



BE COMP MCQ PDF

HCI

Jordan PDF

APPROVED

Our Telegram Channel

https://t.me/SPPU_BE_COMP_BOOKS_EXAMS

Team Members:
Tatyia Vinchu
Sergio Marquina

Seat No -

Total number of questions : 60

PWD12901_HUMAN COMPUTER INTERACTION

Time : 1hr

Max Marks : 50

N.B

- 1) All questions are Multiple Choice Questions having single correct option.
- 2) Attempt any 50 questions out of 60.
- 3) Use of calculator is allowed.
- 4) Each question carries 1 Mark.
- 5) Specially abled students are allowed 20 minutes extra for examination.
- 6) Do not use pencils to darken answer.
- 7) Use only black/blue ball point pen to darken the appropriate circle.
- 8) No change will be allowed once the answer is marked on OMR Sheet.
- 9) Rough work shall not be done on OMR sheet or on question paper.
- 10) Darken ONLY ONE CIRCLE for each answer.

Q.no 1. A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.A : **TRUE**

B : FALSE

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Q.no 2. HCI standas for

A : Human computer interface

B : **Human computer interaction**

C : Human computer intersection

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Q.no 3. Which is not a component of Human Input output channel system

A : Haptic

B : Feeling

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A : Self driving Car

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HCI stand forâ€œ..	Human Computer Interface	Human Computer Interaction	Human computer Implementation	All of above	B
â€œ.. 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€œ.. And â€œ... are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	B
â€œ.. 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€œ.. Look	3D	2D	1D	None of these	A
People performing operations are called .. on objects	operating	Actions	pointing	None of these	B
â€œ.. interacts with the collection of elements with referred to as objects .	Server	Computer	User	All of these	D

â€œâ€œâ€œ.. 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€œâ€œâ€œ.. 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€œâ€œâ€œ.. goal to build a hierarchy of means and pages that feels natural	Organized	Design	Driven	All of these	D
â€œâ€œâ€œ.. 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

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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
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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
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Advantages of direct observation is ..	there can be false report	speaking with Computer	Error message	None of these	A
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The clarity 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 requirement	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_____ to solve	Good	Bad	both a& b	None of these	A
HCI design components areaâ€¢;	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€œ;â€œ;â€œ; 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€œ;..	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€œ;.	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
... Is an activity in Interaction basic design	identifying the system	Developing alternative design	Establish the requirements	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€¢ 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 _____.	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 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€œâ€œâ€œâ€œ patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
â€œâ€œâ€œâ€œ. 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€œ_____ 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

<u>___</u> 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 _____	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
<u>___</u> 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
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	i€ 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

<p>_____ has a goal of assessing whether the product works according to its specifications</p>	Trunk Test	Quality assurance	Both above	None of the given	B
<p>Information sites with daily-updated information will naturally attract users more than a monthly-updated site.</p>	Repeat	Infrequent	Nonuser	None of the given	A
<p>To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together</p>	due to _____.	Form factor	Input method	View	None of the given
<p>are dragged down from the title at the top of the screen.</p>	Pull Down Menus	Main Menus	Icons	Buttons	A
<p>_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations</p>	Buttons	Pointers	Menus	Windows	A
<p>The term _____ derives from systems theory and refers not</p>	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 output 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€œ;â€œ;â€œ;â€œ;â€œ; 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	b

				principles	
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
A persona in the context of goal-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	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	architectura l	interface	and procedural representati ons 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 Schneiderman'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 psychologist s administer a questionnair e	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 storyboardin g.	After storyboardin g
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 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	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 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
Select the best way of analysing qualitative user comments collected during a user test	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 _____.	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 functionality ?:	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 interlaced 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d
the 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	Heuristic 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 users 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 in 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 Processsing 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	Design 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 evaluation strategy 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 them to a set of 10 users one by one for a user study. Which of the following study designs 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 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	Provide for flexible interaction	Allow user interaction to be interruptable 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 prototyping?	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 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
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 discovered 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 live 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

<p>_____ is particularly useful early in design. It is excellent technique to use with the prototype</p>	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 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.	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 together 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
makes 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 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.
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 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 a product?	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
Which of the following instances illustrates a 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

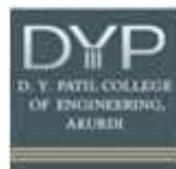
What is an ideal composition of tasks in a task analysis?	All easy tasks	All difficult tasks	A mix of easy	moderate and difficult tasks	More easy tasks and less difficult tasks
Identify the main goal of interaction design	To assess the effect of interface on system	To assess the extend of design functionality	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 walkthrough	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 user-centred design process.	The opportunity cost of not using user-centred 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 live 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 thousand people?	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 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.
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.
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



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

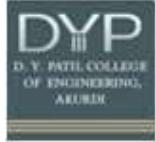
	C.Places the different activities in a logical sequence using symbols for the different type of activities. D.Assesses the efficiency of the process. E.None of the above.	
5	Which of the following best explains the purpose of e-business workflow systems? A.Sharing of production figures throughout an organization B.Use of e-mail to offer new products to customers C.Collaborative sharing of documents D.E-commerce functionality for customers E.None of the above	Ans.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? A.Identifies the different activities conducted in a process in a hierarchical form 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	Ans.D Relates the different activities conducted to different functional parts of the organization
7	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	Ans.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 B.Identify attributes, entities, relationships C.Identify relationships, entities, attributes D.Identify entities, attributes, relationships	Ans.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. A.Intermediary	Ans.D

	B.Competitor C.Owner D.Customer E.None of the above	Customer
10	Which of the following is a description of use-case analysis? A.Providing an overall design to a site consistent with the positioning of the products and services 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	Ans.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: A.Process B.Task analysis C.Activity-based process definition method D.Process mapping	Ans.B Task analysis
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? A.Event-driven process chain model B.Task manual development C.Network diagram D.Flow process chart	Ans.B Task manual development
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'? A.Site navigation B.Site organisation C.Site style D.Site personality E.All of the above	Ans.E All of the above
	(Mrs.Dipalee Divakar Rane)	
	Subject Incharge	

14	<p>Security is a serious concern for e-business managers 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?</p> <p>A.Malware B.Denial of service C.Firewalling D.Phishing</p>	<p>ANS D Phishing</p>
15	<p>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?</p> <p>A. Accessibility legislation B.Mandatory free access for those with certain disabilities C.Much larger screens D.None of the above</p>	<p>ANS A Accessibility legislation</p>
16	<p>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:</p> <p>A.With the site BWith the internet CWith the organisation's products DWith the organization E.All of the above</p>	<p>Ans E All of the above</p>
17	<p>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:</p> <p>A.Site map B Wireframe CWeb index</p>	<p>Ans A</p>

	Blueprint	
18	<p>Schneider and Winters (1998) identified a series of stages to be used in analysis using the use-case method. Which is the correct sequence?</p> <p>A. Develop use-case scenarios, identify use-cases, identify actors, relate actors to use-cases</p> <p>B. Develop use-case scenarios, identify actors, identify use-cases, relate actors to use-cases</p> <p>C. Identify actors, identify use-cases, relate actors to use-cases, develop use-case scenarios</p> <p>D. Identify use-cases, identify actors, relate actors to use-cases, develop use-case scenarios</p>	Ans C
19	<p>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?</p> <p>A. Eye tracking</p> <p>B. Web design personas</p> <p>C. Expert review</p> <p>D. Use-case modelling</p>	Ans B
20	<p>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:</p> <p>A. Usability audit</p> <p>B. Eye tracking</p> <p>C. Crowdsourcing</p> <p>D. Eyeball test</p>	ANS B
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	
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	Ans A
23	A persona in the context of goal-oriented interaction design AIs used to role-play through an interface design BIs a real person CShould represent an average user <input type="checkbox"/> Represents a particular type of user	Ans A
24	Post-test questionnaires (conducted after a usability test) are particularly useful for measuring Safety Efficiency Learnability User Satisfaction	Ans.D

		P
 <p>D Y Patil College of Engineering, Akurdi, Pune 411044 Department of Computer Engineering Academic Year (2019-20) Sem-II [Prelim Exam]</p> <p>Subject: HCI Class: BE A Marks: 70 Date: 28April/2020</p>		

Q.NO	Question	Correct Answer
1	<p>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.</p> <p>A. Intermediary B. Competitor C. Owner D. Customer E. None of the above</p>	ANS. D
2	<p>Post-test questionnaires (conducted after a usability test) are particularly useful for measuring</p> <p>A. Safety B. Efficiency C. Learnability D. User Satisfaction</p>	ANS. D
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 _____.

A. human and machine

B. user and interface

C. human and computer

D. user and interaction

ANS. C

5 What are the goals of a good design?

A. Safety

B. Utility

C. Effectiveness

D. Efficiency

E. All of the above

ANS. E

6 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.

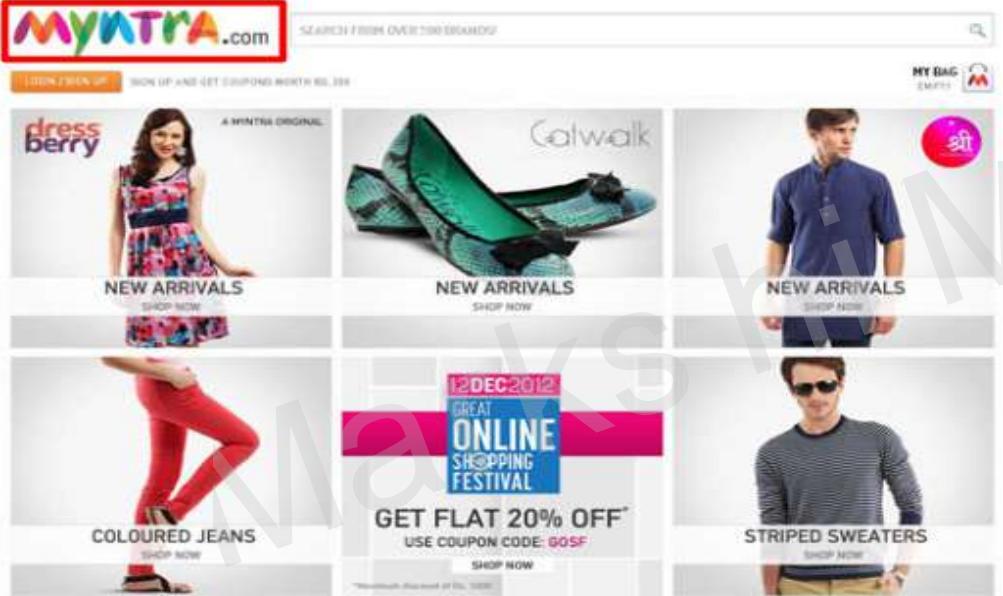
D. A long command line to achieve a function

ANS. D

7 Which of the following is golden rule for interface design?

A. Place the user in control

ANS. D

	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? A. Encourages the use of creativity B. Using design patterns might hinder creativity C. Design patterns discourage quick prototyping D. None of the Above	ANS. B
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? A. Promoting Communication	ANS. D

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

15 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

ANS. C

16 Which of the following is true about good design?

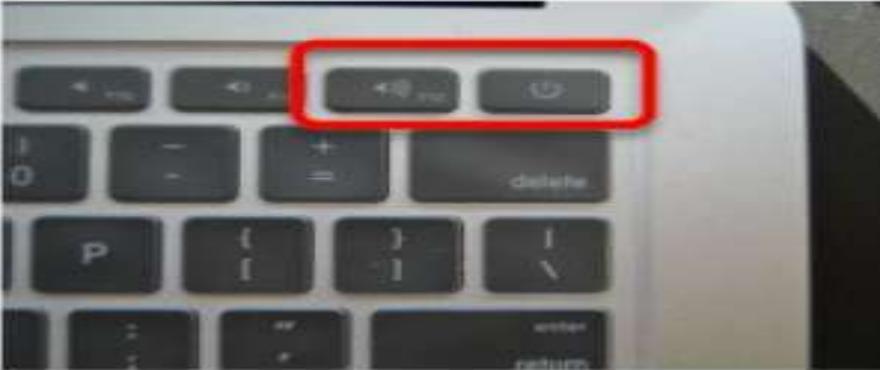
- A. Good design is just cool graphics
- B. Good design is just common sense
- C. Good design comes from an iterative process with the user in loop
- D. Good design can come from fixing the UI at the end

ANS. C

17 Paper and pen based sketches used for prototyping signifies which of the following?

- A. Rapid prototyping
- B. High-fidelity prototyping
- C. Low-resolution prototyping

ANS. D

	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 increase the volume C. This is good design because the logos are aesthetically appealing D. This is bad design because the buttons are too small	
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	<p>What is the major difference between the two websites?</p>  	ANS. C
23	<p>What is the fundamental insight underlying the "cognitive walk through" method of evaluation?</p> <ul style="list-style-type: none"> 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 	ANS. C
24	<p>What is Brain Computer Interface?</p> <ul style="list-style-type: none"> 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. 	ANS. B

	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 _____: 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	ANS. C
26	A user accidentally presses the power off button instead of the backspace key. This is a case of: A. Gulf of Evaluation B. Gulf of Execution C. Bad Color scheme D. Fitt's Law	ANS. D
27	In a heuristic evaluation: A. A group of usability experts judges an interface with a detailed checklist of guidelines B. A group of test users conducts a formal experiment C. A group of psychologists administers a questionnaire D. A group of usability experts reviews a user interface according to a small set of general principles	ANS. D
28	Amazon Alexa is an example of which type of interface? A. Speech and sound B. Command Line C. GUI D. Menu	ANS. A
29	Which Window object method is used to display a message in a dialog box? A. alert() B. prompt() C. message() D. console.log	ANS. A
30	What are the two subfields of Natural language processing? A. symbolic and numeric	ANS. C

