national society of professional ethics

c. national society of professional education

d. national service of professional engineers

12. complex and rapidly changing innovation in engineering leads to

a. the need for a rigid engineering ethics

b. need of an adaptive engineering ethics

c. unfamiliar ethical circumstances

d. both a and b

13. _____ is the possibility of suffering harm or loss

a. risk

b. educational attempts

c. safety

d. fault tree analysis

14. planning is defined as the process of _____

a. organization

b. project

c. management

d. analysis

15. management plays a vital role in the operation of

a. scenario analysis

b. uncertainties in design

c. high consequence

d. business organization

16. management encompasses three elements

a. planning demolishing developing

b. planning , executing , reviewing

c. both a and b

d. none of the above

17. In business organization this surplus is ____

a. profit

b. loss

c. equal

d. liquidity

18. It assists the engineers to identify a particular design scores _____ with that of the another one.

a. lower

b. equal.

c. higher

d. average

19. ____ is defined as the right of a person to guide

a. decision

b. greater advantage

c. both a and b

d. authority

ONLINE SHOPPING CLICK HERE

20. According to data from the world trade organization from 1970 to 2004 the volume of world merchandise trade expanded almost_____

a. 26 fold

b. 16 fold

c. 36 fold

d. 6 fold

21. Any business that has productive activities in two or more countries is called _____

a. multinational enterprise

b. business enterprise

c. project enterprise

d. none of the above

22. The process national economies and business systems are becoming deeply interlinked with each other is called _____

a. globalization

b. organization

c. multinational

d. company's management

23. What are the two main elements which are included to understand informed consent ?

a. knowledge

b. voluntaries

c. both a and b

d. none of the above

24. _____ is the purpose of various types of standards ?

a. right

b. high score

c. risk benefit

d. accuracy

25. How many types of relativism ?

a. 2

b. 3

c. 4

d. 5

ALL THE BEST

1. What is the primary interactive method of communication used by humans?
a) reading
b) writing
c) speaking
d) all of the mentioned
View Answer

Answer: c
Explanation: None.

2.Elementary linguistic units that are smaller than words are?
a) allophones
b) phonemes
c) syllables
d) all of the mentioned
View Answer

Answer: d

3. In LISP, the atom that stands for “true” is _____
a) t
b) ml
c) y
d) time
View Answer

Answer: a
Explanation: None.

4. A mouse device may be _____
a) electro-chemical
b) mechanical
c) optical
d) both mechanical and optical
View Answer

Answer: d
Explanation: None.

5. An expert system differs from a database program in that only an expert system _____
a) contains declarative knowledge
b) contains procedural knowledge
c) features the retrieval of stored information
d) expects users to draw their own conclusions
View Answer

Answer: b
Explanation: None.

6. Arthur Samuel is linked inextricably with a program that played _____
a) checkers

b) chess
c) cricket
d) football
View Answer

Answer: a
Explanation: None.

7. Natural language understanding is used in _____
a) natural language interfaces
b) natural language front ends
c) text understanding systems
d) all of the mentioned
View Answer

Answer: d
Explanation: None.

Which of the following are examples of software development tools?
a) debuggers
b) editors
c) assemblers, compilers and interpreters
d) all of the mentioned
View Answer

Answer: d
Explanation: None.

Which is the first AI programming language?
a) BASIC
b) FORTRAN
c) IPL(Inductive logic programming)
d) LISP
View Answer

Answer: d
Explanation: None.

10. The Personal Consultant is based on?
a) EMYCIN
b) OPS5+
c) XCON
d) All of the mentioned
View Answer

Answer: d
Explanation: None.

1. A search engine depends on _____to find information on the web.
resturants
computers
humans

grocery stores

2.A directory, unlike a search engine, is organized by _____ who discover new sites and relevant information by exploring the web themselves.
restaurants
computers
humans
grocery stores

3. What is the key characteristic of Web 2.0
better design
better sound
user generated and content
sharing and openess

4. Which of the following is true about Blogs and Wikis?
Blogs have comments, wikis don't
Blogs center around one person, wikis center around many.
Blog is an advanced form of a wiki
Wiki is centered around one person, blogs are centered around many.

5. The definition of computer and computing has changed over time and will continue to change.
True
False
HIDE ANSWER

6. Wikipedia contains human-generated content; therefore, it is a reliable source for research.
True
False
HIDE ANSWER

7. Which of the following is the correct way to search for an exact phrase
Exact: (new york city)
(new york city)
+new york city
"new york city"

8. Which is the easiest way to get a list of definitions for a word, such as technology?
technology
Define: techology
Definitions: technology
What is technology

9. What is a search engine spider?
A program that follows or "crawls" links through the internet, grabbing content from sites and adding it to search engine indexes
Adware and Malware
A programming error

Something that infects your computer

10. This organizes websites by subject and is maintained by humans instead of software
web crawlers
search engines
directories
browsers

11. A WHOLE website address is known as this. It also stands for URL
Uniform Resource Locator
Unfiltered Regular Location
Undone Resource Locator
Uniform Regular Lost site

12. A unique set of numbers separated by periods that identifies each computer using the internet
IP address
WWW
URL
domain name

13. An online tool that helps users of the world wide web find the sites and information they are looking for.
location services
domains
search engines
URL

14. A software application for retrieving, presenting, and traversing information resources on the World Wide Web. An example is Chrome.
browser
domain name
search engine
directory

15. A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.
Search Engines
Browsers
Algorithms
Web sites

6. This is an example of a web browser
Safari
Google
Yahoo
Bing

17. This is an example of a Search Engine
Google

Chrome
Safari
Internet Explorer

18. The collection of physical elements that make up a computer
Peripherals
Software
Hardware
CPU

19. the programs used to direct the operation of a computer, as well as documentation giving instructions on how to use them
Software
Hardware
Peripherals
Food

20. The more hits you get when doing a search, the better!
True
False
HIDE ANSWER

21. Directories SHOULD result in more credible sites.
True
False
HIDE ANSWER

22. No one site covers the entire web.
True
False
HIDE ANSWER

23. A computer device, such as a keyboard or printer, that is not part of the essential computer
CPU
Software
Hardware
Peripherals

24. The part of the a computer system that is commonly referred to as the "brains" of the computer
CPU
Hardware
Software
Peripherals

25. The reason why it is important to check the reliability of a website is because:
There isn't always someone to evaluate and validate all sites posted on the web.
Websites can be written by anyone on any subject whether the person is an expert in the subject or not.

Not everything posted on the web is true or accurate.
All of the above.

26. You can determine whether a website is reliable by looking at the author. You may find that a site is reliable if the author:
Is an expert in the subject.
Has links to several unidentifiable sites or organizations.
Has a short description of his/her background.
Has many advertisements on his/her website.

27. Many reliable websites will have:
A slow loading rate.
Search tips and a help link.
Difficulty navigating to a selected link.
Organizational issues.

28. Websites that are forums and allows for personal opinions should always be seen as a good source for information about controversial topics.
True
False
HIDE ANSWER

HUMAN COMPUTER INTERACTION - Solved MCQ's

Help Desk for beginner

Question No: 1

_____are unintentional while_____ occur through conscious deliberation.

- **Slips, mistakes (page 100)**
- Errors slips
- Mistakes, errors
- Mistakes, slips

Question No: 2

What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system (page 91)**
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

Question No: 3

_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition
- **Attention (page 76)**
- Learning
- None of these

Question No: 4

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

- True
- **False (page 176)**

Question No: 5

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 6

_____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- Scenario
- **Persona (page 187)**
- Prototype

Question No: 7

The difference between the intentions and allowable actions is the:

- **Gulf of Execution (page 103)**
- Gulf of Evaluation

- None of these

Question No: 8

Attention is the process of selecting things to concentrate on, at a point in time, from the range of

- **Possibilities available (page 76)**
- Time Available
- None of these

Question No: 9

The goals of HCI are:

- **Usability and User Experience (page 30)**
- Learn ability and Comfort
- Tasks and Goals

Question No: 10

WYSIWYG stands for _____.

- Where you see is where you get
- **What you see is what you get (page 36)**
- When you see it when you get

Question No: 11

_____ is proportional to the amplitude of the sound.

- Pitch
- **Loudness (page 70)**
- Timber

Question No: 12

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

- True
- **False (page 189)**

Question No: 13

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 14

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental (page 196)**

Question No: 15

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 16

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 17

_____ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

Question No: 18

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 19

Which of the following is not a secondary color?

- Green
- Orange

- Purple
- **Blue (page 63)**

Question No: 20

Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- **a typical monitor**
- a typical speaker
- a typical processor

Question No: 21

Which of the following requires less cognitive effort than others?

- **Listening (page 87)**
- Speaking
- Hearing
- None of the given

Question No: 22

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 23

Which of the following is not true regarding “cones”?

- **A type of receptor in eye more sensitive to light (page 56)**
- Different types of cones are sensitive to different wavelengths of light
- Eye has approximately 6 million cones

Question No: 24

Which of the following does not count as one of the advantages of computers?

- Computers are enabling new discoveries
- Leading to efficiencies
- Making our life convenient
- **Depending so much on computers may give fatal results (page 9)**

Question No: 25

The gulf of execution refers to _____ .

- The user’s difficulty in understanding the feedback from the system
- The system’s difficulty in presenting information in the output language
- **The system’s difficulty in converting an input expression into the correct system state transition**

- The user’s difficulty in formulating and articulating an intention to the system

Question No: 26

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

(i) & (ii) (page 31)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

Question No: 27

Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system (page 31)**
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Question No: 28

The command line interface is used because:

- It is easy to understand
- It is demanded by DOS
- It is offered by UNIX systems
- **It is powerful and flexible (page 127)**

Question No: 29

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is supposed to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 30

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

- Red
- Yellow
- Blue
- **Green (page 63)**

Question No: 31

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- **Psychology (page 43)**
- Sociology
- Statistics
- Computer Science

Question No: 32

HCI deals with:

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- **All of the given choices**

Question No: 33

Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- **All of the given (page 54)**

Question No: 33

We are deficient in our development _____, not in our development _____ (respectively).

- **Process, Tools (page 23)**
- Tools, Process
- Tools, Methodology
- None of these

Question No: 34

Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing**
- Sense of touch

Question No: 35

_____is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

- Reasoning

- Decision Making
- **Attention (page 76)**

Question No: 36

_____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping (page 107)**

Question No: 37

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- **Human computer Interaction (page 14)**
- Software Engineering
- Human Computer Interfaces

Question No: 38

_____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness (page 31)**
- Efficiency
- Utility

Question No: 39

. _____is what goes on in out heads when we carry out our everyday activities?

- **Cognition (page 47)**
- Learnability
- Memeorability

Question No: 40

_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning (page 89)**
- Problem Solving

Question No: 41

_____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.

- **Qualitative, Quantitative (page 167)**
- Quantitative, Qualitative

- None of them

Question No: 42

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 43

Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- **Cultural**
- None of these

Question No: 44

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 45

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 46

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 47

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 48

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 49

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 50

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

Question No: 51

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 52

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started:

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 53

Models are used in design to,

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 54

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 55

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch**

Question No: 56

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

- **Efficiency (page 31)**
- Effectiveness
- Utility

Question No: 57

_____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors (page 51)**

Question No: 58

_____language tends to be grammatical while _____ language is often Ungrammatical.

- **Written, spoken (page 87)**
- Spoken, written
- None of the given choices

Question No: 59

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

- Strategic
- **Tactical (page 143)**
- None of the given choices

Question No: 60

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 61

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

- MS World
- **Worldwide Web (page 305)**
- Television Newspaper

Question No: 62

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

- **Analytic mode, synthetic mode (page 153)**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Question No: 63

Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively).

- Modeling, Implementation
- Modeling, Research

- Research, Implementation
- **Research, Modeling (page 199)**

Question No: 64

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- Auxiliary
- **Transient (page 231)**
- Information
- Sovereign

Question No: 65

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

- **Pull Down Menus (page 132)**
- Main Menus
- Icons
- Buttons

Question No: 66

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

- Focused Attention
- **Voluntary Attention (page 78)**
- Involuntary attention
- Divided Attention

Question No: 67

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

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention (page 78)**

Question No: 68

GOMS stands for:

- **Goals, operation, methods and selection rules (page 50)**
- Goals, objects, models and selection rules
- Goals, operations, methods and state rules
- Goals, operations, models and state rules

Question No: 69

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

- Hue
- Intensity
- Saturation
- **All of the given (page 59)**

Question No: 70

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

- Non-user goals
- **End goals (page 192)**
- Experience goals
- Life goals

Question No: 71

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

- True
- **False (page 189)**

Question No: 72

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

- **True (page 207)**
- False

Question No: 73

_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- Postural
- **Structural (page 217)**
- Behavioral
- Mnemonic

Question No: 74

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- True
- **False (page 256)**

Question No: 75

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence _____ is appropriate.

- **Usability testing (page 264)**
- Field study
- Predictive evaluation
- DECIDE framework

Question No: 76

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____.

- Usability testing
- **Field study (page 264)**
- Predictive evaluation
- DECIDE framework

Question No: 77

Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.

- Surface
- Structure
- **Skeleton (page 306)**
- Scope

Question No: 78

Roughly _____ percent of the male population has some degree of color blindness.

- **10 (page 358)**
- 20
- 30
- 40

Question No: 79

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons (page 133)**
- Pointers
- Menus
- Windows

Question No: 80

The _____ function came into being as the result of the implementation model for undo

- **Redo (page 314)**
- Undo
- Repeat
- Delete

Question No: 81

If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- **Explicitly (page 327)**
- Implicitly
- Habitually
- Properly

Question No: 82

Design of user interfaces does not entirely _____ aesthetic concerns, but rather it places such' concerns within the constraints of a _____ framework.

- Include, Functional
- **Exclude, Functional (page 343)**
- Include, Non-Functional
- Exclude, Non-Functional

Question No: 83

When developing _____, plan to keep them short, straightforward and avoid asking too many.

- Videos
- Documentation
- **Interview CS408 Questions (page 371)**
- Contextual enquiry

Question No: 84

Conventional wisdom says that _____ tell the user when he has made some mistake.

- Program crash
- System stuck
- **Error messages (page 382)**
- Metadata

Question No: 85

People frequently counter the idea of _____feedback with arguments that users don't like it

- **Audible (page 393)**
- Video
- Walkthroughs
- CS408 Questions

Question No: 86

_____environments are environments that are user and context aware.

- Non-attentive
- Visual
- Sensing
- **Attentive (page 418)**

Question No: 87

User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- **Supplemental**

Question No: 88

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

Question No: 89

The size and shape of a compact disk, is a type of _____ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

Question No: 90

_____ research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**

- SME
- None of these

Question No: 91

_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- Audio recording
- **Taking notes (page 365)**
- Observation
- Video

Question No: 92

Panes, frames and other containers on screen is a kind of _____

- **Functional and data elements (page 206)**
- View
- Input method
- None of the given

Question No: 93

_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- Co-discovery
- **Active intervention (page 276)**
- Splendid research
- None of the given

Question No: 94

Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.

- **Repeat (page 229)**
- Infrequent
- Nonuser
- None of the given

Question No: 95

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

- **Formative (page 258)**
- Summative
- Relative
- None of the given

Question No: 96

_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).

- More, Less
- **Less, more (page 230)**
- Less, less
- None of the given

Question No: 97

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 98

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 99

Using icons on the desktop to represent operations is a type of _____constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 100

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 101

_____ minimizes errors.

- Affordance
- **Visibility (page 104)**
- Constraints
- None of these

Question No: 102

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 103

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 104

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 105

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 106

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary

- Secondary
- **Served (page 159)**
- Negative

Question No: 107

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 108

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 109

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

Question No: 110

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

Question No: 111

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 112

Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

Question No: 113

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory (page 176)**
- None of these

Question No: 115

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- Three-dimensional
- **WIMP (page 129)**
- Point and click
- None of these

Question No: 116

Using icons on the desktop to represent operations is a type of _____constraint.

- Physical
- Logical
- **Cultural (page 106)**
- None of these

Question No: 117

_____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance (page 105)**
- Constraint
- None of these

Question No: 118

_____ minimizes errors.

- Affordance

- **Visibility (page 104)**
- Constraints
- None of these

Question No: 119

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness (page 70)**
- Timber
- None of these

Question No: 120

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

Question No: 121

The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

Question No: 122

A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**
- Title bar

Question No: 123

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- Primary
- Secondary

- **Served (page 159)**
- Negative

Question No: 124

During _____ phase, usage and workflow patterns discovered through _____.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question No: 125

The Usability Engineering lifecycle was proposed by _____.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

Question No: 126

Waterfall model is basically a _____ model in which each step must be completed before the next step can be started

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- **Linear (page 149)**
- Iterative
- Analytical

Question No: 127

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- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question No: 132

You can load a VCR tape the right way because of _____.

- **Physical constraints (page 106)**
- Logical constraints
- Cultural constraints
- None of these

Question No: 133

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an
example of _____ Design Principle.

- Visibility
- **Affordance (page 105)**
- Mapping
- None of these

Question No: 134

_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

A. Efficient. B. Strategic. C. Tactical. D. Reliable.
Select correct option:
- Only A
- **Only C (page 143)**
- A and C
- B and D

Question No: 135
"Mistakes" and "Slips" are two forms of:
- **Errors (page 100)**
- Goals
- Evaluation
- Objectives

Question No: 136
Ergonomics is also called_____.
- Assembly
- **Human Factors (page 43)**
- Both
- None of the Given

Question No: 138
User and system has its own unique language, the language used by the system is called_____
- **Core (page 123)**
- Task
- Both
- None of the above

Question No: 139
Choice of operations and services are offered on the screen through_____
- Pointers
- Toolbars
- **Menus (page 131)**
- None of the given

Question No: 140
You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a
vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

- E and 4
- E and 7
- **E, 4 and 7**
- 4, E, 7 and K

Question No: 141

Which of the following is true regarding "Visibility"?

The more visible functions are, the more likely users will be able to know what to do next. (page 104)

The more visible functions are, the less likely users will be able to know what to do next.

Functions visibility and user knowing of what to do next, are not related to each other

None of the given

Question No: 142

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

- **Smaller (page 122)**
- Greater
- Balanced
- None of the Given

Question No: 143

Certain factors that help us to interact with graphical based systems is_____ .

- Indirect manipulation
- **Direct manipulation (page 36,137)**
- Both
- None of the given

Question No: 144

Which interface system is based on the question/answer dialogue?

- Command Line Interfaces
- **Query interfaces (page 128)**
- Menus
- Natural Language Interfaces

Question No: 145

Taking some real world concept to perform different tasks that represent some idea, inside the
computer is type of_____ .

- **Direct Manipulation (page 125,137)**
- Desktop metaphors
- Central processing unit
- None of the given

Question No: 146

Example of form fill interface is_____.

- A dialog box
- Pop up menus
- **Data entry form on some university web**
- All of the given

Question No: 147

Building things from user's perspective is called _____.