	B. time and motion C. algorithmic and heuristic D. understanding and generation	
31	Natural language understanding is used in _____ A. natural language interfaces B. natural language front ends C. text understanding systems D. all of the mentioned	ANS. D
32	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	ANS. D
33	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	ANS. C
34	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	ANS. C
35	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	ANS. C

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



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	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 the system. A. development/ implementation phase B. designing phase C. analysis phase D. 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

□

Marks hi Main



D. Y. Patil College of Engineering, Akurdi, Pune 411044
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	<p>The Face Recognition system is based on?</p> <p>A. Strong Artificial Intelligence approach B. Weak Artificial Intelligence approach C. Cognitive Artificial Intelligence approach D. Applied Artificial Intelligence approach</p>	5	1		1	ANS.D
2	<p>Select the CORRECT principle in SEVEN PRINCIPLE of UNIVERSAL DESIGN based on Figure given below</p>  <p>A. Simple and intuitive to use B. Low physical effort C. Size and space for approach and use D. Tolerance for error</p>	5	3.0	1	4	ANS.D
3	<p>What is the issue for most researchers focusing on the language-cognition interface?</p> <p>A. if people who speak different languages act differently B. if people who speak different languages have similar facial expressions</p>	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 from 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





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	<p>When conducting an investigation with human participants for research, which provision(s) for consent must be made?</p> <p>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</p>	Ans.D
2	<p>Evaluation done during design to check that product continues to meet users'needs are known as evaluation</p> <p>A.Summative B.Formative C.Relative D.Qualitative</p>	Ans.B
3	<p>Which of the following is incorrect about the monolithic model?</p> <p>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</p>	Ans. D
4	<p>Which of the following is true for Seeheim model?</p> <p>a) Presentation is abstracted from dialogue and Application b) Presentation and Dialogue is abstracted from Application c) Presentation and Application is abstracted from Dialogue</p>	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





D. Y. Patil College of Engineering, Akurdi, Pune 411044

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	<p>Before a process can be designed and implemented, a detailed deconstruction of the task is needed. This can be referred to as:</p> <p>A. Process B. Task analysis C. Activity-based process definition method D. Process mapping</p>	ANS.B
2	<p>Think about why you will be doing a usability test:</p> <p>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</p>	ANS.B
3	<p>Which of the following is NOT one of the primary considerations when designing the user interface?</p> <p>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?</p>	ANS. D
4	<p>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</p> <p>A. Each screen should have a primary purpose. B. Controls on a screen should be grouped by related function</p>	ANS. D

	C. Grammar and spelling should be correct. D. Dark colors should be avoided	
5	Choose from 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



Started on	Saturday, 25 April 2020, 11:51 PM
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 X

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 X
- 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 good computer 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 X
- 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 website 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 X
- 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 X
- 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 

Started on Thursday, 7 May 2020, 12:08 PM

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 X
- 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 X

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. infinite 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 cones are

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 X
- 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 is called

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 X
- 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 X
- 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 attribute within 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 X
- 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 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. 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

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

- 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

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

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

- 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

- 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

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

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

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

- 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

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) Authoritative
- 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

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 be successfully 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

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

- 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 That is _____ 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

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

- 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?

- 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,

- 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

- 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

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

- 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

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 ?

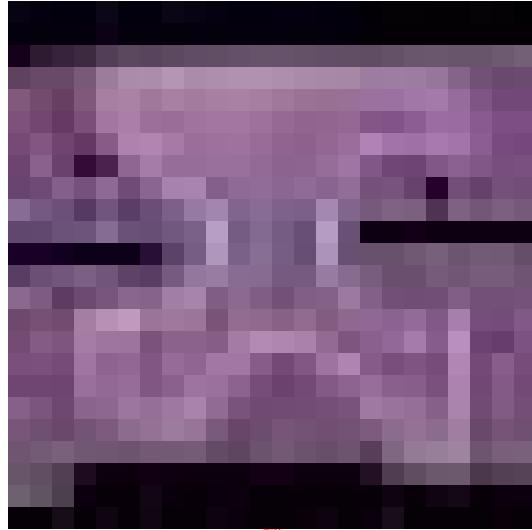
a comprehensive perspective

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

[ONLINE SHOPPING CLICK HERE](#)





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 an 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

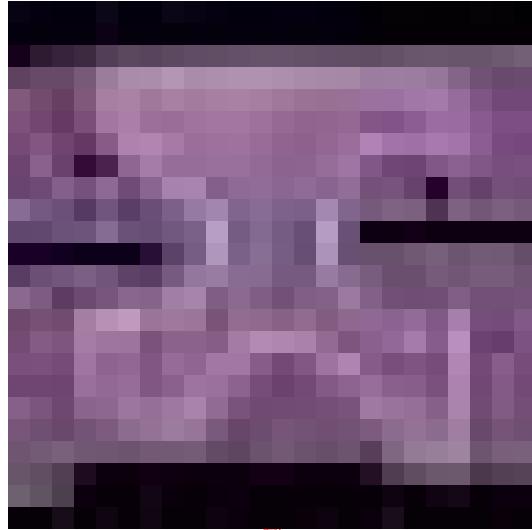
b. communication integration

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

Marks hi Mai :-

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 openness

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

[Home](#) / [MCQ's](#)

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 our heads when we carry out our everyday activities?

- ☛ **Cognition (page 47)**
- ☛ Learnability
- ☛ Memorability

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 gap 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 Word

⇒ **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

- INCORRECT**
1. 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.

- INCORRECT**
2. 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.

- CORRECT**
3. 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

- INCORRECT**
4. 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 managers 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 page wireframes, what is the purpose of the page wireframe? It is shown by which type of wireframes?

Correct Answer:

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

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	Completetime	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

Firefox uses

- 1 _____ rendering engine.

WebKit

Gecko

Trident

Presto

Gecko

State true or false. It is faster to render 2HTML and CSS than to interpret and execute JavaScript.

TRUE

FALSE

TRUE

3Which of the following is used to read a HTML page

Web browser Web server Web matrix Web network Web browser

and render it?					
Which of the following is the first web browser?	Nexus	Netscape Navigator	Internet Explorer	Mosaic	Nexus
Who created the first web browser	Tim Berners Lee	Jacobs, Lan Internet Development Environment	Marc Andeersen Intelligent Development Environment	Mozilla foundation Integrated Development Environment	Tim Berners Lee Integrated Development Environment
IDE stands for _____					
Tomcat is an open source web server					
that provides a servlet container allowing you to run Java code.	TRUE	FALSE			TRUE
Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE			TRUE
Which of the following are automatically loaded and operates as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	Plug-ins
Which of the following allows user to view a webpage?	Operating System	Website	Interpreter	Internet Browser	Internet Browser
HTML is a type of language	procedural	markup	object oriented	object based	markup
HTML documents are stored in the file in the form.....	.htm	.html	.hm	.hml	.html
what is the language of the web?	basic	c++	MS VISUAL BASIC	HTML	HTML
WWW stands for world wide web	TRUE	FALSE			TRUE
URL stands for	Uniform Resource Locator	Uniform Resource Location	Uniform Riverce Locator	NOPE	Uniform Resource Locator
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
HTML tags are surrounded by ____ brackets	Angle	Square	Round	Curly	Angle
Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	Tim Berners-Lee
HTML was first proposed in year ____.	1980	1990	1995	2000	1990
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 KLM model developed by.....	Keystroke-level model	Key-level model	model of kernel level	NOPE	Keystroke-level model	
2	KLM model based on.....	David Kieras	petersons	Brady	NOPE	David Kieras	
3	GOMS describes.....	<u>CMN-GOMS</u>	waterfall model	both a&b	NOPE	<u>CMN-GOMS</u>	
4	CCT stands for.....	goal,operator,method, selection	goods,operator,management, selection	goal, operation, method, search	NOPE	goal,operator,method, selection	
5	BNF stands for.....	Cognitive complexity theory	Common complex theory	both a & b	NOPE	Cognitive complexity theory	
6	TAG stands for.....	Backus Normal Form	Back Notation Form	Backward Normal Form	NOPE	Backus Normal Form	
7	Issues for goal hierarchies is/ are	Task Action Grammar	Task Automatic Grammar	Task Active Grammar	NOPE	Task Action Grammar	
8	HTA stands for.....	Granularity	Routine learned behaviour	Conflict	All Of The Above	All Of The Above	
9	What is the field of Natural Language Processing (NLP)? NLP is concerned with the interactions between computers and human (natural) languages.	Hierarchical Task Analysis	Hierarchical Technical Analysis	Hierarchy based Task Analysis	NOPE	Hierarchical Task Analysis	
10	What is the main challenge/s of NLP? Modern NLP algorithms are based on machine learning	Computer Science	Artificial Intelligence	Linguistics	All of the mentioned	All of the mentioned	
11		true.	false.		true.		
12		Handling Ambiguity of Sentences	Handling Tokenization	Handling POS-Tagging	All of the mentioned	Handling Ambiguity of Sentences	
13		true.	false.		true.		
14	Choose from the following areas where NLP can be	Automatic Text Summarization	Automatic Question- Answering Systems	Information Retrieval	All of the mentioned	All of the mentioned	

	useful. Which of the following includes major tasks of NLP?	Automatic Summarization	Discourse Analysis	Machine Translation	All of the mentioned	All of the mentioned
15	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
16	Natural Language generation is the main task of Natural language processing.	true.	false.		true.	
17	OCR (Optical Character Recognition) uses NLP.	true.	false.		true.	
18	Parsing determines Parse Trees					
19	(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 N o	Question	I m a g e	a	b	c	d	Correct Answer
e. g. 1	Write down question	i m g j p g	Option a	Option b	Option c	Option d	a/b/c/d
Task Analysis is a Methods to analyse people's jobs.	true.	false.			true.		

2	What are the Methods of analysing people's jobs? Task decomposition is an approach of task analysis HTA stands for	what people do true.	what things they work with false.	what they must know	All of the above	All of the above
4	Hierarchical Task Analysis	true.	false.		true.	
5	TDH stands for Task Description Hierarchy KRG stands for	true.	false.		true.	
6	Knowledge Representation Grammar	true.	false.		true.	
7	EERT stands for	Entity-Relationship Techniques	Element-Relationship Techniques Textual	Element-Ratio Techniques both a & b	Element-Random Techniques NOPE	Entity-Relationship Techniques both a & b
8	Dialogue Notations are Dialogue is defined as	Diagrammatic				
9	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 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

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 goal-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

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 a 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 storyboard.	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 test		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	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 functionality?:		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 test		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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	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 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 goal-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		Heuristic 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
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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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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.	<input type="radio"/>					
This product meets my needs.	<input type="radio"/>					
I would purchase from this company again.	<input type="radio"/>					

- 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

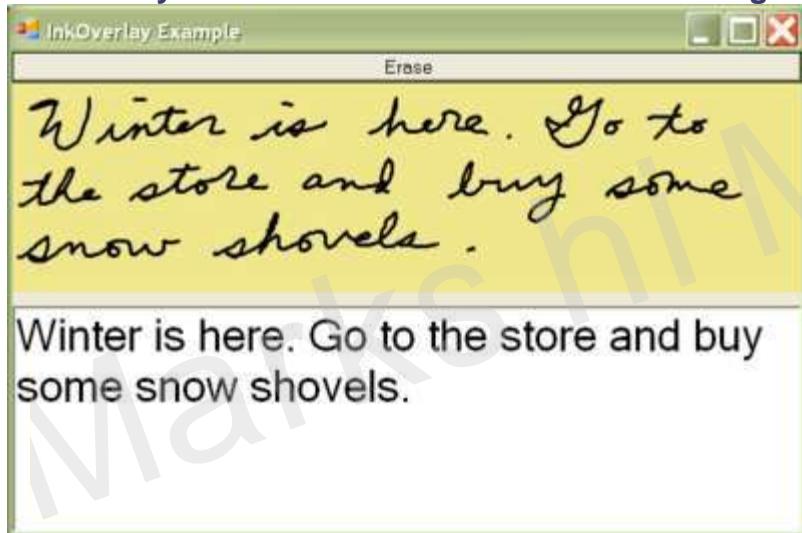
- a. Scalar question**
- b. Ranked question
- c. General question**
- d. Multi-choice question

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 is 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 supports user in learning task

- a. **Heuristic Evaluation**
- b. Cognitive walkthrough
- 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 Processsing 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 branch 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 communication?	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 Interface?	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 is _____.	core	task	both A&B	None of these	A
12	_____ are a well-established technique for collecting information.	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
13	which interface system is based on the question / answer dialogues?	Command Line Interface	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 thattell 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 clarity 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 goal-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		
23							c
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

	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
28	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
29	How many main categories of principles to support usability?			5	4	6	3 d
30	Which of the following is not a Model human processor?		The perceptual system	The cognitive system	The motor system	The memory system	d
31	Which of the following does not belong to 9 heuristics?		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	
32	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
33	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
34	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
35	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
36	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
37	The sensitivity of cones to blue light results into		lower red acuity	lower red acuity	higher blue acuity	lower blue acuity	d
38	What is an affinity diagram?		A diagram showing the degree of connection between people in social networks	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
39	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
40	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
41	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
42	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
43	Which of the following is NOT a category of entities?		concept	place	object	relationship	d
44	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
45	The limits on the human ability to see 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 test		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	

	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
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 functionality?:	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 test		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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	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 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 goal-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 gap 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		Heuristic 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.	Cognitive Walkthrough	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	unlimited human vision	limitation of human vision	d
194	The term "physical reception" of stimulus actually describes the		infinite capabilities of human	skills of human vision	use the Common Industry Format (CIF) for usability reports.	show that usability testing finds all known problems.	b
195	Rolf Molich's Comparative Usability Evaluation (CUE) studies:		show there is a large amount of overlap between findings from different teams.	normalization	randomization	requirements analysis	a
196	A technique that organizes data into groups to form non-redundant, stable, flexible, and adaptive entities is:		optimization	failure of systems integration	inadequate user involvement	continuation of a project that should have been cancelled	b
197	Which of the following is not a factor in the failure of the systems developments projects?		size of the company	word shape	word color	word as character by character	a
198	The reading speed and accuracy is increased by reading familiar words based on						

This sheet is for 1 Mark questions

S.r No	Question	a	b	c	d	Correct Answer
1	Design is nothing but....	system requirement	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 requirements	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 interface	Show technical internal	Make the interface consistent	All of these	B
5	Which of the following is not a user interface design process?	Knowledgeable, frequent	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	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 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	B
11	Learn only a single mode of operation that is applicable to all objects, is a benefit of _____.	Consistency	Mapping	Reliability	None of the above	A
12	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented	B
13	User personas that are not primary or secondary are _____ personas	Served	Negative	Customer	Supplementary	D
14	Building things from user's perspective is called	Functionality	Usability	Portability	None of the above	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	Make the inte	All of these	D
2	When users are involved in complex tasks, the demand on _____ can be significant.	short-term mem	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 Relative	Interaction Design	b
3	Evaluation done during design to check that product continues to meet users' needs are known as _____ evaluation		Summative	Formative		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	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 Processing 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	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	Design 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		Heuristic 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

	How many principle in universal design?	Six	Seven	Eight	Ten	b
21						
22	Given a scenario where you have a very small user base, which evaluation strategy 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 them to a set of 10 users one by one for a user study. Which of the following study designs 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 interruptable and undoable	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 prototyping?	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 discovered 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 test		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 development 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 live 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d
67	The Usability Engineering involves three phases 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 users 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

	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
74						
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 goal-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	Design 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 together 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 test		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	Makes 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 users 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	Design 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		Heuristic 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 prototyping?		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 interlaced 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 test	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 a product?		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	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 thousand people?		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 walkthrough	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

	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
20	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
21	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
22	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
23	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
24	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
25	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
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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 user-¢red design process.	The opportunity cost of not using user-¢red 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 live 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 discovered the cause of the problem in 1975.	The flap control knobs were replaced by gear 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 test		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 Processing 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 thousand people?		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 prototyping?		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 walkthrough	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

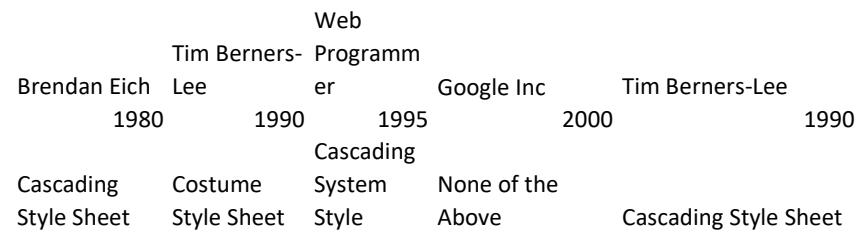
131	In a co-discovery test:		The user works together with the facilitator	Two users explore an interface together.	Nothing shows issue.	A structured walkthrough discovers problems.	b
132	What are the pros (advantages) when using questionnaires as opposed to interviews?		Easy to analyse and compare.	Easy 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 user-¢red design process.	The opportunity cost of not using user-¢red 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 live 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 discovered 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. State true or false. It is faster to render HTML and CSS than to		WebKit	Gecko	Trident	Presto	Gecko
2	interpret and execute JavaScript. Which of the following is used to read a HTML page and render	TRUE	FALSE				TRUE
3	it?	Web browser	Web server	matrix	Web network	Web browser	Netscape Internet
4	Which of the following is the first web browser?	Nexus	Navigator	Explorer	Mosaic	Nexus	Tim Berners
5	Who created the first web browser	Lee	Jacobs, Lan	Andeersen	foundation	Tim Berners Lee	Intelligent
6	IDE stands for _____ Tomcat is an open source web server that provides a servlet container allowing you to run Java code.	Internet Development Environment	Integrated Developmen	ent	Integrated	Integrated Development Environment	TRUE
7	Google Chrome has its own task manager, which allows you to	TRUE	FALSE				
8	view and manage your memory and CPU usage. Which of the following are automatically loaded and operates	TRUE	FALSE				TRUE
9	as a part of browser?	Add-ons	Plug-ins	Utilities	Widgets	Plug-ins	Operating System
10	10 Which of the following allows user to view a webpage?	Website markup	Interpreter object	Internet Browser	Internet Browser	Internet Browser	
11	HTML is a type of language	.hxm	.html	orier	object based	markup	
12	12 HTML documents are stored in the file in the form.....			.hm	.hml	.html	
13	what is the language of the web?	basic	c++	BASIC	HTML	HTML	MS VISUAL
14	WWW stands for world wide web	TRUE	FALSE				TRUE
15	URL stands for	Uniform Resource Locator	Uniform Resource Location	Riverce Locator	NOPE	Uniform Resource Locator	
16	an ocean of resources a network of networks	a	waiting to be mined	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?
19 HTML was first proposed in year ____.

20 CSS is an acronym for



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 What are the Techniques of knowledge representation? what are the Problems with knowledge	Option b rule based	Option c frame based	Option d network based	All Of The Above All Of The Above
1	What are the Techniques of knowledge representation? what are the Problems with knowledge						All Of The Above
2	representation and modelling		knowledge acquisition resources it should be designed		interpretation of user behaviour	All Of The Above	All Of The Above
3	Designing user support consists of.....		User support is not an integrally with the 'add on' 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 clear, familiar, instructional rather than consistent language	whole screen & split screen descriptive language	pop-up boxes & hint icons avoidance of blocks of text	All Of The Above	All Of The Above
6	Effective presentation requires In HTML, Uniform Resource Identifier (URI) is used to		To create a frame To create a document .	To create a image map in the webpage.	To customize the image in the webpage.	All Of The Above To identify a name or a resource on the internet.	All Of The Above To identify a name or a resource on the internet.
7	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>
8	What should be the first and last pair of tags in your Web document?		<html></html>	and <start><end>	and <body></body>	<title></title> and <body></body>	<html></html> and <body></body>
9	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
10			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.
11	What does an HTML tag do? 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
12	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
13	An ordered list is a list and an unordered list is a						
14	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

Which of the following is best suitable for remote administration of a computer?	Telnet	WAIS	Browsers	HTML	Telnet
..... is known as father of World Wide Web.	Robert Cailliau	Tim Thompson	Charles Darwin	Tim Berners-Lee	Tim Berners-Lee
Once the email is sent, the message is broken into pieces called	Packets	Process	Digits	Bytes	Packets
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
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	font-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 implementation and support at different presentation times	both all important	need design	careful full explanation &	All Of The Above
13	What are types of user support?		quick reference	task specific help	tutorial	All Of The Above	All Of The Above
14	what are the Requirements of user support?		Accuracy	and Consistency	&	All Of The Above	All Of The Above
15	what are the Approaches to user support?		Availability	completeness	Robustness	All Of The Above	All Of The Above
16	what are the problems of Adaptive Help Systems?		Command	Context	sensitive	All Of The Above	All Of The Above
17	what are the Approaches to user modelling?		assistance	Command prompts	help	All Of The Above	All Of The Above
18	What are the hardware challenges in designing of mobile devices ?		knowledge	who has control of what	should be	All Of The Above	All Of The Above
19	What are the software challenges in designing of mobile devices ?		requirements	the interaction?	adapted?	All Of The Above	All Of The Above
			considerable				
			Quantification	Stereotypes	Overlay	All Of The Above	All Of The Above
			limited input facility	limited ouput facility	both a & b	NOPE	both a & b
			hierarchical menus	navigate and browsing	image and icon	All Of The Above	All Of The Above

what are the requirement of user
20 supports?

Availability	consistency	accuracy and completeness	All Of The Above	All Of The Above
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Marks hi Mai

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€¢.	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 Interface	B

Which of the following is a text entry device? "Mistakes" and "Slips" are two forms of Conventional wisdom says that ...tell the user when he has made some mistake	Keyboard Error	mouse goals	monitor evaluation	touch pad objectives	A A
The name of the document should be shown on the application's ... Which of these are attributes of usability? HCI is core subject of software Engineering ... Is an goal of evaluation Advantages of direct observation is... Advantages of direct observation is... Advantages of continuous evalution is... ... Is an Interface Evalution method The clarity of a displayed image depends on the _____. Design is nothing but... Know your user or client ending with	Error	metadata	Error message	All of these	C
Learnability. speaking with Computer there can be no plagiarisrn speaking with Computer there can be false report speaking with Computer Monitor the system in acti walkthrough evalution	Menu bar psychology speaking with Computer speaking with Computer Interactive evalution	Title bar anthropology identify the specific proble Error message Error message Both a & b	Navigation bar Generalisability. none All of these	All of these All of these none All of these None of these None of these None of these	B C A C A A A C
Designer needs____ tool HCI design components are... ... is an principles for user-centered design approach Design rules (or usability rules) are rules that a designer can follow in order to increase the ease with which new users can begin effective interaction and achieve maximal performance is nothing but The ease with which new users can begin effective interaction and achieve maximal performance is a The multiplicity of ways the user and system exchange information is a The level of support provided to the user in determining successful achievement and assessment of goal-directed behavior ... is the multiplicity of ways the user and system exchange information The ability of the user or the system to modify the user interface is ... The extent to which the user can evaluate the internal state of the system from the representation on the user interface is ... The _____ function came into being as the result of the implementation model for undo Unable to edit pdf document, is a type of _____ constraints. Human problem solving can best be characterized as ... Is an activity in Interaction basic design Form-filling interfaces are used for	A. resolution system requirment Testing Good target area	B. floating point precision Achieving the goals within both a& b design Bad Cost	C. associated software both a& b both a& b	D. aspect ratio None of these None of these None of these None of these None of these	A b B A C
		Early focus on users and ta	tesing	All of these	A
	Usability of system	designing of system	Testing of system	None of these	A
	Learnability	Flexibility	Robustness	All of these	A
	Learnability	Flexibility	Robustness	All of these	A
	Learnability	Flexibility	Robustness	All of these	B
	Learnability	Flexibility	Robustness	All of these	c
	Learnability	Flexibility	Robustness	All of these	b
	Customizability	Learnability	Flexibility	Robustness	A
	Customizability	Learnability	Flexibility	Observability	D
	Redo	Undo	Repeat	Delete	A
	Physical	Cultural	Logical	Update	C
	Error handling identifying the system data entry	Event handling Developing alternative des data integration	Error-correcting or Trial ar Establish the requirments data manipulation	All of these All of these data definition	d C A