- Functionality
- **Usability (page 31)**
- Portability
- None of the given

Question No: 148

A small picture that is used to represent a closed window is said to be a/an:

- Menu
- Toolbar
- status bar
- **icon**

Question No: 149

Form-filling interfaces are used for:

- **Data entry (page 128)**
- Data integration
- Data manipulation
- Data definition

Question No: 150

_____ is an early release of a product to a few users.

Surveys

Beta test (page 271)

Focus

Question No: 151

_____ has a goal of assessing whether the product works according to its specifications.

Trunk Test

Quality assurance (page 270)

Question No: 152

In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

Active Intervention

Co-Discovery (page 276)

Trunk test

Question No: 153

What site is this", Statement represents_____.

Folder

Site ID (page 296)

Scroll bar

Question No: 154

In DECIDE frame work _____comes just after choosing the evaluation paradigm and
techniques.

- **Deciding about ethical issues (page 265)**
- Exploring the questions
- Identifying the practical issues
- None of the given

Question No: 155

Formal methods are used to represent:

- Architectural aspects of software systems only
- Procedural aspects of software systems only
- **Both architectural and procedural aspects of software systems (page 21)**
- None of the given

Question No: 156

The colors, which are directly opposite to each other are said to be:

- **Complementary colors (page 64)**
- Analogous colors
- Primary colors
- Secondary colors

Question No: 157

Which of the following is true about Short-Term memory?

- **Short-term memory has a limited capacity. (page 80)**
- Short-term memory has an unlimited capacity.
- Short-term memory has no capacity.
- Short-term memory has large but limited capacity.

Question No: 158

Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems
- **To produce non-functional systems (page 30)**

- To improve effectiveness of the systems

Question No: 159

According to Juran, the fitness for purpose or use, is said to be

- Usability
- Efficiency
- Reliability
- **Quality (page 39)**

Question No: 160

Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.
- **It refers to the way a system supports users in carrying out their tasks. (page 31)**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Question No: 161

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

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question No: 162

Which of the following is considered as the most complex species?

- **Humans (page 18)**
- Computers
- Animals
- Birds

Question No: 163

Which of the following is the statement given by "Novatech" as a result of a survey on the
embarrassing experiences of computers?

- One in every four computers has been physically attacked by its owner
- Every computer can be saved from any type of physical attacks
- Every computer is attacked physically one in its life time

- **One in every four computers has been physically attacked by some outside source (page 24)**

Question No: 164

Which of the following is/are goal(s) of usability?

- Effectiveness
- Efficiency
- Safety
- **All of the given (page 31)**

Question No: 165

XYZ Ltd is well reputed software house; they make a significant investment in building ----------
------ that encourages greater customer loyalty.

- Visual Symbols
- Grouping
- **Brand Equity (page 353)**
- Harmony

Question No: 166

What are the three types of reasoning?

- **Deductive, Productive and Inductive (page 89)**
- Adductive, Inductive and Deductive
- Inductive, Adductive and Reproductive
- Productive, Reproductive and Deductive

Question No: 167

_____ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- Co discovery
- **Active intervention (page 276)**
- Trunk test

Question No: 168

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- **Quality (page 40)**
- Effectiveness
- Standard
- Quantity

1. INCORRECT

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Your Answer: 12

Correct Answer: 10

Main processes include inbound and outbound logistics, manufacture, customer relationships etc., and this would rarely exceed ten.

---

2. INCORRECT

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Your Answer: Process

Correct Answer: Task analysis

A process or sub-process needs to be broken down through task analysis or task decomposition in what could be a hierarchical design or flow diagram.

---

3. CORRECT

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Your Answer: Task manual development

---

4. INCORRECT

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationship modelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for

entities', but what is the third stage?

Your Answer: Establish database table

Correct Answer: Identify relationships between entities

Relationships between entities require identification of which fields are used to link the tables within the database.

---

5. INCORRECT

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Your Answer: Primary and secondary key investigations

Correct Answer: Star schema data model

Star schema data model is a specific form of entity relationship modeling based on a central fact table referencing a transaction linked through database indexes to several dimensions which are arranged to form a star. This then provides alternative methods of breaking down these transactions.

---

6. CORRECT

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Your Answer: Client-server model

---

7. INCORRECT

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Your Answer: What is their purpose in visiting the site

Correct Answer: All of the above

These are all necessary issue to cover according to Bevan (199) and others include who the important users are, how frequent their visits, will they be able to read English, among others.

---

8. INCORRECT

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Your Answer: Usability audit

Correct Answer: Eye tracking

Eyetracking of prospects is offered by many usability agencies as part of a focus group. It is a usability testing technique that provides a visual overlay of where visitors most commonly look at on the screen and their gaze trails.

---

9. CORRECT

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Your Answer: Web design personas

---

10. INCORRECT

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Your Answer: Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases

Correct Answer: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

The first stage is to identify people, software or other devices that interface

with a system. The use-case is next and is the sequence of transactions between an actor and a system. Relate actors to end-cases follows and then detailed scenarios are developed to detail the different paths of events and activities for each use-case.

---

11. CORRECT

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Your Answer: Site map

---

12. INCORRECT

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Your Answer: With the site

Correct Answer: All of the above

It is easy to assume that most people are internet savvy and will have a certain expertise with the internet and negotiating a website. This is not necessarily the case and novice users can be 'fickle' according to Nielsen (2000).

---

13. INCORRECT

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Your Answer: Site personality

Correct Answer: All of the above

Website design can be extremely varied but all of the factors would be under the banner of site design and structure.

14. INCORRECT

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Your Answer: Mandatory free access for those with certain disabilities

Correct Answer: Accessibility legislation

Many countries have introduced legislation to protect users of websites with disabilities, including those with visual disability.

---

15. INCORRECT

Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?

Your Answer: Firewalling

Correct Answer: Phishing

Phishing is the term used where personal details are obtained online through sites and e-mails masquerading as a legitimate business.

1. INCORRECT

In the context of strategy implementation for an e-business system, what usually precedes systems design?

Your Answer: Testing

Correct Answer: Systems analysis

---

2. INCORRECT

Analysis and design phases of a project are usually:

Your Answer: Totally separate

Correct Answer: Iterative processes starting with analysis

---

3. INCORRECT

Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as:

Your Answer: Process mapping

Correct Answer: Analysis for e-business

---

4. INCORRECT

Which of the following describes task analysis and task decomposition?

Your Answer: Places the different activities in a logical sequence using symbols for the different type of activities.

Correct Answer: Identifies the different activities conducted in a process in a hierarchical form.

---

5. INCORRECT

Which of the following best explains the purpose of e-business workflow systems?

Your Answer: Use of e-mail to offer new products to customers

Correct Answer: None of the above

---

6. CORRECT

The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?

Your Answer: Relates the different activities conducted to different functional parts of the organization

---

7. INCORRECT

Why is workflow management integral to many e-business applications?

Your Answer: Workflow helps manage business processes by ensuring that tasks are prioritised

Correct Answer: All the above are correct

---

8. INCORRECT

Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?

Your Answer: Identify relationships, entities, attributes

Correct Answer: Identify entities, attributes, relationships

---

9. INCORRECT

Concerning the computing architectural design of e-business systems; a typical architecture uses a three-tier client-server. Since most of the processing is executed on the servers rather than the client, this architecture is sometimes referred to as a:

Your Answer: User-centred design

Correct Answer: Thin client

---

10. INCORRECT

A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.

Your Answer: Intermediary

Correct Answer: Customer

11. INCORRECT

Bevan in 1999 suggested that a test of effective design for website usability was dependent on three areas. Which is NOT one of these?

Your Answer: Productivity - are tasks completed in an acceptable amount of time

Correct Answer: Eyetracking - an objective mapping of users gaze trails and gaze points

---

12. INCORRECT

Which of the following is a description of use-case analysis?

Your Answer: Providing specific content and services appropriate to different audience members

Correct Answer: Determination of interface design through identifying the stages a user needs follow when interacting with a system

---

13. INCORRECT

A representation of the typical site user who is strategically important to the effectiveness of the site, but one which is challenging to fulfill the needs of, is referred to as a:

Your Answer: Web design persona

Correct Answer: Primary persona

14.

With web pag
of the page wi
shown by whi
wireframes?

Correct Answ

---

15. INCORRECT

The process of reviewing wireframes is sometimes referred to as 'storyboarding'. Storyboards are intended to:

Your Answer: Prototype of the screen layout showing navigation and main design elements

Correct Answer: Prototype typical customer journeys or clickstreams through a website

---

16. INCORRECT

In relation to website security for e-businesses, the principal concern is the security of information. Which of the following best describes authentication?

Your Answer: Is transaction data protected? Are all non-essential traces of a transaction removed from the public network and all intermediary records eliminated?

Correct Answer: Are parties to the transaction who they claim to be?

---

17. CORRECT

When monitoring electronic communications, employee monitoring is used by organisations mainly to:

Your Answer: Reduce productivity losses through time wasting

---

18. INCORRECT

Covert monitoring is referred to as:

Your Answer: An assessment of the employee monitoring process in the workplace to identify improvements to minimize infringement of employee privacy

Correct Answer: Monitoring which the employer undertakes without notifying staff

Sr.No.	Question	a	b	c	d	Correct Answer
1	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
2	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
3	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
4	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
5	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
6	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
7	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
8	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
9	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
10	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
11	is the best example for design.	View	Model	Analyzing	None	b
12	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
13	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
14	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
15	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
16	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
17	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
18	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a

19	What establishes the profile of end-users of the system?	design model	user’s model	mental image	system image	b
20	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
21	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
22 23 24	A pluralistic walkthrough?	requires a fully functional prototype	Is usually conducted at the end of the development process	Is often conducted with low-fidelity designs	Requires having several alternate designs	c
25 26	Which of the following is general term for the technology capable of creating a virtual world with	VR	IR	AR	OR	a
27	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
28	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
29	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
30	How many main categories of principles to support usability?	5	4	6	3	d
31	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
32	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
33	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
34	Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	A good font size for flowing text is 10 pt.	All upper case improves reading speed.	a
35	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes		The problem space faced by the designer when gathering user requirements	a

36	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
37	Which of the following is a problem with low-level prototyping?	Testers tend to comment on superficial aspects and not content.	They take too long to build.	User expectations can be set too high.	None of the above.	d
38	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
39	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
40	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
41	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
42	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
43	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	system initiation	system implementation	system analysis	system design	d
44	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
45	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
46	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
47	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
48	What is the best description of a conceptual model?	A high level description of how a system is organised and how it operates	Interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	None of the above.	a
49	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
50	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
51	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
52	The ear of a human is further categorized into	two sections	three sections	four sections	five sections	b
53	The light sensitive part of an eye in human vision system is	lens	cornea	retina	rods	c
54	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

55	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
56	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
57	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
58	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
59	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
60	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
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62	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
63	Rolf Molich’s Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
64	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
65	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
66	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
67	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
68	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b

69	: _____capture the non-verbal dialogue between artifact and user over time.	Persona	Scenario	Dialogue	Design model	b
70	Explanatory undo is, generally, a much more pleasant feature than _____.	Single Undo	Multiple undo	Blind undo	Incremental Undo	c
71	Browser Title always contains the word '_____'.	Home	Default	Error	Browser	a
72	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
73	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
74	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
75	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
77	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
78	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
79	is the best example for design.	View	Model	Analyzing	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c
81	Study of how computer works together and to satisfy for accurate results is known as	Good design	HCI	Bad design	All the Above	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
84	_____ and _____ are the same things	Excise and Navigation	Excise and Testing	Excise and Evaluation	All of above	a
85	What incorporates data, architectural, interface, and procedural representations of the software?	design model	user's model	mental image	system image	a
86	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	b
87	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	d
88	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	a
89	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
90	People frequently counter the idea of _____feedback with arguments that Users don't like it	Audible	Video	Walkthroughs	Questions	a
91	Which of the following is the comparison of what happened in the world with what we wanted to happer	Action	Evaluation	Execution	None of these	b
92	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?	Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c

93	Which of the following does not include in Shneiderman's 8 golden rules?	Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
94	How many main categories of principles to support usability?	5	4	6	3	d
95	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
96	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c
97	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
98	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
99	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	system initiation	system implementation	system analysis	system design	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
101	What are valid kinds of working prototype, along the dimensions of features and funtionality?:	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
107	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
109	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
110	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
111	Which is the best example of triangulation in data gathering?	Collecting information about designer's model, user's mental model, and system image.	sing different theories with which to interpret data.	Using multiple researchers in a user-centred evaluation.	Collecting data from users in different ways with different methods.	d
112	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b

113	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
114	The optical illusion used in designs effects page	symmetry	composition	borders	asymmetry	a
115	All of the following are the project management causes of failed projects, except	lack of organization's commitment to the system development methodology	lack of project documentation	premature commitment to a fixed budget and schedule	failure to adopt to business change	b
116	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
117	The following are examples of placing "knowledge in the world":	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
118	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
119	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learnability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
120	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
121	Exploratory Evaluation:	explores the potential design space for new designs.	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
122	What are the pros (advantages) of a heuristic evaluation?	all known problems are found	3 evaluators find 80% of all known problems	usable early in development	costly	c
123	In general, a pilot test is intended to:	discover gear-up accidents with aircraft landing gear.	discover unrealistic time estimates for tasks.	discover effective equipment.	determine an alternative set of tasks for testing	b
124	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d
125	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
126	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
127	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b
128	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
129	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d

130	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
131	What are web analytics?	Online methods for performing usability tests through the cloud.	Web-based methods for performing analysis of video records and electronic logs of user interaction	Web-based methods for performing statistical analysis of data, using tools such as SPSS	Online methods for analysing and visualising patterns of visiting a website, viewing	d
132	Which professional groups are most appropriately involved in preparation and performance of the classic kind of cognitive walkthrough?	End users and designers	Designers and usability experts	Usability experts and marketing personnel	Designers and marketing personnel.	b
133	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
134	If you are taking lecture and suddenly you hear music or voices from the other room. It is called?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
135	_____refers to how good a system at doing What it is supposed to do?	Safety	Usability	Efficiency	Effectiveness	d
136	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
137	_____ is the remarkable facility that lets us reverse a previous action.	Redo	Undo	Repeat	Delete	b
138	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
139	Conventional wisdom says that …….. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c
140	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
141	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
142	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
143	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b
144	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a
145	Unlike traditional observation, guided observation ……..	set a strict guidelines for session activities	reduces error introduced by the experimenter	sets strict guidelines for session length	includes some interaction with participants	b
146	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a

147	Which of the following fields is not an influence on Human Computer Interaction (HCI)?	Ergonomics	Cognitive psychology	Computer science	All of the above are an influence on HCI	d
148	The name of the document should be shown on the application's ……	menu bar	title bar	tool bar	status bar	b
149	_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c
150	A _____is usually a collection of icons those are reminiscent of the purpose of the various modes.	Button	Pointer	Title bar	Palette	d
151	What do you enjoy most about your job (or lifestyle) is an example of _____.	Avoidance	Motivation	Exceptions	Attitude-oriented questions	b
152	Waterfall model is basically a _____ model in which each step must be completed before the next step can be started	Incremental	Linear	Iterative	Analytical	b
153	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
154	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
155	Which of the following corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d
156	How many main categories of principles to support usability?	5	4	6	3	d
157	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d
158	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
159	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
160	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a
161	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
162	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a

163	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
164	The simple model of human interaction was proposed in	1990	1989	1983	1988	c
165	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a
166	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c
167	The limits on the human ability to seen is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c
168	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c
169	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	system initiation	system implementation	system analysis	system design	d
170	Which of the following is NOT a category of entities?	concept	place	object	relationship	d
171	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d
172	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
173	In human vision, the light into a sharp image is been focused by	rods	lens	retina	cones	b
174	The division of visual perception process of human is in total	1 stage	2 stages	3 stages	4 stages	b
175	Backup and recovery procedures are primarily implemented to	to provide data redundancy	to show different versions of data and programs	handle the contingency when a file gets corrupted	All of the above	c
176	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
177	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
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189	Pressing the mouse button in the ___?___ object allows you to drag the document within the window boundaries.	button	text	label	header	b
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196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
197	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a

S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
2	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
4	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
5	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b
6	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c

7	"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?	Storyboard	Scenario	Use Case	UML Case	b
8	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
9	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
10	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
11	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
12	The design of a keyboard layout reflects the _____ concern in HCI	cognitive	physical	usefulness	usability	b
13	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
14	Define life cycle model in HCI.	Spiral, usability engineering	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a

16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
17	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
18	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
19	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a
20	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
21	How many principle in universal design?	Six	Seven	Eight	Ten	b
22	Given a scenario where you have a very small user base, which evaluationstrategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
23	Which of the following is/are false about Within-group study design?	There are two groups of test users	There is one group of test users	There is a learning effect	Every test user uses both systems	a
24	In user experiments, we have a Control Group to:	Deal with extra people	Establish a baseline	Evaluate the default behaviour of people	Distract people	c
25	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?	Within-Group	Between-Group	Control-group	None of the above	a
26	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
27	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
28	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user’s memory load	Make the interface consistent	All of the mentioned	d

29	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
30	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
31	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b
32	What is the most important property that a prototype should have?	It should support a wide range of user tests.	It should look like the final product.	It should allow the key design concepts to be tested with users.	It should be easy to throw away.	c
33	HyperCard is used to develop a quick	system design	software	mockup	quality test	c
34	The total number of stages of reading process of the data from screen is	2	3	4	5	b
35	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
36	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
37	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
38	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
39	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
40	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
41	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
42	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
43	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
44	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
45	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
46	The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	unlimited human vision	limitation of human vision	d

47	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
48	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
49	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
50	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
51	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
52	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
53	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
54	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
55	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
57	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
58	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
59	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
60	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
61	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
62	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
63	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
64	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

65	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d
66	The field of HCI _____	is a brunch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of pschology	attempts to understand and shape the way people interact with computers	d
67	he Usability Engineering involve three phase EXCEPT:	Requirement Analysis	Implementation	Installation	Design, testing, and development	a
68	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
69	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
70	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
72	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
73	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

74	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
75	_____is the least technical way of collecting data, but it can be difficult and tiring to	Audio recording.	Taking notes.	Observation	Video	b
76	In a heuristic evaluation ……	A group of usability expert judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles	b
77	_____ is particularly useful early in design. It is excellent technique to use with the prototy	Co-discovery	Active intervention	Splendid research	None of the given	b
78	A persona in the context of goa- oriented interaction design ……..	is used to role-play through an interface design	is a real person	represents a particular type of user	should represent an average user	a
79	Evaluations done during design to check that product continues to meet user's needs are kno	Formative	Summative	Relative	None of the given	a
80	The primary interactive method of communication used by human is …….	reading	writing	speaking	Listening	c
81	Which of the following does not belong to 9 heuristics?	Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	b
82	in a heuristic evaluation:	a group of psychologists administer a questionnaire	A group of usability experts review a user interface according to a small set of principles	a group of test users conduct a formal experiment	A group of usability experts judge an interface with a detailed checklist of guidelines	b
83	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?	Issue-based Information system	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
84	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
85	Desktop applications fit into _____ categories of posture.	Two	Three	Four	Five	c
86	Goal-oriented context scenarios are _____ task-oriented than key path Scenario	Less	Alike	More	None of the given	a
87	When users are involved in complex tasks, the demand on _____ can be significant.	short-term memory	shortcuts	objects that appear on the screen	all of the mentioned	a

88	Which of the following option is not considered by the Interface design?	the design of interfaces between software components	the design of interfaces between the software and human producers and consumers of information	the design of the interface between two computers	all of the mentioned	c
89	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
90	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
91	Which of the following is golden rule for interface design?	Place the user in control	Reduce the user's memory load	Make the interface consistent	All of the mentioned	d
92	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction	Allow user interaction to be interrupt-able and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
93	Which of the following is not a user interface design process?	User, task, and environment analysis and modeling	Interface design	Knowledgeable, frequent users	Interface validation	c
94	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a
95	What are the most common things you do with the product is a type of _____.	Goal-oriented question.	System-oriented question.	Workflow-oriented question.	Attitude-oriented question.	b
96	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
97	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
98	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
99	An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	involves time-consuming manual analysis of user sessions.	. can reach a wide subject group.	c
100	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
101	A diary study:	involves self-reporting of activities by users.	provides insight into how hardware is used.	is a summative evaluation method.	involves time-consuming manual analysis of user sessions.	a
102	Paper prototypes:	. describe choices and results verbally	implement just simple algorithms.	simulate screen and dialogue elements on paper.	are manipulated during a thinking aloud test by the facilitator.	c
103	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
104	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a

105	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
106	The following are examples of placing “knowledge in the world”:	Showing an example of the required date format.	Using previously entered values as defaults.	Using shape coding for aircraft controls	All of the above.	d
107	Regarding user interface components:	Vertically scrolling lists support single-item scrolling	A single row of tabs (property sheets) is a good user interface design.	. On the Macintosh, the trash can was used to eject a diskette.	All of the above.	d
108	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
109	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:	optimization	normalization	randomization	requirements analysis	b
110	Which of the following is not a factor in the failure of the systems developments projects?	size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	a
111	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
112	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
113	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
114	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
115	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
116	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
117	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
118	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
119	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c

120	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
121	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
122	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:	Users can run the same software on different platforms.	Users can load documents created by different applications	Users can transfer knowledge as they move between applications.	Users can apply logical constraints between applications	c
123	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
124	According to Quintanar (1982) how do users rate an interface/system that gives them personalised feedback?	They rate it as more honest	They rate it as less honest	They rate it as more likeable	They rate it as less likeable.	b
125	Which of the following options best represents the core values of user-centred design, as originally articulated by Gould & Lewis (1985)?	Focusing on users and their tasks in the design process	Measuring progress towards usability goals throughout development	Developing and testing in several cycles	All of the above.	d
126	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
127	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
128	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
129	Which of the following steps is NOT the process of defining the interaction Framework?	Defining form factor and input methods	Defining Images and maps	Defining functional and data elements	Constructing key path scenarios	b
130	"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?	Storyboard	Scenario	Use Case	UML Case	b
131	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c

132	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
133	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.	Served	Supplemental	Customer	Negative	b
136	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
137	A software might allow a user to interact via	keyboard commands	mouse movement	voice recognition commands	all of the mentioned	d
138	_ helps meet psychological and cognitive processing needs, increases human confidence.	Attitude	Feedback	Visual Analysis	Interaction Design	b
139	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Relative	Qualitative	b
140	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	The idea that cognitive processes are the most important aspect of the user experience	The idea that users can sometimes be left out of the evaluation	The idea that users earn by exploring an interface	The idea that experts need to work hand in hand with useers to develop an optimal user experience	C
141	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world	Avoid cluttering the interface with more information than is needed at the present moment for the user	Text should be legible and distinguishable from its background under different lighting conditions	Sounds should be audible and distinguishable in the user	b

142	What is the disadvantage of using focus groups to elicit user requirements?	Diverse or sensitive issues may be raised	User may not be able to articulate what their requirements are?	Differences opinion may emerge that confuse the requirements gathering process	People don't necessarily respond the same way in a test as they would do in real life	c
143	____environments are environments that are user and context aware.	Non-attentive	Visual	Sensing	Attentive	d
144	Which of the following is true about good design?	Good design is just cool graphics	Good design is just common sense	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
145	HCI design standards include recommendations based on	human physical,	cognitive	affective characteristics	ALL of the Above	d
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150	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"	Strive for consistency	Offer informative feedback	Disign dialogues to yield closure	Offer error prevention and simple error handling	a
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristik Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
152	Choose THREE (3) senses in Multi-modal Technology i. Touch ii. Smell iii. Sound iv. Instinct	i, ii and iii	i, iii and iv	i, ii and iv	ii, iii and iv	a

153	Which of the following is the handwriting recognition device?	Tablet PC	LCD monitor	Keyboard	Monochrome monitor	a
154	How many principle in universal design?	Six	Seven	Eight	Ten	b
155	_____ suggests identifying goals and questions first before selecting techniques for the study	RVM model	DECIDE framework	Usability testing	Field study	b
156	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Sovereign	Transient	Auxiliary	Daemonic	a
157	_____ is like the building name for a website.	Site ID	Navigation	Section	None of the given	a
158	_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.	Perception and recognition	Attention	Learning	None of these	b
159	The type of ganglion cells that enables the early detection of image movement are called	X-cells	Y-cells	Z-cells	A-cells	b
160	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
161	Which of the following are recognised kinds of prototype:	Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding	a
162	Regarding the knowledge required for precise behaviour:	It can be distributed partly in the constraints of the head.	It can be distributed partly in the head & world.	It can only be distributed using instructions	It can only be distributed using labels.	b
163	You are running a user test session and your participant wants to leave half way through the session. What do you do?	Ask them to stay until the end as planned, so you can collect your data.	After ensuring they do not need medical help, let them leave, with your thanks.	Offer them an incentive payment to encourage them to finish the	None of the above.	b
164	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
165	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
166	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b
167	The human machine processor include some rules that governs the system behavior under certain constraints is called	principles of control	principles of operation	principles of management	principles of behavior	b
168	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
169	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
170	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a

171	Impressing moving icons in a system design can be	appealing	attractive	distracting	attentive	c
172	The speed of reading text in reading process is measured by using	legibility	usability	quality	readability	a
173	The design of a system must be developed	integrally with each part of system	at the end	at the start	never	a
174	The user's vocal system is categorically used as	input control	processing control	memorization control	motor control	d
175	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
176	Which of these factors influence a user’s conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
177	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
178	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
179	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
180	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
181	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c
182	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
183	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
184	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
185	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
187	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
188	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
189	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
190	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a

191	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
192	Factors that effect speed of screen reading can be reduced using	brightened displays	less words per screen	colorful display	negative contrast	d
193	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c

S.r No	Question	a	b	c	d	Correct Answer
1	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
2	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
3	Which of the following statements is true?	A good UI design doesn't save money as it is expensive	Bad UI design doesn't really affect the reputation of the company	A good UI design saves time and effort	The UI design doesn't matter as long as the product is great	c
4	Which of the following is not true of a good design:	Everything designed has an explicit criteria such that the design is useful and usable	Everything is designed keeping a vague context in mind	Both of the above	None of the above	b
5	What are the goals of a good design?	Utility	Effectiveness	Efficiency	All of the above	d
6	Which of the following should an HCI expert take care of while designing aproduct?	You can make as many assumptions as possible	If it's not obvious to the users, it's always their fault	You should not think yourself as a typical userd.	The end user is never a beginner	d
7	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
8	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
9	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
10	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	
11	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d

12	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
13	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
14	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	Interview	Questionnaire	Research	Observation	b
15	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
16	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
17	Identify the evaluation technique that evaluates design on how well it support user in learning task	Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation	a
18	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c

19	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
20	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
21	Affordances are:	the range of possible (physical) actions by a user on an artefact	the costs of buying user interface components.	. the completion times for a typical task	what user wants.	a
22	What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interlaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibrations indicated the arrival of new photos in the application.	b
23	What is an affinity diagram?	A diagram showing the degree of connection between people in social networks	A diagram used to show people's cultural affinities or sense of belonging to groups.	A diagram that organises individual ideas and insights into a hierarchy showing themes	A variant of a tag cloud that is generated from think-aloud protocols.	c
24	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b
25	Positive testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	d

26	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a
27	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
28	The sensitivity of cones to blue light results into	lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
29	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
30	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
31	Concerning competitive analysis:	. Two groups of usability testers compare their results for the same interface.	It is used for usability benchmarking.	It is an online between-groups experiment	represents a particular type of user.	b
32	In a heuristic evaluation:	A group of usability experts judges an interface with a detailed checklist of guidelines.	A group of test users conducts a formal experiment.	A group of usability experts reviews a user interface according to a small set of general principles	All of the above	c

33	Regarding a formal experiment:	Objective measurements are made.	A larger number of test users is needed.	A fully implemented system is required.	All of the above	d
34	Thinking aloud testing:	slows down the user by about 17%	cannot provide performance data.	is a formative evaluation method.	All of the above	d
35	Cognitive Walkthrough:	is a summative evaluation method.	is performed by a single evaluator, who walks through a typical task.	focuses explicitly on learnability.	not with action sequence	c
36	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
37	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
38	When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Approval of the research by a properly constituted ethics committee independent of the researchers.	Participants informed they do not have to take part if they do not want to	Participants fully informed of their right to withdraw from the investigation without consequences to them	All of the above.	d
39	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
40	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
41	What is an "affordance" according to Norman (1999):	Property of an object that indicates to people how to use the object.	The return on investment of the usercentred design process.	The opportunity cost of not using usercentred design.	An instruction on an interface signalling how to use the interface.	a
42	According to Rogers et al. (2011) what was the primary reason for the success of the iPod?	Powerful functionality	User experience	Access to content	Conceptual design	b
43	Which of the following is a design implication of our understanding of human attention?	Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)	Text should be legible and distinguishable from its background under different lighting conditions.	Avoid cluttering the interface with more information than is needed at the present moment for the user.	None of the above.	c

44	A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?	A psychometric scale	A Likert scale	A questionnaire	An open-response questionnaire item.	b
45	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
46	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
47	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
48	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
49	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
50	Select the best way of analysing qualitative user comments collected during a user tset	Classify the comments into categories and count number of comments in each category	Find the average and the standard deviation of the data and report it in the body of the report	Use a scatterplot to graph users on the x axis and comments on the y axis.	Look for critical incidents to report.	a
51						

52	"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?	Storyboard	Scenario	Use Case	UML Case	b
53	Mental model is a/ an _____ of a device or a system	summary of the characteristics of users	estimate of mental level of users	human representation of the conceptual structure	investigation results about mental characteristics of users	c
54	What is the most important property that prototype should have?	should allow the key concepts to be tested with users	should support a wide range of user tests	should look like the final product	should be easy to throw away	a
55	Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	an expert rule	an organizational rule	a
56	A simplified model of Human Information Processign include human resources such as:	memory	strength	energy	head	a
57	What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy, moderate and difficult tasks	More easy tasks and less difficult tasks	c
58	Which of the following techniques can teach you a few things about a thousandpeople?	Cognitive walkthrough	Market Researchy	Affinity Diagram	Contextual inquir	b
59	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b
60	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d

61	Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement	Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b
63	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
64	Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	To sketch the system layout from user's perspective	To assess the extend and accessibility of system functionality	d
65	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
66	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
67	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	Interview	Questionnaire	Research	Observation	b

68	"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	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
69	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	a
70	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information	Co-discovery	Active intervention	Splendid research	None of the given	b
71	Which is the best definition of an interface metaphor?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	b
72	To reconstruct a system, which of the following key element(s) must be considered :	outputs and inputs	control and processors.	feedback and environment	All of the above	d
73	What is true for vertical protoyping?	It is a particular kind of working prototype.	It provides full interface features.	. It is designed to show how much vertical scrolling is acceptable	. It provides critical functionality.	a
74	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
75	Regarding paper prototypes:	Low-fidelity paper prototypes are hand-drawn sketches and designed to be thrown away	High-fidelity paper prototypes look too much like a finished design.	High-fidelity paper prototypes are designed on-screen and then printed out in colour.	All of the above.	d
76	Regarding font sizes and styles:	1 pt = 1/32 inch.	Examples of serif fonts include Times Roman and Helvetica.	A serif is a slight embellishment at the end of a letter stroke.	evaluation method.	c

77	Regarding constraints:	They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.	They can be divided into physical, semantic, political, and logical constraints.	the trash can was used to eject a diskette.	They describe the range of possible actions	a
78	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c
79	Regarding Augment/NLS:	It had the first practical implementation of hypertext links.	It was the first use of the mouse.	It used a pixel-based raster display	All of the above.	d
80	By using capitalized words, the reading speed and accuracy	increased	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a usability goal?	Effectiveness	Learnability	Helpfulness	Safety	c
82	Which of the following is the most likely interface metaphor used by a smart phone calendar function?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
83	The optical illusion used in designs effects page	borders	composition	symmetry	asymmetry	c
84	In the following data set, which number is the mode? 4 5 5 5 6 7 8 8	5	5.5	6	None of the above.	a
85	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
86	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
87	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d
88	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b

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92	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
93	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
94	Which is the best definition of an interaction paradigm?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	a

95	Which is the best definition of an interaction mode?	In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)	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)	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)	The conceptual model used to guide the design of the interface.	c
96	Which of the following is not a characteristic of good test data	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	All of the above	c
97	Which of these factors influence a user's conceptual model?	Familiarity with similar devices.	Constraints.	Instructions.	All of the above	d
98	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
99	Regarding personas:	A primary persona needs their own interface	. Multiple secondary personas are combined into a primary persona.	A persona represents an average user.	A persona represents the elastic user.	a
100	How do you perform user research in the usability engineering lifecycle?	Draw up a user profile for each class of user.	Assume the role of an apprentice learning from the master craftsman	Observe representative end users.	All of the above	d
101	If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.	Explicitly	Implicitly	Habitually	Properly	a
102	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	b
103	Which one of these would NOT be found in a good Human Computer Interaction?	Common short cuts, like CTRL+Z for undo	Icons that can have specific meanings	A long command line to achieve a function	Sounds that convey meanings	C
104	Conventional wisdom says that ……. tell the user when he has made some mistake.	program crash	system stuck	error messages	metadata	c

105	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	d
106	Which of the following instances illustrates 'cognitive walkthrough'?	Talk to the users about their needs	Consult the experts	Imagine yourself as the user and think from their perspective	None of the above	c
107	Which of the following could be an example of a question in task analysis?	What is your occupation?	Under what situations will you use an app like this?	Have you used a similar app?	How would you change your profile picture in this app?	d
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110	Which one of these would not be found in a good HCI?	Icons that can have specific meanings	Common shortcuts, like CTRL+Z for undo.	Sounds that convey meanings.	A long command line to achieve a function	d
111	_____is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.	Audio recording.	Taking notes.	Observation	Video	b
112	Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
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116	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	i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv	b
117	_____ Research can tell you about what, how, many and why in rich, multivariate detail.	Quantitative	Qualitative	SME	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive Walkthrough	Model-based Evaluation	Review-based evaluation	a
119	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.	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
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121	Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	After scenario design, before storyboarding.	After storyboarding, before low-level prototyping.	After low-level prototyping, before high-level prototyping.	c
122	What kind of activity does the D.E.C.I.D.E. acronym support?	Planning and conducting an evaluation and analysing the data.	Conducting user tests.	Deciding what kind of prototype to use for user tests.	Deciding whether to perform empirical or analytical evaluations.	a
123	Which of the following are principles of icon design?	The icon set should be consistent in terms of size, colours, metaphor, and level of realism.	Design a set of icons as a whole.	The icons in a set should be visually balanced	All of the above.	d
124	What is the principal interaction mode for a Wii system?	Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection	a
125	The communication problem involves the	manager and the analyst	operate and the computer	analyst and the programmer	programmer and the computer	a
126	Which of the following' is NOT a characteristic of good test data?	should be comprehensive	every statement should be executed	users do not participate at this preliminary stage	expected output from the module's execution should be determined manually	c
127	What are the elements of the Gulf of Execution?	Information processing elements involved in working out what the system did	Information processing elements involved in working out how to interact with the system	Forming intentions, specifying right action, selecting appropriate interface mechanism.	Processing the interface, interpreting interface information, and assessing information meaning.	c
128	What was an important early drawback of the Clearboard system by Ishii et al. (1993).	It required people to move to a dedicated video conferencing facility at their workplace	As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up	People found it uncomfortable to interact “looking down” at a colleague.	All of the above.	c
129	What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?	Learners may fixate on just one medium, such as text, and not process further information available in other media.	Learners may hop between media and only partially process the information in each one.	Learners may feel that they are being patronised	Learners may need tools to help them keep track of the information with which they have and have not yet engaged.	a
130	The standard line length given by scientists for equally legible is	2.1 to 5.3 inches	2.3 to 5.2 inches	2.2 to 5.3 inches	2.5 to 3.2 inches	b

131	In a co-discovery test:	The user works togther with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?	Easy to analyse and compare.	Easy to repeat.	Can reach a wide subject group.	All of the above	d
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138	Sequential or series testing is	running the system with line data by the actual user	testing changes made in an existing or a new program	is checking the logic of one or more programs in the candidate system	making sure that the new programs do in fact process certain transactions according to Specifications	c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:	Will the user be trying to achieve the right effect?	Will the user know that the correct action is available and will achieve the desired effect?	. If the correct action is taken, will the user see that things are going ok?	All of above	d

140	Regarding the measurement of usability attributes:	Reliability is measured by performing common use cases	Errors are measured by counting minor and catastrophic errors made by users.	Learnability is determined by measuring the time it takes to explain an interface to a new user	users are needed to measure efficiency	b
141	Formative Evaluation:	helps improve an interface design	involves collecting process data.	helps find reasons for things that went wrong	All of the above	d
142	When brainstorming, which of the following are recognised techniques for getting unstuck:	Pretend it's magic.	Pretend it's human.	Renaming	All of the above	d
143	Rolf Molich's Comparative Usability Evaluation (CUE) studies:	show there is a large amount of overlap between findings from different teams.	show that usability testing finds all known problems.	show many teams found more problems than they chose to report.	use the Common Industry Format (CIF) for usability reports.	c
144	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter	word as character by character	a
145	Which statement best reflects interaction design?	Interaction design is a new discipline	Interaction design is multidisciplinary	Interaction design combines the disciplines of software engineering and psychology	Interaction design is an application of common sense	b
146	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?	minimal duration	earliest completion	weighted average duration	most likely duration	d
147	Regarding gear-up accidents:	Pilots frequently lowered the landing gear instead of the flaps after take-off.	Lt. Alphonse Chapanis dicovered the cause of the problem in 1975.	The flap control knobs were replaced by beer tap handles.	Shape-coded wheel and flap controls are still used today.	d
148	Human speed of reading text is higher at	tablet screen reading	mobile screen reading	book reading	computer screen reading	c
149	When desk-checking an algorithm, you should set up a table that contains _____.	One column for each input item	One column for each output item	One column for each processing item	All of the above	d
150	Which of the following is not a factor in the failure of the systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement	b

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Unit Test II]

Subject: HCI **Class**: BE B Marks: 30 **Date: March/2020**

QNO	Question	Correct Answer
1	**In the context of strategy implementation for an e-business system, what usually precedes systems design?**	**Ans.B** Systems analysis
	A.Testing	
	B.Systems analysis	
	C.Database creation	
	D.Programming	
2	**Analysis and design phases of a project are usually:**	**Ans.C**
	A.Totally integrated	
	B.Iterative processes starting with analysis	Iterative processes starting with design
	C.Iterative processes starting with design	
	D.Totally separate	
3	**Using analytical techniques to capture and summarise business and user requirements for a new system is generally**	**Ans. C** Analysis for e-business
	A.Task analysis	
	B.Process mapping	
	C.Analysis for e-business	
	D.Task deconstruction	
4	**Which of the following describes task analysis and task decomposition?**	**Ans. A** Identifies the different activities conducted in a process in a hierarchical form.
	A.Identifies the different activities conducted in a process in a hierarchical form.	
	B.Relates the different activities conducted to different functional parts of the organization.	