Which of the following is not a design principle that allow the user to maintain control?	Provide for flexible interaction 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 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				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€¢ 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 â€¢..	Avoidance	Motivation	Exceptions	Attitude-oriented question	B
User personas that are not primary or secondary are _____ personas	Served	Negative Usability	Customer Portability	Supplemental	D
Building things from user's perspective is called	Functionality			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 menu 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 screen	All of these	A
A software might allow a user to interact via	keyboard commands	voice recognition command	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 Your users don't know the menu The Help menu isn't in the Radio buttons are too small				A
â€¢ patterns can be applied at the conceptual level	Postural	Structural	Behavioral	Mnemonic	A
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 _____	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 small. Radio buttons are too small.				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 _____	i€ 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	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			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.....	.htm	.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 it should be designed integrally	interpretation of user behaviour Concentrate on content and context of	All Of The Above	d
Designing user support consists of	User support is not an `add onâ™ with the command	Button & function (on/off)	separate application	All Of The Above	d
How is help requested in user support?	new window	whole screen & split screen	pop-up boxes & hint icons	All Of The Above	d
How is help displayed in user support?	clear, familiar, consistent language	instructional rather than descriptiv	avoidance of blocks of text	All Of The Above	d
Effective presentation requires					
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 web	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	It hides programming instructions	It determines the organizational st	It connects your web site to an ope	
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	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 ev	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 different implementation and presentation	task specific help	full explanation & tutorial	All Of The Above	d
What are types of user support?	quick reference	Accuracy and completeness	Consistency & Robustness	All Of The Above	d
what are the Requirements of user support?	Availability	Command prompts	Context sensitive help	All Of The Above	d
what are the Approaches to user support?	Command assistance	knowledge requirements consider who has control of the interaction	what should be adapted?	All Of The Above	d
what are the problems of Adaptive Help Systems?	Quantification	Stereotypes	Overlay	All Of The Above	d
what are the Approaches to user modelling?					
What are the hardware challenges in designing of mobile devices ?	limited input facility	limited output 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 icons that can have specific meaning	A long command line to achieve a task	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	Observe representative Users	d
In a heuristic evaluation ..	A group of usability expert judges	A group of test users conducts a formal review	A group of psychologists administer	A group of usability experts review	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	reduces error introduced by the experimenter	sets strict guidelines for session	includes some interaction with participant	b
A persona in the context of goal-oriented interaction design ..	is used to role-play through an interview	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 on 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 layer 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				c
What incorporates data, architectural, interface, and procedural representations of the software?	the design of interfaces between				a
What establishes the profile of end-users of the system?	the design of interfaces between				b
The cognitive walkthrough mainly evaluates a product's?	the design of the interface between all of the mentioned				d
Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	design model				
A pluralistic walkthrough?	user's model				
Which of the following is general term for the technology capable of creating a virtual world with intense reality using the computer?	mental image				
Which of the following corresponds to the computer interface technology that uses icon, etc?	system image				
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?	Utility				
Which of the following does not include in Shneiderman's 8 golden rules?	Efficiency				
How many main categories of principles to support usability?	Learnability				
	Attitude				
	Utility				
	requires a fully functional prototype				
	Is usually conducted at the end of				
	Is often conducted with low-fidelity prototypes				
	Requires having several alternate prototypes				
	VR				a
	IR				
	AR				
	OR				
	CUI				d
	CAI				
	GDI				
	GUI				
	Time sharing processing				c
	Online transaction processing				
	Batch processing				
	Interactive processing				
	Support internal locus control				b
	Maintain the system frequently				
	Permit easy reversal actions				
	Offer informative feedback				
	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 good font size for flowing text is 10 pt.	A group of usability experts judge an interface with a detailed critique	b
Concerning the legibility of text:	. If lines are too long, the text is hard to read	All upper case improves reading speed.	All upper case improves reading speed.	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 interacts with the environment	Interaction paradigms and interaction modes	Using multiple researchers in a user-centred evaluation.	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 models using different theories with which to interpret data.	Testers tend to comment on superficial aspects and not content. They take too long to build.	User expectations can be set too high.	Collecting data from users in different ways with different methods	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.	lower red acuity	higher blue acuity	None of the above.	d
The sensitivity of cones to blue light results into	lower red acuity	A diagram showing the degree of connection between people in a diagram used to show people's cultural affinities or sense of place	A diagram that organises individual ideas and insights into a hierarchy.	A variant of a tag cloud that is generated from think-aloud protocols	c
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 place	After conceptual design, before scenario design	After scenario design, before storyboarding.	After low-level prototyping, before high-level prototyping.	c
Where would a card-based prototype best fit in the design process?	After conceptual design, before scenario design	Showing an example of the required date format.	Using previously entered values as defaults.	All of the above.	d
The following are examples of placing knowledge in the world:	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.	Using shape coding for aircraft controls	All of the above.	d
Regarding user interface components:	A task of developing a technical blueprint and specifications for a solution that fulfills system initiation concept	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. 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, without offering them an incentive payment to encourage them to finish the test.	loss of suppression	loss of oppression	Offer them an incentive payment to encourage them to finish the test.	None of the above.	b
The limits on the human ability to see is set by the	motor controls	experience	senses	loss of calibration	c
The user input in human computer interaction is occurred through	A high level description of how a system is organised and how it interacts with the environment	interaction paradigms and interaction modes	The problem space faced by the designer when gathering user requirements	education	c
What is the best description of a conceptual model?	word shape	word color	word as single letter	None of the above.	a
The reading speed and accuracy is increased by reading familiar words based on	fovea	blind spot	ligament	word as character by character	a
The small region of retina where optic nerve enters the eye is called	input control	processing control	memorization control	lens	b
The user's vocal system is categorically used as	two sections	three sections	four sections	motor control	d
The ear of a human is further categorized into	lens	cornea	retina	five sections	b
The light sensitive part of an eye in human vision system is	Conversation	Knowledge of a physical desktop	Embedded computing	rods	c
What interaction paradigm did the Xerox Star use?	Classification of comments into categories and count number of comments	Find the average and the standard deviation of the data and repeat	Use a scatterplot to graph users on the x axis and comments on the y axis	Windows, Icons, Mouse, and Pointer (WIMP).	d
Select the best way of analysing qualitative user comments collected during a user study.	Online methods for performing usability tests through the cloud	Find the average and the standard deviation of the data and repeat	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?	Web-based methods for performing analysis of video records	Use a scatterplot to graph users on the x axis and comments on the y axis	Online methods for analysing and visualising patterns of visiting	Online methods for analysing and visualising patterns of visiting	d
Which professional groups are most appropriately involved in preparation and performance of user testing?	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	unlimited human vision	header	b
The term "physical reception" of stimulus actually describes the	infinite capabilities of human	skills of human vision	limitation of 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 studies	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 explore	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 User Audible	Evaluation	Video	Walkthroughs	Questions	a
Which of the following is the comparison of what happened in the world with what Action	System stuck	Execution	Error messages	None of these	b
Conventional wisdom says that _____ tell the user when he has made some mistake.	Scenario prototype	Error messages	Horizontal prototype	Metadata	c
What are valid kinds of working prototype, along the dimensions of features and functionality?	Data Connection Form	Debriefing Topic Guide	Debriefing Topic Guide	All of the above.	d
The test materials for a usability test should include:	Oriental Script	Fixations	Regressions	Personality Questionnaire	c
The human perception in reading process is the part of	Saccades	1990	1989	Suppression	b
The simple model of human interaction was proposed in	1983	1988	1983	1988	c
The characteristic of a software that enable it to be used multiple times is called	Reusable	Useful	Used	a	a
The ratio of brightness of the color is defined as	Contrast	Saturation	Hue	c	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 interlaced with iterative user participation.	Agile programming methods were interlaced with iterative user participation.	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 design 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	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	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d
_____ refers to how good a system is 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	Undo	Auxiliary	Daemonic	a
_____ is the remarkable facility that lets us reverse a previous action.	Redo	Repeat	Repeat	Delete	b
The field of HCI _____	is a branch of computer engineering	Involves very little applied knowledge	Focuses on the study of human behavior on the basis of psychology	Attempts to understand and shape the way people interact with d	d
the 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	Computer	Human Computer Interaction	None of these	c
A _____ is usually a collection of icons those are reminiscent of the purpose of Button	Pointer	Pointer	Title bar	Palette	d
What do you enjoy most about your job (or lifestyle) is an example of _____.	Motivation	Motivation	Exceptions	Attitude-oriented questions	b
Waterfall model is basically a _____ model in which each step must be completed sequentially.	Linear	Linear	Iterative	Analytical	b
Which of the technique evaluates design on how well it supports user in learning to use the system?	Cognitive Walkthrough	Cognitive Walkthrough	Model-based Evaluation	Review Based Evaluation	a
Choose THREE (3) senses in Multi-modal Technology. Touchii, Smellii, Soundii, Instinct and iii	i, ii and iv	i, ii 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	Normalization	Randomization	Requirements analysis	b
Which of the following is not a factor in the failure of the systems development process?	Failure of systems integration	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	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?	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 users to C
Which of the following is a design implication of our understanding of human action?	Tactile feedback should make the same kinds of distinctions	Avoid cluttering the interface with more information than is necessary	Text should be legible and distinguishable from its background	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 in opinion may emerge that confuse the requirements	c
"An informal narrative description of human activities or tasks in a story that allows Storyboard	Scenario	Use Case	People don't necessarily respond the same way in a test as they c	b
Mental model is a/an _____ of a device or a system	summary of the characteristics of users	human representation of the conceptual structure	UML Case	b
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	investigation results about mental characteristics of users	c
Metaphor is a cognitive process in which an experience is related to:	an already familiar concept	a newly created concept	should be easy to throw away	a
A simplified model of Human Information Processing include human resources such as memory	strength	an expert rule	an organizational rule	a
The design of a keyboard layout reflects the _____ concern in HCI	physical	energy	head	a
Define life cycle model in HCI.	Spiral, usability engineering	usefulness	usability	b
Process oriented Main element Issue, position and arguments Which design rationales based in information systems above?	Star, usability engineering	usability engineering, iterative design	Star, iterative design	b
Which rule in Schneiderman Golden Rule suite the statement below?"For every user action, the system should provide feedback to facilitate user"	Design space analysis	Psychological Design Rationale	Graphical Design Rationale	a
Which of the following is the handwriting recognition device?	LCD monitor	Design dialogues to yield closure	Offer error prevention and simple error handling	a
How many principle in universal design?	Seven	Keyboard	Monochrome monitor	a
Given a scenario where you have a very small user base, which evaluation strategy is best?	Within groups, fixed order tasks	Eight	Ten	b
Which of the following is/are false about Within-group study design?	There are two groups of test users	Within groups, randomised tasks	Within groups, a combination of fixed and random tasks	c
In user experiments, we have a Control Group to:	Deal with extra people	There is a learning effect	Every test user uses both systems	a
Suppose you have designed two versions of your application and you show them to	Within-Group	Evaluate the default behaviour of people	Distract people	c
Which of the following is true about good design?	Between-Group	Control-group	None of the above	a
HCI design standards include recommendations based on	Good design is just cool graphics	Good design comes from an iterative process with the user in loop	Good design can come from fixing the UI at the end	c
Which of the following is golden rule for interface design?	human physical, cognitive	affective characteristics	ALL of the Above	d
Which of the following is not a design principle that allow the user to maintain control?	Place the user in control	Make the interface consistent	All of the mentioned	d
Which of the following is not a user interface design process?	Provide for flexible interaction	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen	c
HyperCard is used to develop a quick	User, task, and environment analysis and modeling	Knowledgeable, frequent users	Interface validation	c
The total number of stages of reading process of the data from screen is	system design	mockup	quality test	c
Which of the following are principles of icon design?	2	3	4	5 b
What is the principal interaction mode for a Wii system?	The icon set should be consistent in terms of size, colours, meta-data	The icons in a set should be visually balanced	All of the above.	d
	Gesture and body movements	Exploring and browsing	Infrared position detection	a

Question	a	b	c	d	Answer
What is true for vertical prototyping?	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 integrally with each part of system	usability	quality	readability	a	
The design of a system must be developed	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) etc	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 user's conceptual model?	Familiarity with similar devices. helps improve an interface design	Constraints. involves collecting process data. . Multiple secondary personas are combined into a primary persona.	Instructions. helps find reasons for things that went wrong	All of the above	d
Formative Evaluation:	A primary persona needs their own interface	assume the role of an apprentice learning from the master craftsman	A persona represents an average user.	All of the above	d
Regarding personas:	Draw up a user profile for each class of user.	Observe representative end users.	A persona represents the elastic user.	a	
How do you perform user research in the usability engineering lifecycle?	Effectiveness	Learnability	Helpfulness	Safety	c
Which of the following is a better example of a user experience goal than a usability goal?	Restaurant menu	Touchscreen interface	A paper diary	Mobile technology	c
Which of the following is the most likely interface metaphor used by a smart phone calendar function?	One column for each output item	One column for each processing item	All of the above	d	
When desk-checking an algorithm, you should set up a table that contains _____. Factors that effect speed of screen reading can be reduced using brightened displays	One column for each input item	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 Pilots frequently lowered the landing gear instead of the flaps after take-off.	earliest completion Lt. Alphonse Chapanis discovered the cause of the problem in 1975.	weighted average duration The flap control knobs were replaced by beer tap handles.	most likely duration book reading	d
Regarding gear-up accidents: Human speed of reading text is higher at tablet screen reading	mobile screen reading			Shape-coded wheel and flap controls are still used today.	d
Which of the following is not a factor in the failure of systems developments projects?	failure of systems integration	size of the company	continuation of a project that should have been cancelled	inadequate user involvement making sure that the new programs do in fact process certain transactions according to Specifications	c
Positive testing is Which of the following steps is NOT the process of defining the interaction Framework?	running the system with live data by the actual user Defining form factor and input methods	testing changes made in an existing or a new program Defining Images and maps	is checking the logic of one or more programs in the candidate system 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 involves time-consuming manual analysis of user sessions.	None of the given	a
An observational study:	provides insight into how hardware is used.	. is a formative evaluation method.	. the completion times for a typical task	. 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.		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. Two groups of usability testers compare their results for the same interface.	It was the first use of the mouse. It is used for usability benchmarking.	It used a pixel-based raster display It is an online between-groups experiment	All of the above. represents a particular type of user.	d b
Concerning competitive analysis:	A group of usability experts judges an interface with a detailed checklist of guidelines. Objective measurements are made. slows down the user by about 17%	A group of test users conducts a formal experiment. A larger number of test users is needed. cannot provide performance data. is performed by a single evaluator, who walks through a typical task. Two users explore an interface together.	A fully implemented system is required. is a formative evaluation method. focuses explicitly on learnability.	All of the above not with action sequence A structured walkthrough discovers problems.	c d d
In a heuristic evaluation:				All of the above	c
Regarding a formal experiment:				All of the above	d
Thinking aloud testing:				All of the above	d
Cognitive Walkthrough:	is a summative evaluation method. The user works together with the facilitator				c
In a co-discovery test:			Nothing shows issue.		b
What are the pros (advantages) when using questionnaires as opposed to interviews? When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?	Easy to analyse and compare. Approval of the research by a properly constituted ethics committee independent of the researchers. show there is a large amount of overlap between findings from different teams.	Easy to repeat. Participants informed they do not have to take part if they do not want to show that usability testing finds all known problems.	Can reach a wide subject group. Participants fully informed of their right to withdraw from the investigation without consequences to them show many teams found more problems than they chose to report.	All of the above All of the above. use the Common Industry Format (CIF) for usability reports.	d d c
Rolf Molich's Comparative Usability Evaluation (CUE) studies: akes to explain an interface to a new user.					
TF 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. Interaction design combines the disciplines of software engineering and psychology	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 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. _____ Research can tell you about what, how, many and why in rich, multivariate detail.	Served	Supplemental	Customer	Negative	b
_____ environments are environments that are user and context aware.	Quantitative	Qualitative	SME	None of these	b
	Non-attentive	Visual	Sensing	Attentive	d