	C.Places the different activities in a logical sequence using symbols for the different type of activities.	
	D.Assesses the efficiency of the process.	
	E.None of the above.	
5	**Which of the following best explains the purpose of e-business workflow systems?**	**Ans.E**
	A.Sharing of production figures throughout an organization	
	B.Use of e-mail to offer new products to customers	None of the above
	C.Collaborative sharing of documents	
	D.E-commerce functionality for customers	
	E.None of the above	
6	**The term process in this context refers to part of a system that has a clearly defined purpose and clearly defined inputs and outputs. So, which of the following describes process mapping?**	**Ans.D**
	A.Identifies the different activities conducted in a process in a hierarchical form	Relates the different activities conducted to different functional parts of the organization
	B.Assesses the efficiency of the process	
	C.Places the different activities in a logical sequence using symbols for the different type of activities	
	D.Relates the different activities conducted to different functional parts of the organization	
7	**Why is workflow management integral to many e-business applications?**	Ans.D
	A.Provides a structured framework to support a process	
	B.It provides a consistent, uniform approach for improved efficiency	All the above are correct
	C.Workflow helps manage business processes by ensuring that tasks are prioritised	
	D.All the above are correct	
8	**Data modelling of e-business and e-commerce systems uses well-established techniques. Referring to data modelling for a sell-side e-commerce system and using entity relationship modelling, which is the correct sequence for the three main stages?**	
	A.The sequences do not apply in this model	Ans.D
	B.Identify attributes, entities, relationships	Identify entities, attributes, relationships
	C.Identify relationships, entities, attributes	
	D.Identify entities, attributes, relationships	
9	**A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.**	Ans.D
	A.Intermediary	Ans.D

	B.Competitor	Customer
	C.Owner	
	D.Customer	
	E.None of the above	
10	**Which of the following is a description of use-case analysis?**	Ans.D
	A.Providing an overall design to a site consistent with the positioning of the products and services	Determination of interface design through identifying the stages a user needs follow when interacting with a system
	B.Providing specific content and services appropriate to different audience members	
	C.The menu options chosen to group and categorize information	
	D.Determination of interface design through identifying the stages a user needs follow when interacting with a system	
11	**Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:**	Ans.B
	A.Process	
	B.Task analysis	**Task analysis**
	C.Activity-based process definition method	
	D.Process mapping	
12	**Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?**	Ans.B
	A.Event-driven process chain model	
	B.Task manual development	Task manual development
	C.Network diagram	
	D.Flow process chart	
13	**Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?**	Ans.E All of the above
	A.Site navigation	
	B.Site organisation	
	C.Site style	
	D.Site personality	
	E.All of the above	
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	Security is a serious concern for e-business mangers and there are many potential risks concerning unauthorised access to customer and company data. One way this occurs is through misleading users through setting up a bogus website and gaining user details online. What is this method known as?	
	A.Malware	ANS D
	B.Denial of service	Phishing
	C.Firewalling	
	Dphishing	
15	Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?	
	A. Accessibility legislation	ANS A
	BMandatory free access for those with certain disabilities	Accessibility legislation
	CMuch larger screens	
	D.None of the above	
16	A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:	
	A.With the site	Ans E
	BWith the internet	All of the above
	CWith the organisation's products	
	DWith the organization	
	E.All of the above	
17	With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:	
	A.Site map	Ans A
	B Wireframe	
	CWeb index	

	Blueprint	
18	Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?	Ans C
	A.Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases	
	BDevelop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases	
	CIdentify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios	
	D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios	
19	The 'use-case' method of process analysis and modelling was	Ans B
	developed in the early 1990s as part of the development of object-	
	orientated techniques. It is part of a methodology known as 'unified	
	modelling language' (UML) that attempts to unify preceding	
	approaches. Website designers and marketers use a similar model	
	but use different terminology and create _____ for	
	typical site visitors?	
	A.Eye tracking	
	B.Web design personas	
	CExpert review	
	D. Use-case modelling	
20	Bevan (1999) argued that a test of effective design is dependent on	ANS B
	three areas of effectiveness, productivity, and satisfaction. Another	
	effective technique for assessing design effectiveness is:	
	A. Usability audit	
	B Eye tracking	
	C Crowdsourcing	
	D Eyeball test	
21	Think about why you will be doing a usability test:	ANS B

	A) How do people interact with the system you are testing?	
	B) What is difficult or easy for people to do?	
	C) What makes sense about it? What is exciting about it?	
	D) What changes would users like to see?	
	E) All of above	
		Ans A
22	These methods can help improve the usability and usefulness of your site:	
	A) Card Sorting	
	B) Favorite Interviews	
	C) Focus Groups	
	D) Heuristic Evaluation	
23	A persona in the context of goal-oriented interaction design	Ans A
	AIs used to role-play through an interface design	
	BIs a real person	
	CShould represent an average user	
	Represents a particular type of user	
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	Ans.D
	Safety	
	Efficiency	
	Learnability	
	User Satisfaction	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [Prelim Exam]

Subject: HCI **Class**: BE A Marks: 70 **Date: 28April/2020**

Q.NO	Question	Correct Answer
1	A good site should always begin with the user. Understand who the _____ is, how they use the channel to shop, and understand how the marketplace works in that category. This includes understanding who your competitors are and how they operate online. You need continuous research, feedback and usability testing to continue to monitor and evolve the customer experience online. _____s want convenience and ease of ordering. They want a site that is quick to download, well-structured and easy to navigate.	ANS. D
	A. Intermediary	
	B. Competitor	
	C. Owner	
	D. Customer	
	E. None of the above	
2	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring	ANS. D
	A. Safety	
	B. Efficiency	
	C. Learnability	
	D. User Satisfaction	
3	1. Which of these films uses futuristic HCI?	ANS. C

	A. Speed	
	B. Terminator	
	C. Minority Report	
	D. Bambi	
4	Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between _____.	ANS. C
	A. human and machine	
	B. user and interface	
	C. human and computer	
	D. user and interaction	
5	What are the goals of a good design?	ANS. E
	A. Safety	
	B. Utility	
	C. Effectiveness	
	D. Efficiency	
	E. All of the above	
6	Which one of these would not be found in a good HCI?	ANS. D
	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	
7	Which of the following is golden rule for interface design?	ANS. D
	A. Place the user in control	

	B. Reduce the user's memory load	
	C. Make the interface consistent	
	D. All of the mentioned	
8	What of the following is true about design patterns?	ANS. B
	A. Encourages the use of creativity	
	B. Using design patterns might hinder creativity	
	C. Design patterns discourage quick prototyping	
	D. None of the Above	
9	Identify the marked design pattern in the image:	ANS. C
	A. Cross-selling	
	B. Process funnel	
	C. Site-branding	
	D. Obvious links	
10	Which of the following Choices and standardizes patterns for a problem domain promotes software reuse and, hence, quality and productivity?	ANS. D
	A. Promoting Communication	

	B. Streamlining Documentation	
	C. Increasing Development Efficiency	
	D. Supporting Software Reuse	
11	Which among these are the design patterns?	ANS. D
	A. Architectural Styles and Programming Idioms	
	B. Mid-Level Design Patterns	
	C. Data Structures and Algorithms	
	D. All of the mentioned	
12	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"	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
13	In which step of the design process would the engineer make adjustments to the design?	ANS. C
	A. identify a problem or need	
	B. design a solution or product	
	C. Implement the design	
	D. evaluate the solution or product	
14	Observe the image below and select the best corresponding option:	ANS. B

	A. This is good design because the layout is original and new	
	B. This is bad design because the direction keys are unaligned with the actual directions	
	C. This is good design because the arrangement makes the keyboard compact	
	D. This is bad design because it is aethetically unappealing	
15	The prototyping phase follows after which of the following steps?	ANS. C
	A. Evaluation	
	B. Building the application	
	C. Understanding users needs	
	D. None of the above	
16	Which of the following is true about good design?	ANS. C
	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	
17	Paper and pen based sketches used for prototyping signifies which of the following?	ANS. D
	A. Rapid prototyping	
	B. High-fidelity prototyping	
	C. Low-resolution prototyping	

	D. Low-fidelity prototyping	
18	Observe the image below and select the best corresponding option:	ANS. C
	A. This is good design because the keyboard is compact	
	B. This is bad design because it easy to press the power off switch while trying to incre	
	C. This is good design because the logos are aesthetically appealing	
	D. This is bad design because the buttons are too small	
19	Select Which of the following factors to consider in designing a Mobile Application?	ANS.E
	A. Platforms and Device Compatibility	
	B. Screen Size	
	C. User Interaction	
	D. Resource Management	
	E. All of the choices	
20	Which of the following does not belong to 9 heuristics?	ANS. C
	A. Provide clearly marked exits	
	B. Speak user language	
	C. Easy to use	
	D. Minimize user memory load	
21	Which identifier is used to represent a web browser window or frame?	ANS. B
	A. frames	
	B. window	
	C. location	
	D. frame	

22	What is the major difference between the two websites?	ANS. C
	A. Background colour	
	B. The first website provides control over number of results	
	C. The second website only contains UI components which are essential	
	D. The second website has a better colour scheme	
23	What is the fundamental insight underlying the "cognitive walk through" method of evaluation?	ANS. C
	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	
24	What is Brain Computer Interface?	ANS. B
	A. A process in which your brain is taken and put in a computer hard drive.	
	B. A process in which the brain waves from your brain are sent to wires and converted from chemical to electrical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	
	C. A process in which the brain waves from your brain are sent to wires and converted from electrical to chemical energy and then the process occurs on the computer, this device is designed for paralyzed people with disabilities.	

	D. A process in which a brain gives of UV Radiation to a computer and the computer captures the thoughts and carries out the task virtually.	
25	Fitt's law states that the model of human movement in HCI is a function of the_____ and _____:	ANS. C
	A. Color of the target, Size of the target	
	B. Size of the target, Color of the target	
	C. Distance to the target, Size of the target	
	D. Shape of the target, Distance to the target	
26	A user accidently presses the power off button instead of the backspace key.This is a case of:	ANS. D
	A. Gulf of Evaluation	
	B. Gulf of Execution	
	C. Bad Color scheme	
	D. Fitt's Law	
27	In a heuristic evaluation:	ANS. D
	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 psychologists administers a questionnaire	
	D. A group of usability experts reviews a user interface according to a small set of general principles	
28	Amazon Alexa is an example of which type of interface?	ANS. A
	A. Speech and sound	
	B. Command Line	
	C. GUI	
	D. Menu	
29	Which Window object method is used to display a message in a dialog box?	ANS. A
	A. alert()	
	B. prompt()	
	C. message()	
	D. console.log	
30	What are the two subfields of Natural language processing?	ANS. C
	A. symbolic and numeric	

	B. time and motion	
	C. algorithmic and heuristic	
	D. understanding and generation	
31	Natural language understanding is used in _____	ANS. D
	A. natural language interfaces	
	B. natural language front ends	
	C. text understanding systems	
	D. all of the mentioned	
32	Which of the following is true about the process of drawing Affinity Diagrams?	ANS. D
	A. It is immersive	
	B. It is persistent	
	C. It involves brainstorming	
	D. All of the above	
33	What is an ideal composition of tasks in a task analysis?	ANS. C
	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	
34	Which of the following should an HCI expert take care of while designing a product?	ANS. C
	A. You can make as many assumptions as possible	
	B. If it's not obvious to the users, it’s always their fault	
	C. You should not think yourself as a typical user	
	D. The end user is never a beginner	
35	An HCI expert needs to be careful about which of the following	ANS. C
	A. Users hijacking a discussion during an interview	
	B. Users deliberately providing incorrect information during a survey	
	C. Users hijacking a discussion during an FGD	
	D. All of the above	
	E. Both a and c	
	F. None of the Above	

36	Which of the following are the components of the HCI approach to design?	Ans.A,C,D
	A. Tasks	
	B. Usability	
	C. Humans	
	D. Technology	
37	HCI draws which fields of the fields together?	Ans.A,C,D
	A. Psychology	
	B. Literature	
	C. Design	
	D.Computer Science	
38	Which of the following is the handwriting recognition device?	Ans.A
	Tablet PC	
	LCD monitor	
	Keyboard	
	Monochrome monitor	
39	**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**	Ans.A
	A. Strive for consistency	
	B. Offer informative feedback	
	C. Disign dialogues to yield closure	
	D. Offer error prevention and simple error handling	
40	**Identify the evaluation technique that evaluates design on how well it support user**	Ans.A
	A. Heuristic Evaluation	
	B. Cognitive walktrough	
	C. Model-based evaluation	
	D. Review-based evaluation	

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Which of the following is Norman's Design Principle A. Get the mappings right B. Exploit the power of constraints C. Design for error D. All of the Above	Ans.D
2	This SDLC phase is about the actual task of developing the software starts here with data recording going on in t A. development/ implementation phase B. designing phase C. analysis phase C. planning phase	Ans. A
3	It is the design of the interaction between users and products. A. design interactions B. intervention design C. system design D. design protocols	Ans. A
4	What incorporates data, architectural, interface, and procedural representations of the software? A. design model B. user's model C. mental image D. system image	Ans. A
5	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	Ans.C
6	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	Ans.D
7	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	Ans.C
8	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	Ans.C
9	A software might allow a user to interact via A. keyboard commands B.mouse movement C. voice recognition commands D. all of the mentioned	Ans.D
10	What establishes the profile of end-users of the system? A.design model B.user's model C.mental image D.system image	Ans.B
11	t is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process. A. design process B. design algorithm C. design computing D. design development	Ans.C
12	Which of the following is a design pattern? a) Behavioral	Ans.D

	b) Structural c) Abstract Factory d) All of the mentioned	
13	Design pattern is a solution to a problem that occurs repeatedly in a variety of contexts. a) True b) False	Ans.A
14	Which mechanism is applied to use a design pattern in an OO system? a) Inheritance b) Composition c) All of the mentioned d) None of the mentioned	Ans.C
15	Design patterns does not follow the concept of software reuse. a) True b) False	Ans.B

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Academic Year (2019-20) Sem-II [MCQ Test on Unit- 5]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	CO	PO	PSO	BT	Correct Answer
1	The Face Recognition system is based on? A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach	5	1		1	ANS.D
2	Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure gi A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error	5	3.0	1	4	ANS.D
3	What is the issue for most researchers focusing on the language-cognition interface? A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions	5	10		2	ANS. C

	C. if people who speak differently think differently					
4	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	5	1	1	4	ANS. C
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	5	2		2	ANS. D
6	What is a disadvantage of using focus groups to elicit user requirements? A. Users may not be able to articulate what their requirements are. B. Diverse or sensitive issues may be raised. C. People don't necessarily respond the same way in a test as they would do in real life. D. Differences of opinion may emerge that confuse the requirements gathering process.	5	4	1	2	ANS. D
7	Select the best way of analysing qualitative user comments collected during a user test. 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.	5	9		4	ANS. A
8	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	5	1		2	ANS. B
9	Choose the principle that applies all the guideline: Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V) A. Equitable use B. Low psychical effort C. Perceptible Information D. Size and space for approach and use	5	2		4	ANS. B

10	Which is one of the most important stakeholder from the following ? A. Entry level personnel B. Middle level stakeholder C. Managers D. Users of the software	5	6		3	ANS. D
11	Starting from least to most important, choose the order of stakeholder. i. Managers ii. Entry level Personnel iii. Users iv. Middle level stakeholder A. i, ii, iv, iii B. i, ii, iii, iv C. ii, iv, i, iii D. All of the mentioned	5	1		4	ANS. C
12	Why is workflow management integral to many e-business applications? A.Provides a structured framework to support a process B.It provides a consistent, uniform approach for improved efficiency C.Workflow helps manage business processes by ensuring that tasks are prioritised D.All the above are correct	5	2	1	4	ANS. D
13	Modern NLP algorithms are based on machine learning, especially statistical machine learning. A. TRUE B. FALSE	5	4	2	2	ANS. A
14	_____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	5	1		3	ANS. B
15	Requirements of user supports A. Availability B. Accuracy and completeness C. Consistency D.Roubustness E. All of the above	5	11	1	2	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- I]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	When conducting an investigation with human participants for research, which provision(s) for consent must be made? A.Approval of the research by 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 and withdraw from the investigation without consequences to them D.All of the above	Ans.D
2	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	Ans.B
3	Which of the following is incorrect about the monolithic model? a) Monolithic model is simply an implementation model b) It provides a good efficiency because application and interface model are directly connected c) All of the mentioned d) None of the mentioned	Ans. D
4	Which of the following is true for Seeheim model? a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue	Ans. A

	d) None of the mentioned	
5	Which of the following is the main task accomplished by the user? a) Compose a document b) Create a spreadsheet c) Send mail d) All of the mentioned	Ans.D
6	What are the portability concerns founded in Seeheim model? a) Replacing the presentation toolkit b) Replacing the application toolkit c) Replacing the dialogue toolkit d) Replacing the presentation & dialogue toolkit	Ans.D
7	What is Application? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	Ans.B
8	Which among the following are the functions that any system with a user interface must provide? a) Presentation b) Dialogue c) All of the mentioned d) None of the mentioned	Ans.A
9	Which term is used for describing the judgmental or common sense part of problem solving? A.Analytical B.Critical C.Value based D.Heuristic	Ans.D
10	A heuristic is a way of trying _____ a) To discover something or an idea embedded in a program b) To search and measure how far a node in a search tree seems to be from a goal c) To compare two nodes in a search tree to see if one is better than the other is d) All of the mentioned	Ans.D
11	What is the primary interactive method of communication used by humans?	Ans.C

	a) reading b) writing c) speaking d) all of the mentioned	
12	What is the field that investigates the mechanics of human intelligence? a) history b) cognitive science c) psychology d) sociology	Ans.B
13	What among the following is/are the example of the intelligent agent/agents? A.Autonomous Spacecraft B.Robot C.Human D.All of the mentioned	ANS D
14	What is the term used for describing the judgmental or common sense part of problem solving? a) Heuristic b) Critical c) Value based d) Analytical	ANS A
15	What is Dialogue? a) Interaction with user b) Understanding purpose of the system c) It is the function that every interactive system must support d) None of the mentioned	ANS C

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Department of Computer Engineering