<p>_____ suggests identifying goals and questions first before selecting techniques for the study</p>	RVM model	DECIDE framework	Usability testing	Field study	b
<p>_____ applications are great platforms for creating an environment rich, in visual feedback for the user.</p>	Sovereign	Transient	Auxiliary	Daemonic	a
<p>_____ is like the building name for a website.</p>	Site ID	Navigation	Section	None of the given	a
<p>_____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.</p> <p>The type of ganglion cells that enables the early detection of image movement are called</p> <p>Which of the following are recognised kinds of prototype:</p> <p>Regarding the knowledge required for precise behaviour:</p> <p>The standard line length given by scientists for equally legible is</p>	Perception and recognition	Attention	Learning	None of these	b
X-cells	Y-cells	Z-cells	A-cells		b
Interactive sketches.	Conceptual models.	Beta versions.	Easy understanding		a
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
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
<p>The human machine processor include some rules that governs the system behavior under certain constraints is called</p> <p>The optical illusion used in designs effects page</p> <p>In the following data set, which number is the mode? 4 5 5 5 6 7 8 8</p>	principles of control	principles of operation	principles of management	principles of behavior	b
borders	composition	symmetry	asymmetry		c
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 really affect the reputation of the company	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:	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 a product?	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	d
Which of the following instances illustrates a 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 an ideal composition of tasks in a task analysis?	What is your occupation? All easy tasks	Under what situations will you use an app like this? All difficult tasks	Have you used a similar app? A mix of easy, moderate and difficult tasks	How would you change your profile picture in this app? More easy tasks and less difficult tasks To assess the extend and accessibility of system functionality	d c d
Identify the main goal of interaction design on system Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard 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. Choose the suitable method to apply the criteria below:	To assess the effect of interface on system Heuristic Evaluation	To assess the extend of design functionality Cognitive Walkthrough	To sketch the system layout from user's perspective Model-based Evaluation	Review-based evaluation	a
Data can be collected in database for analysis Present result clearly Responses are usually received quickly	Error prevention	Help and documentation	Visibility of system status	Consistency and standard	c
"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 Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	Interview	Questionnaire	Research	Observation	b
Identify the evaluation technique that evaluates design on how well it support user in learning task Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement Error rate will increase as font size decrease" The above statement is	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c
i, ii and iii	i, ii and iv	i, iii and iv	ii, iii and iv		b
Heuristic Evaluation	Cognitive walktrough	Model-based evaluation	Review-based evaluation		a
Questionnaire	Protocol analysis	Interview	Review-based evaluation		c
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

Which is the best definition of an interaction paradigm?

Which is the best definition of an interaction mode?

What is an "affordance" according to Norman (1999):

According to Rogers et al. (2011) what was the primary reason for the success of the iPod?

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

A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?

Sequential or series testing is

Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:

Regarding the measurement of usability attributes:

i, ii and iii

In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)

In broad terms, the kind of technical and software framework within which human system interaction takes place (e.g., WIMP, mobile, tangible)

Property of an object that indicates to people how to use the object.

Powerful functionality
Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)

A psychometric scale

running the system with live data by the actual user

Will the user be trying to achieve the right effect?

Reliability is measured by performing common use cases

i, ii and iv

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)

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)

The return on investment of the user-centred design process.

User experience

Text should be legible and distinguishable from its background under different lighting conditions.

A Likert scale

testing changes made in an existing or a new program

Will the user know that the correct action is available and will achieve the desired effect?

Errors are measured by counting minor and catastrophic errors made by users.

i, iii and iv

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)

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 opportunity cost of not using user-centred design.

Access to content

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

A questionnaire

is checking the logic of one or more programs in the candidate system

. If the correct action is taken, will the user see that things are going ok?

Learnability is determined by measuring the time it takes to explain an interface to a new user

ii, iii and iv

The conceptual model used to guide the design of the interface.

The conceptual model used to guide the design of the interface.

An instruction on an interface signalling how to use the interface.

Conceptual design

An open-response questionnaire item.

making sure that the new programs do in fact process certain transactions according to Specifications

All of above

users are needed to measure efficiency

b

a

c

a

b

c

b

c

d

b

Which of the following techniques can teach you a few things about a thousand people?	Cognitive walkthrough	Market Research	Affinity Diagram	Contextual inquiry	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 it's magic.	Pretend it's human.	Renaming	All of the above	d

Sr.N o.	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. How do you identify the user in the usability engineering lifecycle?		program crash Draw up a user profile	system stuck Run a thinking aloud test	error messages Assume the role of an apprentice learning from the master craftsman	metadata Observe representative Users	c d
3	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
4	The primary interactive method of communication used by human is		reading	writing speaking	Usefulness Generalizability	Listening Subjective satisfaction	c a
5	Identify from among the following the attribute of usability.		Learnability				
6	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
7	A persona in the context of goal-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
8	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
9	The name of the document should be shown on the application's		menu bar	title bar	tool bar	status bar	b
10	is the best example for design.		View	Model	Analyzing	None	b
11	What is the benefit of good design		positive effect or performance	success	Both a & b	None	c
12	Study of how computer works together and to satisfy for accurate results is known as		Good design	HCI	Bad design	All the Above	b
13	& are the main functions of GUI.		Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a
14	is an intermediate between users and computer.		Keyboard	Monitor	Both a & b	Mouse	b
15	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
16	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
17	What incorporates data, architectural, interface, and procedural representations of one software?		design model	user's model	mental image	system image	a
18	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
19	The cognitive walkthrough mainly evaluates a product's?		Utility	Efficiency	Likeability	learnability	d
20	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?		Efficiency	Learnability	Attitude	Utility	a
21	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
22							
23							
24							
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	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 ideas and insights into social affordances 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 storyboard.	After storyboard, 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 turns 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.	Offer them an incentive payment to encourage them to finish the task.	Offer them an incentive payment to encourage them to finish the task.	None of the above.	b
46	The limits on the human ability to see 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 characters 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 test		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.	Learability 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 ideas.	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.	Persons	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
70	Explanatory Undo is, generally, a much more pleasant feature than _____.	Scenario	Single Undo	Multiple undo	Blind undo	Design model	b
71	Browser Title always contains the word “_____”.	View	Home	Default	Error	Incremental Undo	c
72	The primary interactive method of communication used by human is _____.	reading	writing	speaking	Listening	a	a
73	Identify from among the following the attribute of usability.	reading	speaking	Listening	a	speaking	c
74	Which one of these would NOT be found in a good Human Computer Interaction?	learning	Usefulness	Generalizability	Subjective satisfaction	metadata	a
75	Conventional wisdom says that tell the user when he has made some mistake.	program crash	system stuck	error messages	Assume the role of an apprentice learning from the master craftsman	Observe representative Users	c
76	How do you identify the user in the usability engineering lifecycle?	Draw up a user profile	Run a thinking aloud test	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	Assume the role of an apprentice learning from the master craftsman	b
78	The primary interactive method of communication used by human is is the best example for design.	reading	writing	success	Both a & b	None	c
79	What is the benefit of good design	View	Model	success	Both a & b	None	b
80	What is the benefit of good design	positive effect or performance	success	Both a & b	None	c	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	b
82	& are the main functions of GUI.	Pointing & Selecting	Selecting & Executing	Pointing & Editing	None of these	a	a
83	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	Mouse	b
84	and are the same things	Excise and Navigation design model	Excise and Testing user's model	Excise and Evaluation mental image	All of above	system image	a
85	What establishes the profile of end-users of the system?	design model	user's model	mental image	system image	system image	b
86	The cognitive walkthrough mainly evaluates a product's?	Utility	Efficiency	Likeability	learnability	learnability	d
87	Providing accelerators (e.g. keyboard shortcuts) mostly addresses?	Efficiency	Learnability	Attitude	Utility	Utility	a
88							
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		
90	People frequently counter the idea of feedback with arguments that Users don't want to happen?	Audible	Video	Walkthroughs	Questions	a	b
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	a
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	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	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	d
96	Conventional wisdom says that tell the user when he has made some mistake.	Program crash	System stuck	Error messages	Metadata	c	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	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	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	d
100	Which of the following is NOT a category of entities?	concept	place	object	relationship	d	d
101	What are three kinds of working prototypes among the dimensions of features and characteristics?	Vertical prototype	Scenario prototype	Horizontal prototype	All of the above.	d	d
102	The test materials for a usability test should include:	Oriental Script	Data Connection Form	Debriefing Topic Guide	Personality Questionnaire	c	c
103	The human perception in reading process is the part of	saccades	fixations	regressions	suppression	b	b
104	The simple model of human interaction was proposed in	1990	1989	1983	1988	c	c
105	The characteristic of a software that enable it to be used multiple times is called	reusable	useful	usable	used	a	a
106	The ratio of brightness of the color is defined as	contrast	saturation	intensity	hue	c	c
107	The limits on the human ability to see is set by the	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c	c
108	The user input in human computer interaction is occurred through	motor controls	experience	senses	education	c	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	c

	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
110	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
111	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 interfaces with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibration indicated the arrival of new photos in the application.	b
112	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
113	The optical illusion used in designs effects page		symmetry	composition	borders	asymmetry	a
114	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
115	Pressing the mouse button in the ____ object allows you to drag the document within the window boundaries.	button	text	label	header	header	b
116	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
117	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
118	Regarding the measurement of usability attributes:		Reliability is measured by performing common use cases	. Sample expert users are needed to measure efficiency.	Learability is determined by measuring the time it takes to explain an interface to a new user.	None of these	b
119	Which of these are usability inspection methods?		Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d
120	Exploratory Evaluation:		explores the potential design space for new	involves collecting process data.	a special kind of goal.	is a usability inspection method.	a
121	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
122	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.	determining an alternative set of tasks for testing	b
123	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
124	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
125	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	
126	The small region of retina where optic nerve enters the eye is called	fovea	blind spot	ligament	lens	b	
127	The user's vocal system is categorically used as	input control	processing control	mémorization control	motor control	d	
128	What interaction paradigm did the Xerox Star use?	Conversation	Knowledge of a physical desktop	Embedded computing	Windows, Icons, Mouse, and Pointer (WIMP).	d	
129	Select the best way of analysing qualitative user comments collected during a user test		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
130	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
131	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
132	The analogy of the user in HCI is used as	requirements design system	system design	information processing system	system output	c	
133	If you are taking lecture and suddenly you hear music or voices from the outer room. It is _____ refers to how good a system at doing What it is supposed to do?	Focused attention	Divided attention	Voluntary attention	Involuntary attention	d	
134	_____ applications are great platforms for creating an environment rich, in visual feedback for the user.	Safety	Usability	Efficiency	Effectiveness	d	
135	is the remarkable facility that lets us reverse a previous action.	Sovereign	Transient	Auxiliary	Daemonic	a	
136	Which one of these would NOT be found in a good Human Computer Interaction?	Redo	Undo	Repeat	Delete	b	
137	Conventional wisdom says that tell the user when he has made some mistake.	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	
138	How do you identify the user in the usability engineering lifecycle?	program crash	system stuck	error messages	metadata	c	
139	The field of HCI _____		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
140	he Usability Engineering involve three phase EXCEPT:		Requirement Analysis	Implementation	Installation	Design, testing, and development	a
141	is an intermediate between users and computer.	Keyboard	Monitor	Both a & b	Mouse	b	
142	Identify from among the following the attribute of usability.	Learnability	Usefulness	Generalizability	Subjective satisfaction	a	
143	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	
144	A persona in the context of goal-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	
145	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	
146	The name of the document should be shown on the application's	menu bar	title bar	tool bar	status bar	b	
147 plays a role to bridge up the gap between the interfaces of machines and human understanding.	Human	Computer	Human Computer Interaction	None of these	c	
148	As is usually a concern to learn those are reminiscent of the purpose or use	Button	Pointer	Title bar	Palette	d	
149	What do you enjoy most about your job (or lifestyle) is an example of	Avoidance	Motivation	Exceptions	Attitude-oriented	b	
150	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	
151	Which of the technique evaluates design on how well it supports user in learning task	Heuristic 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 corresponds to the computer interface technology that uses icon, etc?	CUI	CAI	GDI	GUI	d	
154	How many main categories of principles to support usability?	5	4	6	3	d	
155	Which of the following is not a Model human processor?	The perceptual system	The cognitive system	The motor system	The memory system	d	
156	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	
157							
158							