Academic Year (2019-20) Sem-II [MCQ Test on Unit- 6]

Subject: HCI **Class**: BE A Marks: 30 **Date: 20April/2020**

Q.NO	Question	Correct Answer
1	Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as: A. Process B. Task analysis C. Activity-based process definition method D. Process mapping	ANS.B
2	Think about why you will be doing a usability test: A. How do people interact with the system you are testing? B. What is difficult or easy for people to do? C. What makes sense about it? What is exciting about it? D. What changes would users like to see? E. All of above	ANS.B
3	Which of the following is NOT one of the primary considerations when designing the user interface? A. Is the system a custom application or a browser based app? B. What kind of devices will it run on? C. What operating system will it run on? D. What types of user interface controls will be required?	ANS. D
4	The primary principles of UI design of a desktop system include principles which also generally apply to other types of devices. Which of the following principles is NOT an important guideline when considering the layout A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose form the following areas where NLP can be useful. A. Automatic Text Summarization B. Automatic Question-Answering Systems C. Information Retrieval D. All of the above	ANS. B
6	Which diagram is like a flow chart which shows the steps, decision points and branches? A. Sequence Diagram B. Composite Structure Diagram C. Interaction Overview Diagram D. Communication Diagram E. Activity Diagram.	ANS. E
7	Which are the two additional important issues of Web based UI design over local desktop UI design? A. Advertising space and screen size B. Browser compatibility and advertising space C. Load time and browser compatibility D. Screen size and load time	ANS. C
8	Using analytical techniques to capture and summarise business and user requirements for a new system is generally known as: A. Task analysis B. Process mapping C. Analysis for e-business D. Task deconstruction	ANS. C
9	Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what? A. Easy reversal of actions B. Reduce short term memory load C. Good error handling D. Dialog that yields closure	ANS. A
10	Software (such as typical tax preparation software) which in essence interviews the user is following which user interface metaphor? A. Collaboration metaphor	ANS. D

	B. Document metaphor C. Interview metaphor D. Dialog metaphor	
11	Which of the follow is the best technique to determine how many menu items are needed and how to structure the menus and sub menus. A. Group use cases by actor. B. Group use cases by data requirements C. Group business functions by department D. Group use cases by dependency	ANS. A
12	Which analysis model provides the best starting point for identifying screens for user interface design? A. Activity Diagram B. Domain model diagram C. Use case description D. System sequence diagrams	ANS. D
13	Acceptance testing and System testing is one and the same thing. A. True B. False	ANS. B
14	Select which of the following are the two primary characteristics of smartphone UI design that are different than UI desktop design? A. Limited screen size and touch screen B. Touch screen and screen orientation C. Screen orientation and limited screen size D. Screen dimensions (height and width) and limited size	ANS. A
15	The question we would ask in task analysis on a high fidelity prototype are A. Which functionality did the use find particularly difficult B. What does the user think about the colour scheme of the application C. Questions about the layout and design of the certain UI elements D. Will the application be useful to the user in this day to day life E. Both B and C F. Both A and D	ANS. E

To Specify, Design, Develop, Test and Analyze application software systems as per requirements

To understand, analyze and optimize the performance of an algorithm.

To exhibit attitude for continuous learning and apply knowledge of computing to computer Engineering problem

UNITS 1 to 4: 60 Questions

1. 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

2. 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

3. 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

4. Choose the suitable method to apply the criteria below:

1. **Data can be collected in database for analysis**
2. **Present result clearly**
3. **Responses are usually received quickly**

a. Interview
b. Questionnaire
c. Research
d. Observation

5. "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

6. 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

7. Choose the style of question based in diagram.

Customer Satisfaction Survey

1. Please rate how strongly you agree or disagree with each of these statements.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	N/A - I haven't used the product.
I enjoy using this product.	○	○	○	○	○	○
This product meets my needs.	○	○	○	○	○	○
I would purchase from this company again.	○	○	○	○	○	○

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

8. Choose the style of question based in diagram.

Please Complete Each Question.

1. What is your age?
   - 18 – 24 ☐
   - 25 – 45 ☐
   - 46 + ☐

2. Gender
   - Male ☐
   - Female ☐

3. Are you a current member
   - Yes ☐
   - No ☐

a. Scalar question
b. Ranked question
c. General question
d. Multi-choice question

9. Identify the alternative mode of interface design that represent in the figure

a. **Gesture recognition**
b. Touch in the interface
c. Sound in the interface
d. Handwriting recognition

10. Identify the alternative mode of interface design that represent in the figure

a. Gesture recognition
b. Touch in the interface
c. Sound in the interface
d. **Handwriting recognition**

11. Select the technology that apply touch in the interface mode

a. Digitizing tablet
b. Motion recognition TV
c. **Braille electronic display**
d. Text-to-speech converter

12.

- **fingerprint scanner**
- **Iris scanner**
- **hand geometry reader**

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

13.

- ***Fitness bands***
- ***Google glass***
- ***Oculus rift***

Identify the type of technology based on example above

a. Mobile device
b. Security devices
c. Cloud computing
d. Wearable computing

14. Choose the principle that applies all the guideline below:

1. **Accommodate variation in hand and grip size**
2. **Components comfortably reachable by seated or standing user**
3. **Provide a clear line of sight to important elements for any seated or standing user**

a. Equitable use
b. Low psychical effort
c. Perceptible Information
d. Size and space for approach and use

15. Choose the principle that applies all the guideline below:

Keyboard shortcut reduce the need to move from keyboard to the mouse for simple task. Most browser provide keyboard shortcut to perform task such as copy (Ctrl+C) and paste (Ctrl+V)

a. Equitable use
b. Low physical effort
c. Perceptible Information
d. Size and space for approach and use

16.

Suggest the guideline to reconstruct it into a good website.
i. Choose a font size that it readable
ii. Avoid using colorful background and font
iii. Insert audio as background music to entertain user
iv. Include a search box so user can search by keywords

a. i, ii and iii
b. i, ii and iv
c. i, iii and iv
d. ii, iii and iv

17. 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

18. 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

19. "Error rate will increase as font size decrease"

The above statement is

a. Participants
b. Hypothesis
c. Dependent variables
d. Independent variables

20. 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

21.

- **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

22. 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. Design dialogues to yield closure
d. Offer error prevention and simple error handling

23. Which of the technique evaluates design on how well it supports user in learning task

a. Heuristic Evaluation
b. Cognitive Walkthrough
c. Model-based Evaluation
d. Review Based Evaluation

24. 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

25. Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given

a. Simple and intuitive to use
b. Low physical effort
c. Size and space for approach and use
d. Tolerance for error

26. Which alternative mode system in HCI match to the figure given.

a. Biometric system
b. Gesture system
c. Handwriting system
d. Sound system

27. Figure shows the icon for people with disabilities. Select the right alternative that should be given to people with physical impairment.
i. Synthetic speech
ii. Electronic braille display
iii. Attached keyboard driver to user's head
iv. Eyegaze system - track eye movement to control cursor

a. i, and ii
b. i and iii
c. ii and iii
d. iii and iv

28. Which of the following is the handwriting recognition device?
a. Tablet PC
b. LCD monitor
c. Keyboard
d. Monochrome monitor

29. How many principle in universal design?
a. Six
b. Seven
c. Eight
d. Ten

30. "Rating in work space are important to get the right decision"

Based on the statement above, which constant interruption that can make field observation difficult?
i. Noise
ii. Distraction
iii. Lack of context
iv. Natural environment
a. i and ii
b. i and iii
c. ii and iv
d. iii and iv

1. _____ helps meet psychological and cognitive processing needs, increases human confidence.

a. Attitude
b. Feedback
c. Visual Analysis
d. Interaction Design

2. Roughly _____ percent of the male population has some degree of colour blindness.

a. 5
b. 10
c. 15
d. 20

3. 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
e. None of the above

4. _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available for a selection.

a. Perception
b. Recognition
c. Attention
d. Learning

5. 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

6. 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

7. When conducting an investigation with human participants for research, which provision(s) for consent must be made?

a. Approval of the research by 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 and withdraw from the investigation without consequences to them
d. All of the above

8. 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 users to develop an optimal user experience

9. What is "affordance" according to Norman (1999)

a. The return on investment of the user centred design process
b. The opportunity cost of not using user centred design
c. Property of an object that indicates to people how to use the product
d. An instruction on an interface signalling how to use the interface

10. 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

11. 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

12. A question format that collects users' opinions on a verbal scale strongly disagree to strongly agree is called?

a. close ended questionnaire
b. likert scale

c. psychometric scale
d. open ended questionnaire

13. "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
e. Scenario
b. Use Case
c. UML Case

14. Which of the following is a problem with low level prototyping?

a. They take too long to build
b. User expectations can be set too high
c. Testers tend to comment on superficial aspects and not content
d. None of the above

15. What is the most important property that prototype should have?

e. should allow the key concepts to be tested with users
a. should support a wide range of user tests
b. should look like the final product
c. should be easy to throw away

16. 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

17. 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

18. A simplified model of Human Information Processign include human resources such as:

a. memory
b. strength
c. energy
d. head

19. The design of a keyboard layout reflects the _____ concern in HCI

a. cognitive
b. physical
c. usefulness

d. usability

20. The field of HCI _____

a. is a brunch of computer engineering
b. involves very little applied knowledge
c. focuses on the study of human behaviour on the basis of psychology
d. attempts to understand and shape the way people interact with computers

1.1 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

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

1.3 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**

1.4 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

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

A. reading
B. writing
C. **speaking**
D. Listening

1.6. Identify from among the following the attribute of usability.
A. **Learnability**
B. Usefulness
C. Generalizability
D. Subjective satisfaction

1.7. Unlike traditional observation, guided observation …….

A. set a strict guideline for session activities
B.**reduces error introduced by the experimenter**
C.sets strict guidelines for session length
D.includes some interaction with participants

1.8. A persona in the context of goal-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

1.9. 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**

1.10. The name of the document should be shown on the application's ……...
A.menu bar
B.**title bar**
C.tool bar
D.status bar

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	HCI stand for….	Human Computer	Human Computer I	Human compute	All of above	B
2	……. is the best example for design.	View	Model	Analyzing	None of these	A
3	What is the benefit of good design.	positive effect or p	Success	Both a & b	None of these	C
4	Study of how computer works together and to satisfy for accurate results is known as	Good design	Bad design	Hci	None of these	A
5	……. And …….. are the main functions of GUI.	Pointing & Selectir	Selecting & Executi	Pointing & Editin	None of these	**B**
6	…….. is an intermediate between users and computer.	Keyboard	Disk	Both a & b	None of these	A
7	Operations includes accessing & modifying objects by	Selecting	Manipulating	Pointing	Both a & b	D
8	Graphic screen assumed as ……. Look	3D	2D	1D	None of these	A
9	People performing operations are called …. on objects	operating	Actions	pointing	None of these	B
10	…… interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D
11	…….. is an intermediate between users and computer.	Disk	Monitor	Both a & b	None of these	B
12	Collection of Techniques & mechanism to interact with tools or etc is known as	Graphics	icons	Action	Graphical user interface	D
13	Specifically Text could be replaced by graphical images are called	Icon's	Images	Picture	None of these	A
14	……. could be represented by object or actions	Icon's	Images	Both a & b	Graphical user interface	A
15	What is the benefit of good design.	positive effect	performance	Both a & b	None of these	C

	This sheet is for 2 Mark questions					
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	…….. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
2	…….. is an intermediate between users and computer.	Mouse	Disk	Ram	All of these	A
3	The display devices are_____.	A. input	B. output	C. a and b	D. none of these	B
4	In computer graphics, pictures or graphics objects are presented as a collection of discrete picture element called_____.	A. dots	B. pixels	C. co-ordinates	D. points	B
5	is the best example for design.	View	Model	Analyzing	None of these	A
6	What is the primary interactive method of communica	reading	writing	Spaking	All of these	C
7	A mouse device may be ….	electro-chemical	mechanical	optical	both mechanical and optical	D
8	It is the rich stories of the design	scenario	program	criteria	iteration	A
9	Which one of these would NOT be found in a good Human Com	Common short cuts	CTRL+Z for undo	A long command line to achieve a function	All of these	C
10	…….. Is an goal of evaluation	acess effect of interface	GUI interaction	Sofware	All of thes	A
11	User and system has its own unique language the languag	core	task	both A&B	None of these	A
12	_____are a well-established technique for collect	Questionnaires	Feedbacks	Interviews	Walkthrou	A
13	which interface system is based on the question / answer	Command Line Interfac	Query interfaces	Menus	Natural La	B
14	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A
15	"Mistakes" and "Slips" are two forms of	Error	goals	evaluation	objectives	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Conventional wisdom says that ……..tell the user when he has made some r	Error	metadata	Error messag	All of these	C
2	The name of the document should be shown on the application's ……..	Menu bar	Title bar	Navigation ba	All of these	B
3	Which of these are attributes of usability?	Learnability.	Subjective sa	Generalisabil	All of these	C
4	HCI is core subject of	software Engine	phychology	arthopology	none	A
5	…….. Is an goal of evaluation	GUI interaction	speaking with	identify the s	All of these	C
6	Advantages of direct observation is….	there can be no	speaking with	Error messag	None of these	A
7	Advantages of direct observation is….	there can be fal	speaking with	Error messag	None of these	A
8	Advantages of continuous evalution is…..	Monitor the sys	Monitor the	Error messag	None of these	A
9	….. Is an Interface Evalution method	walkthrough ev	Interactive ev	Both a & b	None of these	C
10	The clearity of a displayed image depends on the_____.	A. resolution	B. floating point precision of system	C. associated software	D. aspect ratio	A

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but….	system requirmen	Achieving the goals	both a& b	None of these	b
2	Know your user or client ending with	Testing	design	Planning	None of these	B
3	Designer needs_____tool	Good	Bad	both a& b	None of these	A
4	HCI design components are…	target area	Cost	both a& b	None of these	C
5	…… is an principles for user-centered design approach	Early focus on us	planning	tesing	All of these	**A**
6	Design rules (or usability rules) are rules that a designer can follow in order to increase th	Usability of system	designing of system	Testing of system	None of these	A
7	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
8	The ease with which new users can begin effective interaction and achieve maximal perf	Learnability	Flexibility	Robustness	All of these	A
9	The multiplicity of ways the user and system exchange information is a	Learnability	Flexibility	Robustness	All of these	B
10	The level of support provided to the user in determining successful achievement and ass	Learnability	Flexibility	Robustness	All of these	c
11	…… is the multiplicity of ways the user and system exchange information	Learnability	Flexibility	Robustness	All of these	b
12	The ability of the user or the system to modify the user interface is …..	Customizability	Learnability	Flexibility	Robustness	A
13	The extent to which the user can evaluate the internal state of the system from the repre	Customizability	Learnability	Flexibility	Observability	D
14	The _____ function came into being as the result of the implementation model for ur	Redo	Undo	Repeat	Delete	A
15	Unable to edit pdf document, is a type of _____ constraints.	Physical	Cultural	Logical	Update	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Human problem solving can best be characterized as	Error handling	Event handling	Error-correcting or Trial and error.	All of	d
2	….. Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirments	All of these	C
3	Form-filling interfaces are used for	data entry	data integration	data manipulation	data defin	A
4	Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible int	Show technical interna	Make the interface consistent	All of thes	B
5	Which of the following is not a user interface design process?	Knowledgeable, freq	Interface design	Interface validation	All of these	A
6	Which of the following option is not considered by the Interface design?	the design of the inter	the design of interface	both A&B	None of these	A
7	As a software designer, which aspects guide you to think about the Way in which the user and	Technical	Strategic	Manual	All of these	B
8	…… capture the non-verbal dialogue between artifact and user over time	Persona	Scenario	Dialogue	Design me	B
9	A Web site is a collection of _____ systems with complex dependencies	Connected	same	Different	Interconn	D
10	Most common things you do with the product is a type of _____.	Goal-oriented question	System - oriented questi	Workflow- oriented question	Attitude-o	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____	Consistency	Mapping	Reliability	None of th	A
12	What do you enjoy most about your job (or lifestyle) is an example of ……..	Avoidance	Motivation	Exceptions	Attitude-o	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Suppleme	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of th	B
15	Which of the following is used to toggle between two states?	check boxes	Radio buttons	Toolbars	menus	B

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is golden rule for interface design?	Place the use	Reduce the	Make the int	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term me	shortcuts	objects that	All of these	A
3	A software might allow a user to interact via	keyboard con	voice recog	Both A&B	None of the	C
4	What incorporates data, architectural, interface, and procedural representations of the software?	design model	User model	system ima	All of these	A
5	What establishes the profile of end-users of the system?	design model	User model	system ima	All of these	B
6	Which of the following is least likely to be revealed by a paper prototype?	Toolbar buttons	Your users d	The Help mer	Radio button	A
7	…… patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
8	……. are the street signs of the Web	Site id	Home pages	Sections	Page Names	D
9	Use of highlighted tabs in global navigation bar shows this is the _____ ' page	Home	Default	Error	Browser	A
10	XYZ Ltd is Well reputed software house; they make a significant investment in building _____ that e	Visual symbols	Brand equity	Grouping	Harmony	B

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	_____ is not like other pages; it has different burdens to bear, different promises to keep.	Form	Homepage	Sections	Navigation bar	B
2	Top of the web page contain the _____	Menu	Title bar	Home icon	Back button	B
3	Browser title always contain the word	Default	Error	Home	Browser	C
4	Which of the following is not one of the primary colors?	Red	Green	Yellow	Blue	B
5	Which of the following is not a secondary color?	Green	Orange	Purple	Blue	D
6	Biggest Challenges of Human Computer Interaction for Mobile	Hand occupation	Battery Life	Both A&B	None of the given	C
7	Toolkits provides the …..	similar look and feel	Visibility	Manu bar	Section	A
8	Models are used in design to:	Generate the design	Generate and evaluate the design	Evaluate the design	None of the given	B
9	Automatic error that occurs without deliberation	slip	Default	Runtime	Compiletime	A
10	_____ is like the building name for a website	Site ID	Navigation	Section	None of the given	A
11	Number of keystrokes is the type of _____ work	Logical	Mnemonic	Physical	Structural	C
12	Which of these specialists is user centered?	Software engineer	Computing technology	Web Designer	HCI	D
13	The _____ phase sets the stage for the core of the design effort.	Requirement definition	Modeling	Implementation	None of the given	A
14	The _____ function came into being as the result of the implementation model for undo	Redo	Undo	Repeat	Delete	A
15	Conventional wisdom says that _____ tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	C

This sheet is for 2 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is least likely to be revealed by a paper prototype	Your users don't know	Toolbar buttons are too	Radio buttons are too small	All of	B
2	_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.	Active intervention	Co-discovery	Splendid research	All of these	A
3	Global Navigation system is also called_____.	Site ID	Persistent Navigation	Both	None of the given	D
4	Panes, frames and other containers on screen is a kind of _____	Functional and data elements	View	Input method	None of the given	A
5	_____ is like the building name for a website	Subsections	Site ID or logo	Windows	All of these	B
6	Name of the document should be shown on the application's_____.	Menu bar	Title bar	Title bar and menu bar	Not Title bar and not menu bar	B
7	..... minimize errors.	Affordance	Visibility	Constraints	All of these	C
8	_____ are people who do not currently use the product but who are good candidates for using it in the future	Developers	Stakeholder	Potential users	Sharehol ders	C
9	Implementation tools for HCI is	screen mock-up	widget labels	run-time logger	All of these	A
10	Lack of perceivable feedback is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
11	Inconsistency is an type of _____error	Perceptual	Cognitive	Motor	None of the given	B
12	Biggest Challenges of Human Computer Interaction for Mobile	Battery Life	Resolution	Compact Design	All of these	D
13	Why errors are important	Errors are unavoidable E	Minimize likelihood	both A &B	None of the given	C
14	Failure to capture user's attention is an type of _____error	Perceptual	Cognitive	Motor	None of the given	A
15	We are deficient in our development _____, not in our development _____	Process, Tools	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
S.r No	**Question**	**a**	**b**	**c**	**d**	**Correct Answer**
1	Which of the following is the comparison of what happened in the world with what we wanted to happen?	Action	Evaluation	Execution	None of these	B
2	Usability testing works for _____.	Software products	Hardware products	All products	None of these	C
3	_____ is the extra work that satisfies the needs to achieve our objective	Evaluation	Excise	Testing	None of the given	B
4	_____ has a goal of assessing whether the product works according to its specifications	Trunk Test	Quality assurance	Both above	None of the given	B
5	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.	Repeat	Infrequent	Nonuser	None of the given	A
6	To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	Form factor	Input method	View	None of the given	A
7	_____ are dragged down from the title at the top of the screen.	Pull Down Menus	Main Menus	Icons	Buttons	A
8	____ are individual and isolated regions within display that can be selected by the user to invoke specific operations	Buttons	Pointers	Menus	Windows	A
9	The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment	Operating system	Processor	Monitor	System	D
10	Creating a scaled-down system is nothing but _____	error handling	Evaluation	Execution	Prototyping	D

This sheet is for 1 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Firefox uses _____ rendering engine.		WebKit	Gecko	Trident	Presto	Gecko
2	State true or false. It is faster to render HTML and CSS than to interpret and execute JavaScript.		TRUE	FALSE			TRUE
3	Which of the following is used to read a HTML page and render it?		Web browser	Web server	Web matrix	Web network	Web browser
4	Which of the following is the first web browser?		Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
5	Who created the first web browser		Tim Berners Lee	Jacobs, Lan	Marc Andeersen	Mozilla foundation	Tim Berners Lee
6	IDE stands for _____		Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment	Integrated Development Environment
7	Tomcat is an open source web server that provides a servlet container allowing you to run Java code.		TRUE	FALSE			TRUE
8	Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.		TRUE	FALSE			TRUE
9	Which of the following are automatically loaded and operates as a part of browser?		Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
10	Which of the following allows user to view a webpage?		Operating System	Website	Interpreter	Internet Browser	Internet Browser
11	HTML is a ..... type of language		procedural	markup	object orie	object based	markup
12	HTML documents are stored in the file in the form.....		.hxm	.html	.hm	.hml	.html
13	what is the language of the web?		basic	c++	MS VISUAL	HTML	HTML
14	WWW stands for world wide web		TRUE	FALSE			TRUE
15	URL stands for		Uniform Reso	Uniform Res	Uniform Ri	NOPE	Uniform Resource Locator
16	Internet is		a network of networks	an ocean of resources waiting to be mined	a cooperative anarchy	all of the above	all of the above
17	HTML tags are surrounded by ___ brackets		Angle	Square	Round	Curly	Angle
18	Who is the primary author of HTML?		Brendan Eich	Tim Berners-Lee	Web Progra	Google Inc	Tim Berners-Lee
19	HTML was first proposed in year ___.		1980	1990	1995	2000	1990
20	CSS is an acronym for		Cascading Sty	Costume Sty	Cascading	None of the Above	Cascading Style Sheet

This sheet is for 2 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	What are the Techniques of knowledge re		rule based	frame based	network based	All Of The Above	All Of The Above
2	what are the Problems with knowledge representation and modelling		knowledge acquisition	resources	interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of		User support is not an	it should be designed integrally with the System.	Concentrate on content and context of help rather than technological issues.	All Of The Above	All Of The Above
4	How is help requested in user support?		command	Button & function (on/off)	separate application	All Of The Above	All Of The Above
5	How is help displayed in user support?		new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	All Of The Above
6	Effective presentation requires		clear, familiar, consiste	instructional rather than desc	avoidance of blocks of text	All Of The Above	All Of The Above
7	In HTML, Uniform Resource Identifier (URI) is used to		To create a frame docu	To create a image map in the	To customize the image in the webpage.	To identify a name or a resource on the internet.	To identify a name or a resource on the internet.
8	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?		<head></head>	<head><head>	<label><label>	<title></title>	<title></title>
9	What should be the first and last pair of tags in your Web document?		<html></html> and <b	<start><end> and <body></b	<head><body> and <title></title>	<title></title> and <body><>/body>	<html></html> and <body></body>
10	A Web document is broken into sections. What are the tags called that create these sections?		Structure tags	HTML tags	Heading tags	Body tags	Structure tags
11	What does an HTML tag do?		It specifies formatting and layout instructions for your web page.	It hides programming instructions from view.	It determines the organizational structure of your Web site.	It connects your web site to an operating environment.	It specifies formatting and layout instructions for your web page.
12	Which of the following web elements should you know about before building your web site?		The web audience	The operating environment c	The operating system of your visitor	Each consideration should determine your web design choices	The web audience
13	What type of information should you avoid including on your Web site?		Links to sites of interes	Private personal information	Work and academic experience	Graphical	Private personal information
14	An ordered list is a ..... list and an unordered list is a ..... list.		bulleted & numbered	bulleted & tabular	tabular & numbered	numbered & bulleted	numbered & bulleted
15	The ..... attribute adds space within each cell.		CELL SPACING	CELL PADDING	WIDTH	ALIGN	CELL PADDING
16	Which of the following is best suitable for remote administration of a computer?		Telnet	WAIS	Browsers	HTML	Telnet
17	..... is known as father of World Wide Web.		Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
18	Once the email is sent, the message is broken into pieces called		Packets	Process	Digits	Bytes	Packets
19	IEEE stands for		Institute of estimated	Institute of electrical and economical engineers	Institute of Eurasia engineering event	Institute of electrical and electronics engineers	Institute of electrical and electronics engineers
20	DNS translates		domain name into IP	IP into domain name	both a & b	domain name into physical	both a & b

This sheet is for 3 Mark questions							
S.r No	**Question**	**Image**	**a**	**b**	**c**	**d**	**Correct Answer**
e.g 1	Write down question	img.jpg	Option a	Option b	Option c	Option d	a/b/c/d
1	Which of the following is used to associate a font name to be used in a style sheet with some downloadable font?		@font-face	@charset	@media	!important	@font-face
2	Which of the following font format is supported by all the latest browser?		EOT	WOFF2	SVG	WOFF	WOFF
3	Which of the following property sets the style of a font?		font	style	cfont-style	@font-face	font-style
4	Which among the following is the system root folder for Microsoft Windows by default?		Windows Manager	C:/Windows	Task Manager	Homegroup	C:/Windows
5	Two or more computers connected to each other for sharing information form a _____.		Router	Server	Network	Tunnel	Network
6	What type of technology allows you to use your finger, eye, or voice print to secure your information resources?		Haptics	Caves	Biometrics	RFID	Biometrics
7	Which among the following was the first graphical web browser?		Mosaic	WAIS	CERN	Gopher	Mosaic
8	Which bar is usually located below the Title Bar that provides categorized options?		Menu Bar	Toolbar	Status bar	Scroll Bar	Menu Bar
9	Which among following is odd one ?		RAM	ROM	CACHE	Hard Disk	Hard Disk
10	Which among following is not an input device?		Mouse	Scanner	Keyboard	Printer	Printer
11	The device that can both feed data into and accept data from a computer is called _____.		input-output device	ALU	CPU	NONE	input-output device
12	what are the issues in user support?		different types of su	implementation and	all need careful desig	All Of The Above	All Of The Above
13	What are types of user support?		quick reference	task specific help	full explanation & tu	All Of The Above	All Of The Above
14	what are the Requirementsof user support?		Availability	Accuracy and compl	Consistency & Robus	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Command assistanc	Command prompts	Context sensitive hel	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		knowledge requirem	who has control of t	what should be adap	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mo		limited input facility	limited ouyput facili	both a & b	NOPE	both a & b
19	What are the software challenges in designing of mo		hierarchical menus	navigate and browsi	image and icon	All Of The Above	All Of The Above
20	what are the requirement of user supports?		Availability	consistency	accuracy and comple	All Of The Above	All Of The Above

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Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

E-business systems manage many transactions and a key design issue is how use the data recorded to improve the effectiveness and business contribution of these systems. One web analytics model used to examine storage and rapid analysis of time-based data is known as:

Select one:

- a. Primary and secondary key investigations
- b. Normalisation
- c. E-business architecture modelling
- d. Star schema data model ✓

The correct answer is: Star schema data model

Question **2**

Correct

Mark 1.00 out of 1.00

The 'use-case' method of process analysis and modelling was developed in the early 1990s as part of the development of object-orientated techniques. It is part of a methodology known as 'unified modelling language' (UML) that attempts to unify preceding approaches. Website designers and marketers use a similar model but use different terminology and create _____ for typical site visitors?

Select one:

- a. Eye tracking
- b. Expert review
- c. Use-case modelling
- d. Web design personas ✓

The correct answer is: Web design personas

Question **3**

Correct

Mark 1.00 out of 1.00

Select one:

- a. includes some interaction with participants
- b. set a strict guidelines for session activities
- c. reduces error introduced by the experimenter ✓
- d. sets strict guidelines for session length

The correct answer is: reduces error introduced by the experimenter

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following fields is not an influence on Human Computer Interaction (HCI)?

Select one:

- a. Computer science
- b. recognitive psychology
- c. Ergonomics
- d. All of the above are an influence on HCI ✓

The correct answer is: All of the above are an influence on HCI

Question **5**

Correct

Mark 1.00 out of 1.00

With strategy implementation, analysis and design activities are needed. Analysis is concerned with understanding the business and user requirements for a new system. Process modelling captures the processes and sub-processes required for the business information system. Davenport (1993) noted that even large multinationals would rarely exceed _____ main processes?

Select one:

- a. 6
- b. 10 ✓
- c. 12
- d. 8

The correct answer is: 10

Question **6**

Correct

Mark 1.00 out of 1.00

Select one:

- a. title bar ✓
- b. menu bar
- c. status bar
- d. tool bar

The correct answer is: title bar

Question **7**

Correct

Mark 1.00 out of 1.00

Which one of these would NOT be found in a good Human Computer Interaction?

Select one:

- a. Common short cuts, like CTRL+Z for undo
- b. Icons that can have specific meanings
- c. Sounds that convey meanings
- d. A long command line to achieve a function ✓

The correct answer is: A long command line to achieve a function

Question **8**

Correct

Mark 1.00 out of 1.00

Select one:

- 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

The correct answer is: is used to role-play through an interface design

Question **9**

Correct

Mark 1.00 out of 1.00

Identify from among the following the attribute of usability.

Select one:

- a. Learnability ✓
- b. Generalizability
- c. Usefulness
- d. Subjective satisfaction

The correct answer is: Learnability

Question **10**

Correct

Mark 1.00 out of 1.00

Bevan (1999) argued that a test of effective design is dependent on three areas of effectiveness, productivity, and satisfaction. Another effective technique for assessing design effectiveness is:

Select one:

- a. Eyeball test
- b. Eye tracking ✓
- c. Usability audit
- d. Crowdsourcing

The correct answer is: Eye tracking

Question **11**

Correct

Mark 1.00 out of 1.00

E-business systems are often customer- or employee-facing systems so the importance of human-computer interaction in the design of web applications is high. User-centred design starts with understanding the nature and variation within the user groups and issues to consider include:

Select one:

- a. What is their purpose in visiting the site
- b. What type of browsers will they use
- c. How large a screen or window they will use
- d. All of the above ✓

The correct answer is: All of the above

Question **12**

Correct

Mark 1.00 out of 1.00

How do you identify the user in the usability engineering lifecycle?

Select one:

- a. Run a thinking aloud test
- b. Observe representative Users ✓
- c. Assume the role of an apprentice learning from the master craftsman
- d. Draw up a user profile

The correct answer is: Observe representative Users

Question **13**

Correct

Mark 1.00 out of 1.00

Select one:

- a. error messages ✓
- b. program crash
- c. system stuck
- d. metadata

The correct answer is: error messages

Question **14**

Incorrect

Mark 0.00 out of 1.00

. In virtual reality which of the senses cannot currently be portrayed?

Select one:

- a. Touch
- b. Sight
- c. Hearing
- d. Smell ✗

The correct answer is: Touch

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. reading
- b. writing
- c. Listening
- d. speaking ✓

The correct answer is: speaking

Question **16**

Incorrect

Mark 0.00 out of 1.00

With effective website design, the creation of an information architecture involves creating a plan to group information logically and creating a site structure which is commonly known as:

Select one:

- a. Web index
- b. Wireframe
- c. Blueprint ✗
- d. Site map

The correct answer is: Site map

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A long command line to achieve a function ✓
- b. Sounds that convey meanings.
- c. Common short cuts, like CTRL+Z for undo.
- d. Icons that can have specific meanings.

The correct answer is: A long command line to achieve a function

Question **18**

Correct

Mark 1.00 out of 1.00

Select one:

- a. A group of test users conducts a formal experiment ✓
- b. A group of psychologists administers a questionnaire
- c. A group of usability expert judges an interface with a detailed checklist of guidelines
- d. A group of usability experts reviews a user interface according to a small set of general principles

The correct answer is: A group of test users conducts a formal experiment

Question **19**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. Well designed HCIs use less computer resources. ✗
- b. Not every user is a computer expert
- c. Well designed HCIs allow the software to be sold at a better price.
- d. Well designed HCIs allow the computer to run faster

The correct answer is: Not every user is a computer expert

Question **20**

Correct

Mark 1.00 out of 1.00

The starting point for design of e-business systems is to ensure that a common architecture exists across the company in terms of hardware and software technology, applications and business processes. E-business systems follow the same architecture of many business information systems created in the 1990s and is known as:

Select one:

- a. Client-server model ✓
- b. Client database structures
- c. Client server
- d. Data systems architecture

The correct answer is: Client-server model

Question **21**

Correct

Mark 1.00 out of 1.00

Once the requirements of the user are known, the human-computer interface takes on additional meaning regarding web usability. Nielsen (2000) wrote that a website has three main areas to consider; site design and structure, page design, and content design. Which of the following features come under the heading of 'site design and structure'?

Select one:

- a. All of the above ✓
- b. Site navigation
- c. Site organization
- d. Site personality

The correct answer is: All of the above

Question **22**

Correct

Mark 1.00 out of 1.00

Which of these is not a interface style?

Select one:

- a. Voice Recognition. ✓
- b. Command line/command prompt
- c. Natural Language
- d. Menus

The correct answer is: Voice Recognition.

Question **23**

Correct

Mark 1.00 out of 1.00

Process dependencies summarise the order in which activities occur according to the business rules that govern the processes. There are three common techniques that are often applied in an e-business analysis. Which of the following is not one of these processes?

Select one:

- a. Event-driven process chain model
- b. Network diagram
- c. Flow process chart
- d. Task manual development ✓

The correct answer is: Task manual development

Question **24**

Incorrect

Mark 0.00 out of 1.00

What is HCI stand for?

Select one:

- a. Human Computer Industry
- b. Human Computer Interaction
- c. Human Computer Interface ✗
- d. Human Computer Implementation

The correct answer is: Human Computer Interaction

Question **25**

Correct

Mark 1.00 out of 1.00

What techniques can be used to guide user's attention to important information on the interface?

Select one:

- a. Layouts and animations
- b. Colour ✓
- c. Flashing
- d. Auditory warning

The correct answer is: Colour

Question **26**

Correct

Mark 1.00 out of 1.00

Web accessibility is fundamental for websites and needs to take into account user characteristics such as disability. What have some countries introduced to address this point?

Select one:

- a. Mandatory free access for those with certain disabilities
- b. Accessibility legislation ✓
- c. Much larger screens
- d. None of the above

The correct answer is: Accessibility legislation

Question **27**

Correct

Mark 1.00 out of 1.00

A well-designed website will have been developed to achieve customer orientation and for a B2B company the three main types of audience are customers, other companies and organisations, and staff. Designers also need to take into account different types of familiarity:

Select one:

- a. With the organisation's products
- b. With the internet
- c. With the organization
- d. All of the above ✓

The correct answer is: All of the above

Question **28**

Correct

Mark 1.00 out of 1.00

Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:

Select one:

- a. Activity-based process definition method
- b. Task analysis ✓
- c. Process mapping
- d. Process

The correct answer is: Task analysis

Question **29**

Correct

Mark 1.00 out of 1.00

Whichever method has been used to deconstruct and define the tasks and sub-tasks in the design analysis, this process needs testing or validating. Data modelling uses tried and tested techniques to do this. Entity relationshipmodelling can be used to review databases in three main stages. Initially, 'identify entities' followed by 'identify attributes for entities', but what is the third stage?

Select one:

- a. Identify relationships between entities ✓
- b. Establish database table
- c. All of the above
- d. Define fields and records

The correct answer is: Identify relationships between entities

Question **30**

Correct

Mark 1.00 out of 1.00

Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?

Select one:

- a. Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases
- b. Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios ✓
- c. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios
- d. Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases

The correct answer is: Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios

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Grade	**26.00** out of 30.00 (**87**%)

Question **1**

Correct

Mark 1.00 out of 1.00

This SDLC phase assesses the software for errors and documents bugs if there are any.

Select one:

- a. development/ implementation phase
- b. testing phase ✓
- c. designing phase
- d. analysis phase

The correct answer is: testing phase

Question **2**

Correct

Mark 1.00 out of 1.00

It is describing of an 'example' user

Select one:

- a. android
- b. persona ✓
- c. assistant
- d. proxy

The correct answer is: persona

Question **3**

Correct

Mark 1.00 out of 1.00

These are the reports that provide details about the accident, analysis of the factual data, and conclusions.

Select one:

- a. accident reports ✓
- b. factual data
- c. bugs and errors
- d. infinite informations

The correct answer is: accident reports

Question **4**

Correct

Mark 1.00 out of 1.00

It is the rich stories of the design.

Select one:

- a. B. program
- b. . scenario ✓
- c. C. criteria
- d. D. iteration

The correct answer is: . scenario

Question **5**

Correct

Mark 1.00 out of 1.00

It is a term used in systems engineering, information systems and software engineering to describe a process for planning, creating, testing, and deploying an information system.

Select one:

- a. Process Software Circular Cycle
- b. Program Life Cycle
- c. Maintenance Program Structure Cycle
- d. Systems Development Life Cycle ✓

The correct answer is: Systems Development Life Cycle

Question **6**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what is happening inside".