	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
159	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
160	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
161	There can only be one _____ persona per interface for a product	Primary	Secondary	Supplemental	Customer	a	
162	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	
163	The simple model of human interaction was proposed in _____.	1990	1989	1983	1988	c	
164	The characteristic of a software that enable it to be used multiple times is called _____.	reusable	useful	usable	used	a	
165	The ratio of brightness of the color is defined as _____.	contrast	saturation	intensity	hue	c	
166	The limit of the human ability to see is set by the _____.	loss of suppression	loss of oppression	loss of discrimination	loss of calibration	c	
167	The user input in human computer interaction is recorded through _____.	motor controls	experience	senses	education	c	
168	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	
169	Which of the following is NOT a category of entities?	concept	place	object	relationship	d	
170	Which of these are attributes of usability?	Usefulness	Generalisability	Reliability	Learnability	d	
171	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d	
172	In human vision, the light into a sharp image is been focused by _____.	rods	lens	retina	cones	b	
173	The division of visual perception process of human is in total _____.	1 stage	2 stages	3 stages	4 stages	b	
174	Backup and recovery procedures are primarily implemented to _____.		to provide data redundancy	handle the contingency when a file gets corrupted	All of the above	c	
175	The human perception in reading process is the part of _____.	saccades	fixations	regressions	suppression	b	
176	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 be easy to throw away.	c	
177	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-centered evaluation.	Collecting data from users in different ways with different methods.	d
178	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
179	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d	
180	Exploratory Evaluation:	explores the potential design space for new	involves collecting process data.	is a usability inspection method.	a		
181	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
182	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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184	Select the best way of analysing qualitative user comments collected during a user test		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
185	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
186	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	
187	The analogy of the user in HCI is used as _____.	requirements design system	system design	information processing system	system output	c	
188	Pressing the mouse button in the _____ object allows you to drag the document within the window boundaries.	button	text	label	header	b	
189	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
190	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
191	The small region of retina where optic nerve enters the eye is called _____.	fovea	blind spot	ligament	lens	b	
192	Which of these are usability inspection methods?	Action Analysis	Heuristic Evaluation	Cognitive Walkthrough	All of the above.	d	
193	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	
194	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
195	A technique that organizes data into groups to form non-redundant, stable, flexible, and _____.	optimization	normalization	randomization	requirements analysis	b	
196	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	commodification of a project that should have been	a	
197	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	

Sr 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		Interaction Design	b	
3	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation	Summative	Formative	Visual Analysis	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 learn 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 Processing 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	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	the 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	Design 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	Heuristic 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 evaluation strategy would you select:	Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed order tasks and randomised 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 them to a set of 10 users one by one for a user study. Which of the following study designs 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 prototyping?		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, static, 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 stopped	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 <or> usability function?		Effectiveness	Learnability	Helpfulness	Safety	c
56	Which of the following is the most likely interface metaphor used by a smart phone calendar		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 Chappuis discovered 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 test		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 live 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d
67	the 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		Interaction Design	b
71	Evaluation done during design to check that product continues to meet users'needs are known as _____ evaluation		Summative	Formative		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 experts need to work hand in hand with users 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 principles	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 goal-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 reading	Summative writing	Relative speaking	None of the given listening	a
80	The primary interactive method of communication used by human is		Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	c
81	Which of the following does not belong to 9 heuristics?		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
82	in a heuristic evaluation:						
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 Schneideman 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	Design 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	integally 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 storyboard, 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	higher blue acuity	lower blue acuity	lower red 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, hexastic, and optimization	size of the company	normalization	randomization	requirements analysis		b
110	Which of the following is not a factor in the failure of the systems developments projects?	. Two groups of usability testers compare their results for the same task.	failure of systems integration	inadequate user involvement	continuation of a project that should have been		a
111	Concerning competitive analysis:	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 together 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 test		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	Takes 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 Quintana (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:		concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processing 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 users 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 interruptible 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	Design dialogues to yield closure	Offer error prevention and simple error handling	a

Sr 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	

151	Which of the technique evaluates design on how well it supports user in learning task		Heuristic 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 prototyping?	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 interleaved 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	integally 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 'UI' usability function?	Effectiveness	Learnability	Helpfulness	Safety		c
186	Which of the following is the most likely interface metaphor used by a smart phone calendar	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 test	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

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 a product?	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	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 system?	Cognitive walkthrough	Market Researcher	Affinity Diagram	Contextual inquiry		
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 Mophosh photograph sharing application (Patel et al., 2009) was evaluated?	Agile programming methods were interleaved 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 that organises individual ideas and insights into a hierarchy showing themes	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 live 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 specification	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 storyboard	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 together 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 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 user-centered design process.	The opportunity cost of not using user-centered 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, making sure that the new programs do in fact process certain transactions according to specification.	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		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.	Li. Alphonse Chapanis discovered 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 solution 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 test	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	"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	
52	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	
53	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	
54	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	
55	A simplified model of Human Information Processing include human resources such as:	memory	strength	energy	head	a	
56	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	
57	Which of the following techniques can teach you a few things about a	Cognitive walkthrough	Market Research	Affinity Diagram	Contextual inquiry	b	
58	Which of the following are not the components of the HCI approach to design?	Tasks	Humans	Usability	Technology	b	
59	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	
60	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	
61	Error rate will increase as font size decrease" The above statement is	Participants	Hypothesis	Dependent variables	Independent variables	b	
62	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	
63	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	
64	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	
65	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	
66	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 prototyping?		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	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		Effectiveness	improved	declined	leveled	c
81	Which of the following is a better example of a user experience goal than a CUE summary		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 Chapans discovered 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 Chapans discovered 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 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. Which problem that might occur in a group-experimental studies i. Analysis ii. Subject group iii. Data assembly iv. Choice of task		Audio recording,	Taking notes.	Observation	Video	b
112	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 walkthrough	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 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 together 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 not using user•ADcentred design process.	The opportunity cost of not using user•ADcentred 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, making sure that the new programs do in fact process certain transactions according to	b
138	Sequential or series testing is		running the system with live 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		c
139	Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:		Will the user know that the correct action is available and will achieve the desired 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.	Learability 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.	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 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 Chapman discovered 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 development 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 Actual A or B or C or D
1	Firefox uses _____ rendering engine.	WebKit	TRUE	Gecko	FALSE	Trident	Presto
2	State true or false. It is faster to render HTML and CSS than to interpret and execute						Gecko 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 Tim Berners Lee Integrate d Develop ment Enviro nment	
5	Who created the first web browser	Tim Berners Lee	Jacobs, Lan	Marc Andreessen	Mozilla foundation		
6	IDE stands for _____	Internet Development Environment	Integrated Development Environment	Intelligent Development Environment	Integrated Developed Environment		TRUE
7	Tomcat is an open source web server that provides a servlet container allowing you to run Google Chrome has its own task manager, which allows you to view and manage your memory and CPU usage.	TRUE	FALSE				
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 .html	
12	HTML documents are stored in the file in the form.....	.htm basic	.html c++	.hm MS VISUAL BASIC	.html HTML		
13	what is the language of the web?	TRUE	FALSE				
14	WWW stands for world wide web						TRUE
15	URL stands for	Uniform Resource Locator	Uniform Location	Resource Uniform Locator	Riverce	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 Tim Berners Lee
18	Who is the primary author of HTML?	Brendan Eich	Tim Berners-Lee	Web Programmer	Google Inc	2000 1990	
19	HTML was first proposed in year _____.	1980	1990	1995			
20	CSS is an acronym for	Cascading Style Sheet	Costume Style Sheet	Cascading Style	System	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?
 what are the Problems with knowledge
 2 representation and modelling

- rule based
 frame based
 network based
 All Of The Above
- knowledge acquisition
 resources
 interpretation of user behaviour
 All Of The Above

					Concentrate on content and context
3 Designing user support consists of	User support is not an 'add on' integrally with the System.	it should be designed 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 instructional rather clear, familiar, consistent than language	pop-up boxes & hint icons descriptive avoidance of blocks of language	All Of The Above	All Of The Above
6 Effective presentation requires			text	All Of The Above	All Of The Above
					To identify a name or a resource on the internet.
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.	<title></title>
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>	<html></html>
9 What should be the first and last pair of tags in your Web document? A Web document is broken into sections. What are the tags called that create these 10 sections?	<html></html> <body></body>	and <start><end> <body></body>	and <head><body> and <title></title>	<title></title> and <body></body>	<html></html> and <body></body> Structure tags
10	Structure tags	HTML tags	Heading tags	Body tags	
					It specifies formatting and layout instructions for your web page.
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.
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 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	physical address into 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 EOT	@charset WOFF2	@media SVG	important WOFF	@font-face WOFF	
2	Which of the following font format is supported by all the latest browser?						
3	Which of the following property sets the style of a font?	font	style	cfont-style	@font-face	font-style C/Windo ws	
4	Which among the following is the system root folder for Microsoft Windows by default?	Windows Manager	C:/Windows	Task Manager	Homegroup		
5	Two or more computers connected to each other for sharing information form a _____. What type of technology allows you to use your finger, eye, or voice print to secure your information resources?	Router	Server	Network	Tunnel	Network Biometric s	
6	Which among the following was the first graphical web browser?	Haptics	Caves	Biometrics	RFID		
7	What bar is usually located below the Title Bar that provides categorized options?	Mosaic	WAIS	CERN	Gopher	Mosaic	
8	RAM	ROM	CACHE	Hard Disk	Hard Disk		
9	Mouse	Scanner	Keyboard	Printer	Printer		
10	Which among following is odd one ?						
11	The device that can both feed data into and accept data from a computer is called _____.	input-output device	ALU implementation	CPU and presentation	NONE		
12	what are the issues in user support?	different types of support at different times	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 Requirements of user support?	Availability	Accuracy completeness	and 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	who has control of what interaction?	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 output facility	both a & b	NOPE	All Of The Above 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
2is 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	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				
9	It is the rich stories of the design	program	criteria	iteration	A	
10	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
11 Is an goal of evaluation	acess effect of interface on user	GUI interaction	Software	All of these	A
12	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
13are a well-established technique for collecting demographic data and users' opinions	Questionnaires	Feedbacks	Interviews	Walkthroughs	A
14	which interface system is based on the question / answer dialogue?	Command Line Interfaces	Query interfaces	Menus	Natural Language Interfaces	B
15	Which of the following is a text entry device?	Keyboard	mouse	monitor	touch pad	A

This sheet is for 3 Mark questions						
S.r No	Question	a	b	c	d	Correct Answer
1	Conventional wisdom says thattell 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	psychology	anthropology	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 plagiarism	Speaking with Computer	Error message	None of these	A

		there can be false report	speaking with Computer	Error message	None of these	A
7	Advantages of direct observation is....					
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 clarity 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 requirement	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 requirements	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 contains 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	Completetime	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	Subsection	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 perceptible 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	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	Problems, Task	Tools, Process	Tools, Methodology	None of the given	A

This sheet is for 3 Mark questions						
Sr 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.N.o.	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	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	
	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	
3							
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 goal-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		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	A pluralistic walkthrough?						
24							
25		VR	IR	AR	OR	a	
26	Which of the following is general term for the technology capable of creating a virtual world	CUI	CAI	GDI	GUI	d	
27	Which of the following corresponds to the computer interface technology that uses icon, etc?		Time sharing processing	Online transaction processing	Batch processing	Interactive processing	c
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?		Support internal locus control	Maintain the system frequently	Permit easy reversal actions	Offer informative feedback	b
29	Which of the following does not include in Shneiderman's 8 golden rules?			5	4	6	3 d
30	How many main categories of principles to support usability?						
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

	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
33							
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 organizes 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 see is set by the		loss of suppression motor controls	loss of oppression experience	loss of discrimination senses	loss of calibration education	c
47	The user input in human computer interaction is occurred through						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	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 test		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 those 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.	Learability 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 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

	What incorporates data, architecture, interface, and procedural representations of the software?		design model	user's model	mental image	system image	a
85	What establishes the profile of end-users of the system?		design model	user's model	mental image	system image	b
86							
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			Provide clearly marked exits	Easy to use	Minimize user memory load	Speak user language	
90	Which of the following does not belong to 9 heuristics?		Audible	Video	Walkthroughs	Questions	a
91	People frequently counter the idea of _____ feedback with arguments that Users don't 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 value kins or working prototype; among the dimensions or 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	repressions	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 see 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 Mophotos photograph sharing application (Patel et al., 2009) was evaluated?		Agile programming methods were interleaved with iterative user testing.	Four different data gathering techniques were used.	Participatory design was used.	Vibration 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 that organises individual ideas and insights into a hierarchy showing themes	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.	Learability 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 test		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 hear music or voices from the outer 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d
142	the 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 goal-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 gap between the interfaces of machines and human understanding.		Human	Computer	Human Computer Interaction	None of these	c
150	A is usually a connector to known things or reminiscent of the purpose of use.		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		Heuristic 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 see 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-centered 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.	Learability 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 test		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	ligarette	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 those 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, hexagon, 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 word as enabler by	a	
198	The reading speed and accuracy is increased by reading familiar words based on	word shape	word color	word as single letter		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			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 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		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 branch of computer engineering	Involves very little applied knowledge	Focuses on the study of human behavior on the basis of psychology	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	the 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	Design 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		Heuristic 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 evaluation strategy would you select?		Between groups	Within groups, fixed order tasks	Within groups, randomised tasks	Within groups, a combination of fixed and randomised 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 them to a set of 10 users one by one for a user study. Which of the following study designs 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 prototyping?		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	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 user-usability function?		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 Chapman discovered 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 test		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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d
67	the 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		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 learn by exploring an interface	The idea that experts need to work hand in hand with users 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 goal-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	Design 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 Attitude-oriented question		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.			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	integally 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, static, inactive, and optimization		normalization	randomization	requirements analysis	b	
110	Which of the following is not a factor in the failure of the systems development projects?		size of the company	failure of systems integration	inadequate user involvement	continuation of a project that should have been stopped	a
111	Concerning competitive analysis:		Two groups of usability testers compare their results for the same product.	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 together 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 test		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.	use the Common Industry Format (CIF) for usability reports.	c	
122	takes 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:		already learned concept	a newly created concept	an expert rule	an organizational rule	a
134	A simplified model of Human Information Processing include human resources such as:		memory	strength	energy	head	a
135	User personas that are not primary or secondary are _____ personas.		Served Quantitative	Supplemental Qualitative	Customer SME	Negative None of these	b
136	Research can tell you about what, how, many and why in rich, multivariate						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 users 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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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	Design 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	Heuristic 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	Monochromic 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 prototyping?	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 interfaces 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 capitalised 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 6 7 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 test		Classify the comments into categories and count the 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 a product?	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		
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 user?	Cognitive walkthrough	Market Research	Affinity Diagram	Contextual inquiry		
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."	Heuristic evaluation	Cognitive walkthrough	Model-based evaluation	Review-based evaluation	c	
16	Choose the evaluation technique to describe the above statement 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 walkthrough	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 interfaces 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 organizes 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 storyboard, before low-level prototyping,	After storyboard, 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 product	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 together 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 user centred design process.	The opportunity cost of not using user centred 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 Chapans discovered the cause of the problem in 1975.	The flap control knobs were replaced by better 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 test		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	"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
52	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
53							