Select one:

- a. explore interactions ✗
- b. explore cognition
- c. explore architecture
- d. explore definition

The correct answer is: explore architecture

Question **7**

Correct

Mark 1.00 out of 1.00

It is a type of secondary navigation scheme that reveals the user's location in a website path through web site hierarchy.

Select one:

- a. trail sign
- b. website bugs
- c. . breadcrumb trail ✓
- d. linear formats

The correct answer is: . breadcrumb trail

Question **8**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the actual task of developing the software starts here with data recording going on in the background.

Select one:

- a. designing phase
- b. planning phase
- c. development/ implementation phase ✓
- d. analysis phase

The correct answer is: development/ implementation phase

Question **9**

Correct

Mark 1.00 out of 1.00

It is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process.

Select one:

- a. D. design development
- b. A. design process
- c. C. design computing ✓
- d. B. design algorithm

The correct answer is: C. design computing

Question **10**

Incorrect

Mark 0.00 out of 1.00

It is a part of explore the depths of a system project which states "what happens when".

Select one:

- a. explore definition ✗
- b. explore cognition
- c. explore interactions
- d. explore architecture

The correct answer is: explore interactions

Question **11**

Correct

Mark 1.00 out of 1.00

This SDLC phase provides a maintenance process wherein it will be maintained and upgraded from time to time to adapt to changes.

Select one:

- a. maintenance phase ✓
- b. analysis phase
- c. designing phase
- d. development/ implementation phase

The correct answer is: maintenance phase

Question 12

Correct

Mark 1.00 out of 1.00

These has controls, physical layout, modes of device and uses by the real world.

Select one:

- a. connectors
- b. diagrams
- c. physical devices ✓
- d. end user points

The correct answer is: physical devices

Question 13

Correct

Mark 1.00 out of 1.00

It helps people understand and visualize how a computer network is set up.

Select one:

- a. flowchart diagram
- b. hierarchical diagram
- c. engineering diagram
- d. network diagram ✓

The correct answer is: network diagram

Question **14**

Correct

Mark 1.00 out of 1.00

It is a rudimentary working model of a product or information system, usually built for demonstration purposes or as part of the development process.

Select one:

- a. beta
- b. draft system
- c. actual project
- d. prototype ✓

The correct answer is: prototype

Question **15**

Incorrect

Mark 0.00 out of 1.00

It is a discrete action designed to improve the system but you can't predict exactly how things are going to turn out.

Select one:

- a. C. system design
- b. design interactions ✗
- c. B. intervention design
- d. D. design protocols

The correct answer is: B. intervention design

Question **16**

Correct

Mark 1.00 out of 1.00

It has direct observation; probe packs, and used to inform interviews and ideas.

Select one:

- a. . persona
- b. system failure
- c. project design
- d. cultural probes ✓

The correct answer is: cultural probes

Question **17**

Correct

Mark 1.00 out of 1.00

It is the construction process on what is happening/building in the software/ program.

Select one:

- a. navigation
- b. design process ✓
- c. users
- d. design

The correct answer is: design process

Question **18**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about the step of designing takes over, which is basically building the architecture of the project

Select one:

- a. analysis phase
- b. planning phase
- c. designing phase ✓
- d. testing phase

The correct answer is: designing phase

Question **19**

Correct

Mark 1.00 out of 1.00

They are the navigation controller/ commander of the user interface.

Select one:

- a. D. file handlers
- b. B. planners
- c. CEOs
- d. C. users ✓

The correct answer is: C. users

Question **20**

Correct

Mark 1.00 out of 1.00

It is the ability to calculate backward to obtain an input that would result in a given output.

Select one:

- a. goal seeking ✓
- b. system encoding
- c. program designing
- d. job hunting

The correct answer is: goal seeking

Question **21**

Correct

Mark 1.00 out of 1.00

It is a part of explore the depths of a system project which states "what are the users thinking".

Select one:

- a. explore cognition ✓
- b. explore definition
- c. explore architecture
- d. explore interactions

The correct answer is: explore cognition

Question **22**

Correct

Mark 1.00 out of 1.00

This SDLC phase calculates the strengths and weaknesses of the project and development of software.

Select one:

- a. designing phase
- b. planning phase ✓
- c. analysis phase
- d. testing phase

The correct answer is: planning phase

Question **23**

Correct

Mark 1.00 out of 1.00

It is a method to achieve the best outcome (such as maximum profit or lowest cost) in a mathematical model whose requirements are represented by linear relationships.

Select one:

- a. Complex programming
- b. Multi programming
- c. Linear programming ✓
- d. Single programming

The correct answer is: Linear programming

Question **24**

Correct

Mark 1.00 out of 1.00

It is the intervention, part of the goal and constraints when creating software

Select one:

- a. scenario
- b. navigation
- c. users
- d. design ✓

The correct answer is: design

Question **25**

Correct

Mark 1.00 out of 1.00

Which of the following is the golden rule of the design?

Select one:

- a. make your design simple
- b. make more programs
- c. understand your materials ✓
- d. share your files

The correct answer is: understand your materials

Question **26**

Correct

Mark 1.00 out of 1.00

It is the process of studying a procedure or business in order to identify its goals and purposes and creates systems and procedures.

Select one:

- a. system structure
- b. system data
- c. system project
- d. system analysis ✓

The correct answer is: system analysis

Question **27**

Correct

Mark 1.00 out of 1.00

It is described as a visual representation of a system/ website of hierarchy and can also be referred to as a structure chart.

Select one:

- a. statistical chart
- b. slide chart
- c. system chart
- d. hierarchical chart ✓

The correct answer is: hierarchical chart

Question **28**

Correct

Mark 1.00 out of 1.00

It finds your way around the system software

Select one:

- a. creation
- b. C. simulation
- c. D.navigation ✓
- d. B. criterion

The correct answer is: D.navigation

Question **29**

Incorrect

Mark 0.00 out of 1.00

It is the design of the interaction between users and products.

Select one:

- a. D. design protocols
- b. B. intervention design
- c. C. system design ✗
- d. design interactions

The correct answer is: design interactions

Question **30**

Correct

Mark 1.00 out of 1.00

This SDLC phase is about analyzing the performance of the software.

Select one:

- a. designing phase
- b. planning phase
- c. testing phase
- d. analysis phase ✓

The correct answer is: analysis phase

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State	Finished
Completed on	Sunday, 26 April 2020, 10:36 AM
Time taken	27 mins 35 secs
Grade	**27.00** out of 30.00 (**90**%)

Question **1**

Correct

Mark 1.00 out of 1.00

Which of the following term describes testing?

Select one:

- a. b) Evaluating deliverable to find errors ✓
- b. a) Finding broken code
- c. d) None of the mentioned
- d. c) A stage of all projects

The correct answer is: b) Evaluating deliverable to find errors

Question **2**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of CASE tool?

Select one:

- a. b) Classic
- b. c) Real
- c. d) Middle ✓
- d. Lower

The correct answer is: d) Middle

Question **3**

Incorrect

Mark 0.00 out of 1.00

Which of the following lasts for the duration of the project and covers the development process?

Select one:

- a. c) Providing information on the development process in terms of metrics
- b. a) Monitoring all key parameters like cost, schedule, risks
- c. d) All of the mentioned ✗
- d. b) Taking corrective actions when needed

The correct answer is: a) Monitoring all key parameters like cost, schedule, risks

Question **4**

Correct

Mark 1.00 out of 1.00

If the user queries a collection of large databases and extracts information from the webapp, the webapp is categorized under

Select one:

- a. a) Service oriented app
- b. b) Database access app
- c. d) Data warehousing app ✓
- d. c) Portal app

The correct answer is: d) Data warehousing app

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. Provide for flexible interaction
- b. c) Show technical internals from the casual user ✓
- c. b) Allow user interaction to be interrupt-able and undo-able
- d. d) Design for direct interaction with objects that appear on the screen

The correct answer is: c) Show technical internals from the casual user

Question **6**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) Interface design
- b. c) Knowledgeable, frequent users ✓
- c. d) Interface validation
- d. User, task, and environment analysis and modeling

The correct answer is: c) Knowledgeable, frequent users

Question **7**

Correct

Mark 1.00 out of 1.00

A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.

Select one:

- a. a) True ✓
- b. b) False

The correct answer is: a) True

Question **8**

Correct

Mark 1.00 out of 1.00

What stores all changes and info related to the project from development through maintenance in CASE tools?

Select one:

- a. d) None of the mentioned
- b. c) Registers
- c. b) Repository ✓
- d. a) Database

The correct answer is: b) Repository

Question **9**

Correct

Mark 1.00 out of 1.00

Which of the following is not a typical environment in communication facilitation ?

Select one:

- a. d) Multiple locations
- b. b) Multiple user groups
- c. a) Multiple teams
- d. c) Multiple fests ✓

The correct answer is: c) Multiple fests

Question **10**

Correct

Mark 1.00 out of 1.00

What combines the outward manifestation of the computer-based system , coupled with all supporting information that describe system syntax and semantics?

Select one:

- a. a) mental image
- b. b) interface design
- c. d) interface validation
- d. c) system image ✓

The correct answer is: c) system image

Question **11**

Correct

Mark 1.00 out of 1.00

Which of the following is a risk associated with using hypertext in web applications?

Select one:

- a. b) Cognitive overload for users
- b. c) All of the mentioned ✓
- c. d) None of the mentioned
- d. a) Loss of sense of locality and direction

The correct answer is: c) All of the mentioned

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following is golden rule for interface design?

Select one:

- a. c) Make the interface consistent
- b. Place the user in control
- c. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **13**

Correct

Mark 1.00 out of 1.00

CASE stands for

Select one:

- a. b) Computer Aided Software Engineering ✓
- b. Cost Aided Software Engineering
- c. d) None of the mentioned
- d. c) Control Aided Software Engineering

The correct answer is: b) Computer Aided Software Engineering

Question **14**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to electronic shopping?

Select one:

- a. d) Workflow-oriented
- b. a) Informational
- c. b) Interactive
- d. c) Transaction-oriented ✓

The correct answer is: c) Transaction-oriented

Question **15**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Availability
- b. c) Content sensitive ✓
- c. b) Data driven
- d. d) Continuous evolution

The correct answer is: c) Content sensitive

Question **16**

Incorrect

Mark 0.00 out of 1.00

Which of the following statements are incorrect with reference to web-based systems? Web-based systems

Select one:

- a. b) must be able to cope with uncertain, random heavy demands on services
- b. a) should be unscalable
- c. c) must be secure ✗
- d. d) are subject to assorted legal, social, and ethical scrutiny

The correct answer is: a) should be unscalable

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) design model ✓
- b. d) system image
- c. c) mental image

The correct answer is: a) design model

Question **18**

Correct

Mark 1.00 out of 1.00

A software might allow a user to interact via

Select one:

- a. c) voice recognition commands
- b. a) keyboard commands
- c. d) all of the mentioned ✓
- d. b) mouse movement

The correct answer is: d) all of the mentioned

Question **19**

Correct

Mark 1.00 out of 1.00

Select one:

- a. b) Performance
- b. a) Unpredictable load
- c. d) Network intensiveness
- d. c) Concurrency ✓

The correct answer is: c) Concurrency

Question **20**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. b) shortcuts
- b. d) all of the mentioned
- c. c) objects that appear on the screen
- d. short-term memory ✓

The correct answer is: short-term memory

Question **21**

Correct

Mark 1.00 out of 1.00

What is a collection of software elements treated as a unit for the purposes of SCM?

Select one:

- a. b) Baseline
- b. c) Configuration
- c. a) Software Configuration Item ✓
- d. d) Configuration Control Board

The correct answer is: a) Software Configuration Item

Question **22**

Correct

Mark 1.00 out of 1.00

Standard Enforcer is a

Select one:

- a. a) Static Testing Tool ✓
- b. b) Dynamic Testing
- c. d) None of the mentioned
- d. c) Static & Dynamic Testing

The correct answer is: a) Static Testing Tool

Question **23**

Correct

Mark 1.00 out of 1.00

What category of web-based system would you assign to discussion groups?

Select one:

- a. b) Online communities ✓
- b. c) Web portals
- c. a) Collaborative work
- d. d) Workflow-oriented

The correct answer is: b) Online communities

Question **24**

Correct

Mark 1.00 out of 1.00

Web-based systems are often document-oriented containing static or dynamic content

Select one:

- a. b) False
- b. a) True ✓

The correct answer is: a) True

Question **25**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. a) the design of interfaces between software components
- b. c) the design of the interface between two computers ✓
- c. b) the design of interfaces between the software and human producers and consumers of information
- d. d) all of the mentioned

The correct answer is: c) the design of the interface between two computers

Question **26**

Correct

Mark 1.00 out of 1.00

Maintenance testing is performed using which methodology?

Select one:

- a. c) Breadth test and depth test ✓
- b. d) Confirmation testing
- c. a) Retesting
- d. b) Sanity testing

The correct answer is: c) Breadth test and depth test

Question **27**

Correct

Mark 1.00 out of 1.00

Which process model should be used in virtually all situations of web engineering?

Select one:

- a. b) Waterfall Model
- b. d) None of the mentioned
- c. a) Incremental Model ✓
- d. c) Spiral Model

The correct answer is: a) Incremental Model

Question **28**

Correct

Mark 1.00 out of 1.00

Which of the following is not a conflict in software development team?

Select one:

- a. b) Shared and common code
- b. a) Simultaneous updates
- c. d) Graphics issues ✓
- d. c) Versions

The correct answer is: d) Graphics issues

Question **29**

Correct

Mark 1.00 out of 1.00

Which analysis is a part of Analysis model of the web engineering process framework?

Select one:

- a. Content Analysis
- b. c) Functional Analysis
- c. b) Interaction Analysis
- d. d) All of the mentioned ✓

The correct answer is: d) All of the mentioned

Question **30**

Incorrect

Mark 0.00 out of 1.00

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

Select one:

- a. c) mental image
- b. d) system image
- c. design model ✗

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State	Finished
Completed on	Thursday, 7 May 2020, 12:18 PM
Time taken	10 mins 3 secs
Grade	**23.00** out of 30.00 (**77**%)

Question **1**

Correct

Mark 1.00 out of 1.00

1. The perception of size by human eye depends upon

Select one:

- a. D. other factors ✓
- b. B. visual acuity
- c. A. visual angle
- d. C. visual eld

The correct answer is: D. other factors

Question **2**

Correct

Mark 1.00 out of 1.00

20. The optical illusion used in designs effects page

Select one:

- a. C. borders
- b. D. asymmetry
- c. B. composition
- d. A. symmetry ✓

The correct answer is: A. symmetry

Question **3**

Incorrect

Mark 0.00 out of 1.00

14. The visual angle measurement given by 1 degree is equivalent to

Select one:

- a. C. 60 minutes of arc ✗
- b. B. 600 seconds of arc
- c. A. 60 seconds of arc
- d. D. 360 seconds of arc

The correct answer is: A. 60 seconds of arc

Question **4**

Incorrect

Mark 0.00 out of 1.00

27. The characteristic of software that enable it to be used multiple times is called

Select one:

- a. C. usable ✗
- b. A. reusable
- c. B. useful
- d. D. used

The correct answer is: A. reusable

Question **5**

Incorrect

Mark 0.00 out of 1.00

21. The image is made at the back side of eye in the form of

Select one:

- a. A. straight image
- b. C. vertical image
- c. B. horizontal image
- d. D. upside down image ✗

The correct answer is: A. straight image

Question **6**

Correct

Mark 1.00 out of 1.00

26. The ratio of cones over fovea region is

Select one:

- a. C. 2-3%
- b. D. 4-5%
- c. A. 3-4% ✓
- d. B. 1-2%

The correct answer is: A. 3-4%

Question **7**

Correct

Mark 1.00 out of 1.00

5. The visible section of an ear is called

Select one:

- a. B. middle ear
- b. D. outer ear ✓
- c. C. medium ear
- d. A. inner ear

The correct answer is: D. outer ear

Question **8**

Correct

Mark 1.00 out of 1.00

28. The first priority requirements must be of

Select one:

- a. A. user ✓
- b. D. time
- c. C. finance
- d. B. computer system

The correct answer is: A. user

Question **9**

Correct

Mark 1.00 out of 1.00

10. The term "physical reception" of stimulus actually describes the

Select one:

- a. C. unlimited human vision
- b. B. skills of human vision
- c. D. limitation of human vision ✓
- d. A. innite capabilities of human

The correct answer is: D. limitation of human vision

Question **10**

Correct

Mark 1.00 out of 1.00

The human computer interaction is a core subject of

Select one:

- a. D. no ones
- b. C. anthropology
- c. B. software engineering ✓
- d. A. psychology

The correct answer is: B. software engineering

Question **11**

Incorrect

Mark 0.00 out of 1.00

17. The user's vocal system is categorically used as

Select one:

- a. B. processing control
- b. D. motor control
- c. A. input control
- d. C. memorization control ✗

The correct answer is: D. motor control

Question **12**

Correct

Mark 1.00 out of 1.00

6. The photoreceptors of eyes that are been saturated and active by sudden light are called

Select one:

- a. B. lens
- b. D. rods ✓
- c. A. cones
- d. C. corneas

The correct answer is: D. rods

Question **13**

Correct

Mark 1.00 out of 1.00

16. The jerky movement of human eyes during reading process is followed by

Select one:

- a. B. fixations ✓
- b. C. saccades
- c. D. suppression
- d. A. regressions

The correct answer is: B. fixations

Question **14**

Correct

Mark 1.00 out of 1.00

8. The small region of retina where optic nerve enters the eye is called

Select one:

- a. A. fovea
- b. C. ligament
- c. B. blind spot ✓
- d. D. lens

The correct answer is: B. blind spot

Question **15**

Correct

Mark 1.00 out of 1.00

9. The three colors of cone sensitivity for three different types of conesare

Select one:

- a. A. blue, green and red ✓
- b. C. blue, green and purple
- c. B. orange, green and red
- d. D. blue, green and white

The correct answer is: A. blue, green and red

Question **16**

Correct

Mark 1.00 out of 1.00

4. Generally, the computer input in human computer interaction is

Select one:

- a. C. user input
- b. B. computer input
- c. A. computer output
- d. D. user output ✓

The correct answer is: D. user output

Question **17**

Correct

Mark 1.00 out of 1.00

25. The cones over fovea region is sensitive to

Select one:

- a. D. green light
- b. C. yellow light
- c. B. blue light ✓
- d. A. red light

The correct answer is: B. blue light

Question **18**

Correct

Mark 1.00 out of 1.00

29. The user's hearing system is categorically used as

Select one:

- a. B. motor control
- b. C. input control ✓
- c. D. memorization control
- d. A. processing control

The correct answer is: C. input control

Question **19**

Incorrect

Mark 0.00 out of 1.00

22. The subsystem of human machine processor that handles connections is called

Select one:

- a. C. autonomic system
- b. D. cognitive system ✗
- c. B. motor system
- d. A. perceptual system

The correct answer is: A. perceptual system

Question **20**

Correct

Mark 1.00 out of 1.00

13. The user output in human computer interaction is occurred through

Select one:

- a. A. motor controls ✓
- b. C. senses
- c. B. experience
- d. D. education

The correct answer is: A. motor controls

Question **21**

Correct

Mark 1.00 out of 1.00

3. The function between luminance of an object and its background iscalled

Select one:

- a. C. saturation
- b. B. icker
- c. D. intensity
- d. A. contrast ✓

The correct answer is: A. contrast

Question **22**

Incorrect

Mark 0.00 out of 1.00

24. The ratio of different hues that can be discriminated by an average person is

Select one:

- a. D. 150 ✗
- b. C. 125
- c. A. 50
- d. B. 100

The correct answer is: A. 50

Question **23**

Correct

Mark 1.00 out of 1.00

30. The cones are also not active in temporary blindness due to the rods'

Select one:

- a. D. demolition
- b. C. depression
- c. A. suppression ✓
- d. B. repression

The correct answer is: A. suppression

Question **24**

Incorrect

Mark 0.00 out of 1.00

23. The human vision that is dominated by rods to see directly in the center of view is called

Select one:

- a. D. peripheral vision ✗
- b. A. center vision
- c. B. vertical vision
- d. C. horizontal vision

The correct answer is: A. center vision

Question **25**

Correct

Mark 1.00 out of 1.00

7. The reading speed and accuracy is increased by reading familiar words based on

Select one:

- a. B. word color
- b. C. word as single letter
- c. A. word shape ✓

The correct answer is: A. word shape

Question **26**

Correct

Mark 1.00 out of 1.00

2. The photoreceptors of eyes that allows color vision are called

Select one:

- a. B. lens
- b. C. corneas
- c. D. cones ✓
- d. A. rods

The correct answer is: D. cones

Question **27**

Correct

Mark 1.00 out of 1.00

18. The ear of a human is further categorized into

Select one:

- a. D. ve sections
- b. C. four sections
- c. A. two sections
- d. B. three sections ✓

The correct answer is: B. three sections

Question **28**

Correct

Mark 1.00 out of 1.00

11. The research related to human computer interaction was begin with the title

Select one:

- a. C. man-machine interaction ✓
- b. D. user-machine interaction
- c. B. person-machine interaction
- d. A. individual-machine interaction

The correct answer is: C. man-machine interaction

Question **29**

Correct

Mark 1.00 out of 1.00

19. The light sensitive part of an eye in human vision system is

Select one:

- a. A. lens
- b. B. cornea
- c. D. not from above
- d. C. retina ✓

The correct answer is: C. retina

Question **30**

Correct

Mark 1.00 out of 1.00

15. The total time period taken by the xations in reading process isapproximately

Select one:

- a. C. 92%
- b. B. 93%
- c. A. 94% ✓
- d. D. 91%

The correct answer is: A. 94%

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Grade	**29.00** out of 30.00 (**97**%)

Question **1**

Correct

Mark 1.00 out of 1.00

10. Predictive analytics is same as forecasting.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **2**

Correct

Mark 1.00 out of 1.00

27. Incremental view maintenance is needed to efficiently update

Select one:

- a. C. Relational views
- b. A. Materialized views ✓
- c. B. Rational views
- d. D. Query views

The correct answer is: A. Materialized views

Question **3**

Correct

Mark 1.00 out of 1.00

11. What is Machine learning?

Select one:

- a. a) The autonomous acquisition of knowledge through the use of computer programs ✓
- b. b) The autonomous acquisition of knowledge through the use of manual programs
- c. d) The selective acquisition of knowledge through the use of manual programs
- d. c) The selective acquisition of knowledge through the use of computer programs

The correct answer is: a) The autonomous acquisition of knowledge through the use of computer programs

Question **4**

Correct

Mark 1.00 out of 1.00

9. Which of the following function can be used for forecasting?

Select one:

- a. a) predict
- b. c) ets
- c. all of the mentioned
- d. b)forecast ✓

The correct answer is: b)forecast

Question **5**

Correct

Mark 1.00 out of 1.00

30. Materialized views are used to speed up

Select one:

- a. B. Query processing ✓
- b. D. Query cost
- c. C. Query management
- d. A. Query optimization

The correct answer is: B. Query processing

Question **6**

Correct

Mark 1.00 out of 1.00

22. Which is used to improve the agents performance?

Select one:

- a. Perceiving
- b. c) Observing
- c. b) Learning ✓
- d. d) None of the mentioned

The correct answer is: b) Learning

Question **7**

Correct

Mark 1.00 out of 1.00

8. Which of the following is used to assist the quantitative trader in the development?

Select one:

- a. c) quantity
- b. b) quantile
- c. d) mboost
- d. a)quantmod ✓

The correct answer is: a)quantmod

Question **8**

Correct

Mark 1.00 out of 1.00

Which of the following method can be used to combine different classifiers?

Select one:

- a. a) Model stacking ✓
- b. d) None of the mentioned
- c. c) Model structuring
- d. b) Model combining

The correct answer is: a) Model stacking

Question **9**

Correct

Mark 1.00 out of 1.00

21. In which agent does the problem generator is present?

Select one:

- a. a) Learning agent ✓
- b. b) Observing agent
- c. c) Reflex agent
- d. d) None of the mentioned

The correct answer is: a) Learning agent

Question **10**

Correct

Mark 1.00 out of 1.00

25. Which element in the agent are used for selecting external actions?

Select one:

- a. b) Performance ✓
- b. c) Learning
- c. d) Actuator
- d. a) Perceive

The correct answer is: b) Performance

Question **11**

Correct

Mark 1.00 out of 1.00

12. Which of the factors affect the performance of learner system does not include?

Select one:

- a. d) Good data structures ✓
- b. c) Type of feedback
- c. a) Representation scheme used
- d. b) Training scenario

The correct answer is: d) Good data structures

Question **12**

Correct

Mark 1.00 out of 1.00

29. Histograms can be computed using

Select one:

- a. B. Average of data
- b. C. Sampling ✓
- c. D. Hard data
- d. A. Population

The correct answer is: C. Sampling

Question **13**

Correct

Mark 1.00 out of 1.00

18. How many types of agents are there in artificial intelligence?

Select one:

- a. c) 3
- b. d) 4 ✓
- c. a) 1
- d. 2

The correct answer is: d) 4

Question **14**

Correct

Mark 1.00 out of 1.00

5. Point out the correct statement.

Select one:

- a. a) Combining classifiers improves interpretability
- b. b) Combining classifiers reduces accuracy
- c. c) Combining classifiers improves accuracy ✓
- d. d) All of the mentioned

The correct answer is: c) Combining classifiers improves accuracy

Question **15**

Correct

Mark 1.00 out of 1.00

1. Which of the following is correct about regularized regression?

Select one:

- a. a) Can help with bias trade-off ✓
- b. c) Cannot help with variance trade-off
- c. b) Cannot help with model selection
- d. d) All of the mentioned

The correct answer is: a) Can help with bias trade-off

Question **16**

Correct

Mark 1.00 out of 1.00

20. What is the composition for agents in artificial intelligence?

Select one:

- a. d) None of the mentioned
- b. c) Both Program & Architecture ✓
- c. b) Architecture
- d. a) Program

The correct answer is: c) Both Program & Architecture

Question **17**

Correct

Mark 1.00 out of 1.00

3. Which of the following methods are present in caret for regularized regression?

Select one:

- a. b) lasso
- b. d) all of the mentioned ✓
- c. a) ridge
- d. c) relaxo

The correct answer is: d) all of the mentioned

Question **18**

Correct

Mark 1.00 out of 1.00

14. In language understanding, the levels of knowledge that does not include?

Select one:

- a. d) Logical
- b. a) Phonological
- c. c) Empirical ✓
- d. b) Syntactic

The correct answer is: c) Empirical

Question **19**

Correct

Mark 1.00 out of 1.00

15. A model of language consists of the categories which does not include?

Select one:

- a. c) System constraints
- b. d) Structural units ✓
- c. a) Language units
- d. b) Role structure of units

The correct answer is: d) Structural units

Question **20**

Correct

Mark 1.00 out of 1.00

19. What is the rule of simple reflex agent?

Select one:

- a. c) Simple & Condition-action rule
- b. d) None of the mentioned
- c. a) Simple-action rule
- d. b) Condition-action rule ✓

The correct answer is: b) Condition-action rule

Question **21**

Correct

Mark 1.00 out of 1.00

13. Different learning methods does not include?

Select one:

- a. b) Analogy
- b. d) Introduction ✓
- c. a) Memorization
- d. c) Deduction

The correct answer is: d) Introduction

Question **22**

Correct

Mark 1.00 out of 1.00

7. Model based prediction considers relatively easy version for covariance matrix.

Select one:

- a. b) False ✓
- b. a) True

The correct answer is: b) False

Question **23**

Correct

Mark 1.00 out of 1.00

6. Which of the following function provides unsupervised prediction?

Select one:

- a. a) cl_forecast
- b. d) none of the mentioned ✓
- c. c) cl_precast
- d. b) cl_nowcast

The correct answer is: d) none of the mentioned

Question **24**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Search
- b. c) Retrieve
- c. d) Both Search & Plan ✓
- d. b) Plan

The correct answer is: d) Both Search & Plan

Question **25**

Correct

Mark 1.00 out of 1.00

28. Advanced optimization techniques includes optimization of updates,multiquery optimization and

Select one:

- a. D. All of the Above ✓
- b. A. Top-K optimization
- c. C. Parametric query optimization
- d. B. Join minimization

The correct answer is: D. All of the Above

Question **26**

Correct

Mark 1.00 out of 1.00

16. Which instruments are used for perceiving and acting upon the environment?

Select one:

- a. c) Perceiver
- b. a) Sensors and Actuators ✓
- c. b) Sensors
- d. d) None of the mentioned

The correct answer is: a) Sensors and Actuators

Question **27**

Correct

Mark 1.00 out of 1.00

26. Most database systems to store the number of values for an attributewithin several ranges, uses

Select one:

- a. C. Pie-chart
- b. B. Gantt chart
- c. D. Bar-graph
- d. A. Histogram ✓

The correct answer is: A. Histogram

Question **28**

Correct

Mark 1.00 out of 1.00

23. Which agent deals with happy and unhappy states?

Select one:

- a. d) Utility based agent ✓
- b. b) Model based agent
- c. c) Learning agent
- d. Simple reflex agent

The correct answer is: d) Utility based agent

Question **29**

Not answered

Marked out of 1.00

2. Point out the wrong statement.

Select one:

- a. d) All of the mentioned
- b. b) Model based approach use Bayes theorem
- c. c) Model based approach are reasonably inaccurate on real problems
- d. a) Model based approach may be computationally convenient

The correct answer is: c) Model based approach are reasonably inaccurate on real problems

Question **30**

Correct

Mark 1.00 out of 1.00

Select one:

- a. a) Used to perceive the environment
- b. b) Complete history of actuator
- c. c) Complete history of perceived things ✓
- d. d) None of the mentioned

The correct answer is: c) Complete history of perceived things

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Time taken	7 mins 4 secs
Grade	**28.00** out of 30.00 (**93**%)

Question **1**

Correct

Mark 1.00 out of 1.00

22. Which of the following is not a test level

Select one:

- a. A. component testing
- b. D. integration testing
- c. B. system testing
- d. C.client acceptance testing ✓

The correct answer is: C.client acceptance testing

Question **2**

Incorrect

Mark 0.00 out of 1.00

17. Which of the technique evaluates design on how well it supports user in learning task

Select one:

- a. B. Cognitive Walkthrough
- b. D. Review Based Evaluation ✗
- c. C. Model-based Evaluation

Question **3**

Correct

Mark 1.00 out of 1.00

15. 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

Select one:

- a. A. i, ii and iii
- b. B. i, ii and iv ✓
- c. C. i, iii and iv
- d. D. ii, iii and iv

The correct answer is: B. i, ii and iv

Question **4**

Correct

Mark 1.00 out of 1.00

24. Debugging is the process of writing test data.

Select one:

- a. B. False ✓
- b. A.True

The correct answer is: B. False

Question **5**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, iii and iv
- b. D. ii, iii and iv
- c. B.i, ii and iv ✓
- d. A. i, ii and iii

The correct answer is: B.i, ii and iv

Question **6**

Incorrect

Mark 0.00 out of 1.00

21. Good usability is

Select one:

- a. C. developer dependent ✗
- b. user independent
- c. D. developer independent
- d. A. user dependent

The correct answer is: A. user dependent

Question **7**

Correct

Mark 1.00 out of 1.00

3. 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.

Select one:

- a. D. Consistency and standard
- b. C.Visibility of system status ✓
- c. . Error prevention
- d. B. Help and documentation

The correct answer is: C.Visibility of system status

Question **8**

Correct

Mark 1.00 out of 1.00

23. Running a program is one way of testing the solution to that problem.

Select one:

- a. B. False
- b. A.True ✓

The correct answer is: A.True

Question **9**

Correct

Mark 1.00 out of 1.00

8. IDENTIFY fingerprint scanner, Iris scanner, hand geometry reader Identify the type of technology based on example above

Select one:

- a. Cloud computing
- b. A. Mobile device
- c. B. Security devices ✓
- d. D. Wearable computing

The correct answer is: B. Security devices

Question **10**

Correct

Mark 1.00 out of 1.00

1. Identify the main goal of interaction design

Select one:

- a. D To assess the extend and accessibility of system functionality ✓
- b. A. To assess the effect of interface on system
- c. B. To assess the extend of design functionality
- d. C. To sketch the system layout from user's perspective

The correct answer is: D To assess the extend and accessibility of system functionality

Question **11**

Correct

Mark 1.00 out of 1.00

14. "Error rate will increase as font size decrease" The above statement is

Select one:

- a. A. Participants
- b. D. Independent variables
- c. C. Dependent variables
- d. B. Hypothesis ✓

The correct answer is: B. Hypothesis

Question **12**

Correct

Mark 1.00 out of 1.00

29. White Box Techniques are also called as:-

Select one:

- a. A. Structural Testing ✓
- b. C. Error Guessing Technique
- c. D. Experience-Based Technique
- d. B. Design-Based Testing

The correct answer is: A. Structural Testing

Question **13**

Correct

Mark 1.00 out of 1.00

5. "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

Select one:

- a. A. Heuristic evaluation
- b. Cognitive walkthrough
- c. D. Review-based evaluation
- d. C.Model-based evaluation ✓

The correct answer is: C.Model-based evaluation

Question **14**

Correct

Mark 1.00 out of 1.00

Which of the following techniques is NOT a White box technique?

Select one:

- a. B. Decision Testing and coverage
- b. C. Condition Coverage
- c. D. Boundary value analysis ✓
- d. A. Statement Testing and coverage

The correct answer is: D. Boundary value analysis

Question **15**

Correct

Mark 1.00 out of 1.00

20. How many principle in universal design?

Select one:

- a. A. Six
- b. C. Eight
- c. D. Ten
- d. Seven ✓

The correct answer is: Seven

Question **16**

Correct

Mark 1.00 out of 1.00

25. Which tool would you use if a programmer wanted to express algorithm visually?

Select one:

- a. C. Storyboard
- b. A. Flowchart ✓
- c. D. Graphical user interface
- d. B. Pseudocode

The correct answer is: A. Flowchart

Question **17**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Questionnaire
- b. B. Protocol analysis
- c. D. Review-based evaluation
- d. C. Interview ✓

The correct answer is: C. Interview

Question **18**

Correct

Mark 1.00 out of 1.00

9. IDENTIFY Fitness bands, Google glass, Oculus rift Identify the type of technology based on example above

Select one:

- a. A. Mobile device
- b. C. Cloud computing
- c. B. Security devices
- d. D. Wearable computing ✓

The correct answer is: D. Wearable computing

Question **19**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. A. Heuristic Evaluation ✓
- b. B. Cognitive Walkthrough
- c. C. Model-based Evaluation

The correct answer is: A. Heuristic Evaluation

Question **20**

Correct

Mark 1.00 out of 1.00

11. Choose the principle that applies all the guideline below:Accommodate variation in hand and grip sizeComponents comfortably reachable by seated or standing userProvide a clear line of sight to important elements for any seated or standing user

Select one:

- a. D. Size and space for approach and use
- b. B. Low psychical effort ✓
- c. A. Equitable use
- d. C. Perceptible Information

The correct answer is: B. Low psychical effort

Question **21**

Correct

Mark 1.00 out of 1.00

28. User Acceptance testing is

Select one:

- a. C. Gray box testing
- b. D. None of the above
- c. B. Black box testing ✓
- d. A. White box testing

The correct answer is: B. Black box testing

Question **22**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. Model-based evaluation
- b. B. Cognitive walkthrough
- c. A.Heuristic Evaluation ✓
- d. D. Review-based evaluation

The correct answer is: A.Heuristic Evaluation

Question **23**

Correct

Mark 1.00 out of 1.00

19. Which of the following is the handwriting recognition device?

Select one:

- a. Monochrome monitor
- b. Keyboard
- c. LCD monitor
- d. A. Tablet PC ✓

The correct answer is: A. Tablet PC

Question **24**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. D. Graphical Design Rationale
- b. A. Issue-based Information system ✓
- c. B. Design space analysis
- d. C. Psychological Design Rationale

The correct answer is: A. Issue-based Information system

Question **25**

Correct

Mark 1.00 out of 1.00

4. Choose the suitable method to apply the criteria below:Data can be collected in database for analysis Present result clearlyResponses are usually received quickly

Select one:

- a. A. Interview
- b. D. Observation
- c. C. Research
- d. B.Questionnaire ✓

The correct answer is: B.Questionnaire

Question **26**

Correct

Mark 1.00 out of 1.00

10. Choose the principle that applies all the guideline below: Accommodate variation in hand and grip size, Components comfortably reachable by seated or standing user, provide a clear line of sight to important elements for any seated or standing user

Select one:

- a. B. Low psychical effort
- b. A. Equitable use
- c. D. Size and space for approach and use ✓
- d. C. Perceptible Information

The correct answer is: D. Size and space for approach and use

Question **27**

Correct

Mark 1.00 out of 1.00

7. Select the technology that apply touch in the interface mode

Select one:

- a. D. Text-to-speech converter
- b. C. Braille electronic display ✓
- c. A. Digitizing tablet
- d. Motion recognition TV

The correct answer is: C. Braille electronic display

Question **28**

Correct

Mark 1.00 out of 1.00

27. Define a Type I error?

Select one:

- a. B. Rejecting a true null hypothesis ✓
- b. D. Accepting a true null hypothesis
- c. The failure to reject a false null hypothesis
- d. C. The acceptance to reject a null hypothesis

The correct answer is: B. Rejecting a true null hypothesis

Question **29**

Correct

Mark 1.00 out of 1.00

26. What is definition of null hypothesis?

Select one:

- a. A. The independent variable has no effect on the dependent variable for the population ✓
- b. C. The dependent variable has no effect on the independent variable
- c. B. The independent variable does have an effect on the dependent variable
- d. D. The dependent variable does have effect on the independent variable

The correct answer is: A. The independent variable has no effect on the dependent variable for the population

Question **30**

Correct

Mark 1.00 out of 1.00

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

Select one:

- a. C. i, ii and iv
- b. B. i, iii and iv
- c. D. ii, iii and iv
- d. A. i, ii and iii ✓

The correct answer is: A. i, ii and iii