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 Processing 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 Research	Affinity Diagram	Contextual inquiry	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 prototyping?	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	leveled	c		
81	Which of the following is a better example to user experience goal than a constraint	Effectiveness	declined	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 design 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 Chapans discovered 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 Chapman discovered the cause of the problem in 1975.	The flap control knobs were replaced by lever 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 try 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.	Learability 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. Which problem that might occur in a group-experimental studies	i. Analysis ii. Subject group iii. Data assembly iv. Choice of task	Audio recording, Taking notes.	Observation	Video		b
112		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 supports user learning task		Heuristic Evaluation	Cognitive walkthrough	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		Quantitative Heuristic Evaluation	Qualitative Cognitive Walkthrough	SME Model-based Evaluation	None of these	b
118	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard					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 how to interact with the system	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 together 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 usercentred design process.	The opportunity cost of not using usercentred 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	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 the rules.	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	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 discovered 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 goal-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

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 & Selection	Selecting & Editing	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 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 storyboardi ng.	After storyboardi ng, 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 test		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 Naviga	Excise and T	Excise and E	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	Walkthrough	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 stud	Error messag	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 functionality?:		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 interlaced 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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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
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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
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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	<p>Select the best way of analysing qualitative user comments collected during a user test</p>	<p>Classify the comments into categories and count number of comments in each category</p>	<p>Find the average and the standard deviation of the data and report it in the body of the report</p>	<p>Use a scatterplot to graph users on the x axis and comments on the y axis.</p>	<p>Look for critical incidents to report.</p>	a
131	<p>What are web analytics?</p>	<p>Online methods for performing usability tests through the cloud.</p>	<p>Web-based methods for performing analysis of video records and electronic logs of user interaction</p>	<p>Web-based methods for performing statistical analysis of data, using tools such as SPSS</p>	<p>Online methods for analysing and visualising patterns of visiting a website, viewing</p>	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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	attempts to understand and shape the way people interact with computers	d

142	The 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 goal-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 test		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	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 learn 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 Processing 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 con	involves ver	focuses on tl	attempts to understand and sh	d
14	Define life cycle model in HCI.		Spiral, usability er	Star, usabilit	usability eng	Star, iterative design	b
15	he Usability Engineering involve three phase EXCEPT:		Requirement Anal	Implementa	Installation	Design, testing, and developm	a
16	Process oriented Main element Issue, position and arguments Which design rationale suite the characteristic above?		Issue-based Information system	Design space analysis	Psychologic al 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 evaluation strategy 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 them to a set of 10 users one by one for a user study. Which of the following study designs 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
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 interruptable and undo-able	Show technical internals from the casual user	Design for direct interaction with objects that appear on the screen
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
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.
33	HyperCard is used to develop a quick		system design	software	mockup	quality test
34	The total number of stages of reading process of the data from screen is		2	3	4	5
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.
36	What is the principal interaction mode for a Wii system?		Gesture and body movements	Haptic (touch) interface	Exploring and browsing	Infrared position detection

37	What is true for vertical prototyping?		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)	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	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 discovered 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 test		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 live 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 branch of computer engineering	involves very little applied knowledge	focuses on the study of human behavior on the basis of psychology	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 users 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 principles	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 goal-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 information	Design dialog	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 ch	ALL of the Above	d
91	Which of the following is golden rule for interface design?		Place the user in control	Reduce the complexity	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 interruptable 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	Supplement	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 storyboardi ng.	After storyboardi ng, 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	normalizati on	randomizati on	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 together 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 test		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

	"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?						
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?		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
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 requirement 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 interruptable 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	Design 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		Heuristic 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 prototyping?		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 test		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 a product?		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	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 thousand people?		Cognitive walkthrough	Market Research	Affinity Diagram	Contextual inquiry	

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

	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

	"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 walkthrough	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

	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
20						
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	<p>What was an important feature of the process by which the Mobiphos photograph sharing application (Patel et al., 2009) was evaluated?</p>		<p>Agile programming methods were interlaced with iterative user testing.</p>		<p>Four different data gathering techniques were used.</p>	<p>Participatory design was used.</p>	<p>Vibrations indicated the arrival of new photos in the application.</p>	b
23	<p>What is an affinity diagram?</p>		<p>A diagram showing the degree of connection between people in social networks</p>		<p>A diagram used to show people's cultural affinities or sense of belonging to groups.</p>	<p>A diagram that organises individual ideas and insights into a hierarchy showing themes</p>	<p>A variant of a tag cloud that is generated from think-aloud protocols.</p>	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	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	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	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	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 storyboard design.	After storyboard design, 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 together 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	<p>When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?</p>	<p>Approval of the research by a properly constituted ethics committee independent of the researchers.</p>	<p>Participants informed they do not have to take part if they do not want to</p>	<p>Participants fully informed of their right to withdraw from the investigation without consequences to them</p>	<p>All of the above.</p>	d
39	<p>The optical illusion used in designs effects page</p>	<p>borders</p>	<p>composition</p>	<p>symmetry</p>	<p>asymmetry</p>	c
40	<p>In the following data set, which number is the mode? 4 5 5 5 6 7 8 8</p>	<p>5</p>	<p>5.5</p>	<p>6</p>	<p>None of the above.</p>	a

41	<p>What is an "affordance" according to Norman (1999):</p>		<p>Property of an object that indicates to people how to use the object.</p>	<p>The return on investment of the user&#xA;centred design process.</p>	<p>The opportunity cost of not using user&#xA;centred design.</p>	<p>An instruction on an interface signalling how to use the interface.</p>	a
42	<p>According to Rogers et al. (2011) what was the primary reason for the success of the iPod?</p>		<p>Powerful functionality</p>	<p>User experience</p>	<p>Access to content</p>	<p>Conceptual design</p>	b

43	<p>Which of the following is a design implication of our understanding of human attention?</p>		<p>Tactile feedback should make the same kinds of distinctions that a person would feel in the world (e.g. pushing vs. pulling)</p>	<p>Text should be legible and distinguishable from its background under different lighting conditions.</p>	<p>Avoid cluttering the interface with more information than is needed at the present moment for the user.</p>	<p>None of the above.</p>	c
44	<p>A question format that collects users opinions on a verbal scale (eg. strongly disagree to strongly agree) is called what?</p>		<p>A psychometric scale</p>	<p>A Likert scale</p>	<p>A questionnaire</p>	<p>An open-response questionnaire item.</p>	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 discovered 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	<p>Regarding the measurement of usability attributes:</p>	<p>Reliability is measured by performing common use cases</p>	<p>Errors are measured by counting minor and catastrophic errors made by users.</p>	<p>Learnability is determined by measuring the time it takes to explain an interface to a new user</p>	<p>users are needed to measure efficiency</p>	<p>b</p>
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50	<p>Select the best way of analysing qualitative user comments collected during a user test</p>		<p>Classify the comments into categories and count number of comments in each category</p>	<p>Find the average and the standard deviation of the data and report it in the body of the report</p>	<p>Use a scatterplot to graph users on the x axis and comments on the y axis.</p>	<p>Look for critical incidents to report.</p>	a
51							

	"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
52						
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 Processsing 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 thousand people?		Cognitive walkthrough	Market Research	Affinity Diagram	Contextual inquiry	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	<p>Advantages: question can be varied to suit context Disadvantages Time consuming Choose the Evaluation query technique based on above statement</p>		Questionnaire	Protocol analysis	Interview	Review-based evaluation	c
62	<p>Error rate will increase as font size decrease" The above statement is</p>		Participants	Hypothesis	Dependent variables	Independent variables	b

63	<p>Independent variables is characteristic changed to produce different condition.</p> <p>Choose the example of Independent variables</p> <ul style="list-style-type: none"> 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	<p>Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard</p>		<p>Heuristic Evaluation</p>	<p>Cognitive Walkthrough</p>	<p>Model-based Evaluation</p>	<p>Review-based evaluation</p>	a
66	<p>Select the heuristic principle to describe the given statement below:</p> <p>Always keep user informed about what is going on, through appropriate feedback within reasonable time.</p>		<p>Error prevention</p>	<p>Help and documentation</p>	<p>Visibility of system status</p>	<p>Consistency and standard</p>	c

67	<p>Choose the suitable method to apply the criteria below:</p> <p>Data can be collected in database for analysis</p> <p>Present result clearly</p> <p>Responses are usually received quickly</p>		Interview	Questionnaire	Research	Observation	b
68	<p>"Using model of how a human would use a proposed system to obtain predict usability measure by calculation or simulation."</p> <p>Choose the evaluation technique to describe the above statement</p>		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	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	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 processor s.	feedback and environment	All of the above	d
73	What is true for vertical prototyping?		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:		<p>They are based on the idea that the difficulty of dealing with a novel situation is related to the number of possibilities.</p>	<p>They can be divided into physical, semantic, political, and logical constraints.</p>	<p>the trash can was used to eject a diskette.</p>	<p>They describe the range of possible actions</p>	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 discovered 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	<p>Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:</p>		<p>Will the user be trying to achieve the right effect?</p>	<p>Will the user know that the correct action is available and will achieve the desired effect?</p>	<p>. If the correct action is taken, will the user see that things are going ok?</p>	<p>All of above</p>	<p>d</p>
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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
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 discovered 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
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93	<p>What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?</p>		<p>Learners may fixate on just one medium, such as text, and not process further information available in other media.</p>	<p>Learners may hop between media and only partially process the information in each one.</p>	<p>Learners may feel that they are being patronised</p>	<p>Learners may need tools to help them keep track of the information with which they have and have not yet engaged.</p>	a
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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	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	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	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	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 walkthrough	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	<p>Independent variables is characteristic changed to produce different condition.</p> <p>Choose the example of Independent variables</p> <ul style="list-style-type: none"> 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	<p>_____ Research can tell you about what, how, many and why in rich, multivariate detail.</p>		Quantitative	Qualitative	SME	None of these	b

118	<p>Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard</p>		<p>Heuristic Evaluation</p>	<p>Cognitive Walkthrough</p>	<p>Model-based Evaluation</p>	<p>Review-based evaluation</p>	a
119	<p>Select the heuristic principle to describe the given statement below:</p> <p>Always keep user informed about what is going on, through appropriate feedback within reasonable time.</p>		<p>Error prevention</p>	<p>Help and documentation</p>	<p>Visibility of system status</p>	<p>Consistency and standard</p>	c

120	<p>Choose the suitable method to apply the criteria below:</p> <p>Data can be collected in database for analysis Present result clearly Responses are usually received quickly</p>		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 storyboard ing.	After storyboardin g, 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	<p>What was an important early drawback of the Clearboard system by Ishii et al. (1993).</p>	<p>It required people to move to a dedicated video conferencing facility at their workplace</p>	<p>As people moved closer to the board to talk with a remote colleague, the video system no longer picked them up</p>	<p>People found it uncomfortable to interact with a colleague sitting down; at a colleague.</p>	<p>All of the above.</p>	<p>c</p>
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129	<p>What is a principal limitation of multimedia as a means for presenting educational material, according to Rogers and Aldrich (1996)?</p>		<p>Learners may fixate on just one medium, such as text, and not process further information available in other media.</p>	<p>Learners may hop between media and only partially process the information in each one.</p>	<p>Learners may feel that they are being patronised</p>	<p>Learners may need tools to help them keep track of the information with which they have and have not yet engaged.</p>	a
130	<p>The standard line length given by scientists for equally legible is</p>		<p>2.1 to 5.3 inches</p>	<p>2.3 to 5.2 inches</p>	<p>2.2 to 5.3 inches</p>	<p>2.5 to 3.2 inches</p>	b

131	In a co-discovery test:		The user works together 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	<p>When conducting an investigation with human participants for research or commercial reasons, which provision(s) for consent must be made?</p>	<p>Approval of the research by a properly constituted ethics committee independent of the researchers.</p>	<p>Participants informed they do not have to take part if they do not want to</p>	<p>Participants fully informed of their right to withdraw from the investigation without consequences to them</p>	<p>All of the above.</p>	d
134	<p>What is an "affordance" according to Norman (1999):</p>	<p>Property of an object that indicates to people how to use the object.</p>	<p>The return on investment of the user&#xA;centred design process.</p>	<p>The opportunity cost of not using user&#xA;centred design.</p>	<p>An instruction on an interface signalling how to use the interface.</p>	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
135	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	<p>Which of these belong to the four criteria used to critique a cognitive walkthrough success or failure story:</p>		<p>Will the user be trying to achieve the right effect?</p>	<p>Will the user know that the correct action is available and will achieve the desired effect?</p>	<p>. If the correct action is taken, will the user see that things are going ok?</p>	<p>All of above</p>	<p>d</p>
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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 discovered 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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Subject Code :CS8079	Subject Name : HUMAN COMPUTER INTERACTION	Rev. No.	02
Unit No : 1	Unit Name : FOUNDATIONS OF HCI	Date	30.09.2020

OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ/True or False / Fill up with Choices)	BTL
1.	<p>Why are people less able to distinguish line detail in blue?</p> <p>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.</p>	L2
2.	<p>For a product to be successful, it must be:</p> <p>a) Useful by humans b) Usable by humans c) Used by humans d) All of the above</p>	L1
3.	<p>derives the logically necessary conclusion from the given premises.</p> <p>a) Deductive reasoning b) Inductive reasoning c) Abductive reasoning d) Reasoning</p>	L2
4.	<p>Is generalizing from cases we have seen to infer information about case. we have not seen.</p> <p>a) Deductive reasoning b) Inductive reasoning c) Abductive reasoning d) Reasoning</p>	L1
5.	<p>Is the method we use to derive explanations for the events we observe.</p> <p>a) Deductive reasoning b) Inductive reasoning c) Abductive reasoning d) Reasoning</p>	L2
6.	<p>Is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.</p>	L1

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OBJECTIVE TYPE QUESTION BANK

	a) Deductive reasoning b) Inductive reasoning c) Abductive reasoning 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	L2
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	L1
9.	Over a short period of time, we find it easier to remember the string of numbers "404 8946743" because: The grouping of the numbers is significant. a) True b)False	L2
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.	L1
11.	Statement I Speech technology is a small area of commercial interest.	L2

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OBJECTIVE TYPE QUESTION BANK

	<p>Statement 2 Courier Is a fixed-pitch font.</p> <p>a) Only Statement I is True b) Only Statement 2 is True c) Both statements are True d) Both statements are False</p>	
12.	<p>Statement 1 Fitts' Law uses the formula movement time = a + b log2 (distance/size + 1) where a and b are empirically determined constants.</p> <p>Statement 2 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.</p> <p>a) Only Statement I is True b) Only Statement 2 is True c) Both statements are True d) Both statements are False</p>	L1
13.	<p>Statement I 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.</p> <p>a) Only Statement I is True b) Only Statement 2 is True c) Both statements are True d) Both statements are False</p>	L2
14.	The isometric joystick:	L1

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OBJECTIVE TYPE QUESTION BANK

	a) Moves the cursor according to how fast the joystick is moved b) Moves the cursor according to how slow 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	L2
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 I is True b) Only Statement 2 is True c) Both statements are True d) Both statements are False	L1
17.	Speed is important for interactive devices: So that the devices can respond appropriately to a user's Input. a) True b) False	L2
18.	Expert "slips" occur when: A person Is skilled at a task, and an element of the task changes. a) True	L1

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	b) False	
19.	The term human-computer interaction has only been in widespread use since the early a) 2000s b) 1950s c) 1970s d) 1980s	L2
20.	The gulf of execution refers to: The user's difficulty in formulating and articulating an Intention to the system. a) True b) False	L1
21.	Which of the following is a long term individual difference? a) Weight b) Color c) Sex d) Height	L2
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	L1
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 w	L2

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	hen humans needed the ability to perform more than one task at a time. a) Only Statement I is True b) Only Statement 2 is True c) Both statements are True d) Both statements are False	
24.	Which of the following are examples of paradigms for interaction? a) Personal computing b) Hypertext c) Multi-modality d) All of the above	L1
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	L2
26.	The Behavioural Science is the example for _____ a) Usability Testing b) Usability Study c) Acceptance Testing d) Usability Engineering	L1
27.	Handheld Barcode Scanner is an example for _____ a) Usability Testing b) Usability Study c) Acceptance Testing d) Usability Engineering	L2
28.	Grammars are _____ tools in HCI a) Hardware b) Digital	L1

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Course/Branch : B.E / CSE	Year / Semester : IV / VII	Format No.	NAC/TLP-07a.13
Subject Code : CS8079	Subject Name : HUMAN COMPUTER INTERACTION	Rev. No.	02
Unit No : 1	Unit Name : FOUNDATIONS OF HCI	Date	30.09.2020

OBJECTIVE TYPE QUESTION BANK

	c) Coding d) Software	
29.	HCI is the Combination of _____ a) Human & Robot b) Hardware & Software c) Input & Output d) Coding & Designing	L2
30.	Prototyping is a _____ design that helps users in testing design ideas without executing a complete system. a) Trial b) Partial c) Interactive d) Trial & Partial	L1



Solutions to Week 4 Assignment

1. Which of the following should an HCI expert take care of while designing a product?
 - a. You can make as many assumptions as possible
 - b. If it's not obvious to the users, it's always their fault
 - c. **You should not think yourself as a typical user**
 - d. The end user is never a beginner
2. An HCI expert needs to be careful about which of the following
 - a. Users hijacking a discussion during an interview
 - b. Users deliberately providing incorrect information during a survey
 - c. **Users hijacking a discussion during an FGD**
 - d. All of the above
 - e. Both a and c
 - f. None of the Above
3. Why do we need a Survey?
 - a. To narrow down the data collection for your problem
 - b. Collecting qualitative data
 - c. **To understand the needs of a large set of users**
 - d. **Statistical representation of the population of interest**
4. Which of the following is a mode of conducting surveys?
 - a. Telephone
 - b. Web
 - c. Hybrid
 - d. **All of the above**
5. Which of the following issues occur in personal surveys?
 - a. Surveys are unnecessarily long
 - b. **Time consuming**
 - c. Low response rate
 - d. **Users may be biased due to the presence of the interviewer**
6. Which of the following survey techniques has the lowest response rate
 - a. **Email**
 - b. Telephone
 - c. Personal
 - d. Web
7. Which of the following is true about closed questions?
 - a. Closed questions are easy to code because they are not mutually exclusive

- b. **They might introduce bias in the study**
c. **Closed questions are time saving**
d. They allow for greater creativity than open ended questions
8. Which of the following is **not** true about open-ended questions?
- 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
9. Which of the following questionnaire designs are particularly useful for exploratory studies?
- Closed questions
 - Hypothetical questions
 - Questions with mutually exclusive options
 - Open-ended questions**
10. Which of the following techniques can be used to understand the needs of a user?
- Focus Group Discussions**
 - Interviews**
 - TV advertisements
 - None of the above
11. Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
- Focus Group Discussions
 - Cognitive walkthrough
 - Survey
 - Pilot study**
12. Choose the option with the most optimal order.
- Focus Group Discussions -> Interviews -> Surveys
 - Surveys -> Focus Group Discussions -> Interviews
 - Surveys -> Interviews -> Focus Group Discussions
 - Interviews -> Focus Group Discussions -> Survey**
13. Which of the following factors **does not** govern the choice of the survey mode?
- Time and budget constraints
 - Quality of the experts that will evaluate the survey**
 - The response rate desired

- d. The complexity of the questions to be asked
14. 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
15. What type of questions should one avoid in a questionnaire?
- Double negatives**
 - Leading questions**
 - Demographic questions
 - Overlapping response categories**
16. What is/are the goal/s of Task Analysis?
- 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**
17. Which of the following can be classified as a difficult task while navigating on an e-commerce website?
- Create an account/Login
 - Cancel a purchase**
 - Find a product and add to cart
 - Checkout and proceed to purchase
18. Which of the following was one of the problem with the Stanford Prison Experiment?
- 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
19. 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?**

20. What is an ideal composition of tasks in a task analysis?

- a. All easy tasks
- b. All difficult tasks
- c. **A mix of easy, moderate and difficult tasks**
- d. More easy tasks and less difficult tasks

Marks hi Mai ^ -



In the Name of Allāh, the Most Gracious, the Most Merciful

MidTerm Papers Solved MCQS with Reference (1 to 22 lectures)

Question#1: The term mental model was first developed in the early 1640s by _____

- Johnson - Laird
- Donald Norman
- Kenneth Craik
- John Corman

Page # 93

Question#2: In _____ several keys must be pressed at once in order to enter a single character.

- QWERTY Keyboard
- Dvorak Keyboard
- Alphabetical keyboard
- Chord keyboards

Page # 112

In chord keyboards several keys must be pressed at once in order to enter a single character. This is a bit like playing a flute, where several keys must be pressed to produce with a small number of keys, few keys are required, so chord keyboards can be very small, and many can be operated with just one hand.

Question#3: On my personal computer, I am listening a song with head phone. At same time, I am entering data in MS word It means my system is:

- Uni-model
- Multi-model**
- Mini-model
- Large-model

Question#4: 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
- It allows poorly-defined problems to be solved

Question#5: Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- Cultural** **Page # 106**
- Graphical

Question#6: There is usually a _____ attached to the top of a window identifying it to the user.

- Icon
- Title bar** **Page # 130**
- Menu
- Button

Question#7: Input in human is mainly through the _____ and output through the _____ of the effectors.

- Senses, Rods
- Motor control, Senses
- Senses, Motor Control
- Motor Control, Rods

Page # 54

Input in human is mainly through the **senses and output through the motor control** of the effectors. There are five major senses:

- Sight
- Hearing
- Touch
- Taste
- Smell

Question#8: _____ model is famous for risk analysis.

- Waterfall
- Spiral
- RAD
- Incremental

Page # 150

For many years, the waterfall formed the basis of most software developments, but in 1988 Barry Boehm suggested the spiral model of software development. Two features of the spiral model are immediately clear from figure: risk analysis and prototyping.

اپنے آپ کو بدل دو تمہاری
قسمت خود بخود بدل جائے کی

Question#9: _____ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient.
- Strategic.
- Tactical.
- Reliable.

- Only A

- Only C** **Page # 143**

- A and C

- B and D

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question#10: In order to develop any product, which major activity or activities should be undertaken from the given list:

A. The designer must understand the requirements of the product
B. must develop the product.

- Only A
- Only B

- A and B** **Page # 148**

- Not A and Not B

In order to develop any product, two major activities have to be undertaken:

The designer must understand the requirements of the product, and must develop the product.

کسی انسان کی خوبی کو پہچانا تو اور اس سے بیان کرو، لیکن اگر کسی کی
خوبی مل جائے تو یہاں تمہاری خوبی کا امتحان ہے۔
فرمان حضرت علیؓ

Question# 11: The persona's needs are fully satisfied by a primary interface refers to _____ persona.

- Supplement** Page # 159
- Negative
- Secondary
- Primary

Question# 12: Suppose ali is writing an article on Cloud computing in windows mobile, which cognitive mode will contribute to generate this idea.

- Experiential cognition
- Reflective cognition** Page # 48
- Information cognition
- Execution cognition

Reflective cognition involves thinking, comparing, and decision-making. This kind of cognition is what leads to new ideas and creativity. Examples include designing, learning, and writing a book.

Question# 13: Primary interface serves the needs of the persona with the minor modification or addition refers to _____ persona.

- Primary
- Secondary** Page # 159
- Supplement
- Negative

” لفظو ایسی چیز ہے ”
” جسکی وجہ سے انسان یا تودل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔ ”

Question#14: As a designer you get usage patterns and the goals associated with users that drive the creation of personas in the _____ phase.

- Requirements definition
- Framework definition
- Modeling phase
- Refinement

Page # 159

Question#15: _____ minimize errors.

- Affordance
- Visibility
- Constraints
- Affordance and Visibility

Page # 106

Constraints, on the other hand, are the *inverse* of affordances. They limit the way an object can be used. Constraints can be used to avoid usage errors or minimize the information to be remembered.

Question#16: The color, which are directly opposite to each other are said to be.

- Complementary colors
- Analogous colors
- Primary colors
- Secondary colors

Page # 64

Complementary colors are any two colors, which are directly opposite each other, such as red and green and red-purple and yellow-green.

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اور میرے سامنے ہر معاملے میں حقائق کے سارے پہلو حکوم دے

Question#17: The _____ phase employs ethnographic field study techniques (observation and contextual interviews) to provide qualitative data about potential and/or actual users of the product.

- Refinement
- Framework definition
- Modeling
- Research

Page # 158

Question#18: Comparing design standards with guidelines, standards are usually _____.

- Higher in authority and more limited in application
- Higher in authority and more general in application
- Lower in authority and more general in application
- Lower in authority and more limited in application

types of design rules

- principles
 - abstract design rules
 - low authority
 - high generality
- standards
 - specific design rules
 - high authority
 - limited application
- guidelines
 - lower authority
 - more general application

جهوٹ انسان اور ایمان دونوں کا دشمن ہے

Question#19: There are various types of errors. Norman has categorized them into two main types.

- Mistakes, Error
- Self Blaming , Mistakes
- Error , Slips
- Mistakes, Slips**

Page # 100

Question#20: The transitions on the Interaction Framework;

- Are unimportant
- Simply link the whole system together
- Pass messages around the system
- Represent the translations required from one component to the next**

Page # 123

Question#21: Which of the following is proportional to the amplitude of the sound where the frequency remains constant?

- Pitch
- Loudness**
- Timber
- Rhythm

Page # 70

Question#22: The eye is a mechanism for receiving light and transforming it into _____ energy.

- Electrical energy**
- Heat energy
- Potential energy
- Kinetic energy

Vision begins with light. **The eye is a mechanism for receiving light and transforming it into electrical energy.** Light is reflected from objects in the world and their image is focused upside down on the back of the eye. The receptors in the eye transform it into electrical signals, which are passed to brain.

Question#23: WYSIWYG stands for _____.

- What you say is what you talk
- What you see is what you get**
- What you sing is what you think
- What you sow is what you ripe

Page # 36

WYSIWYG (what you see is what you get)

Question#24: Which of the following is haptic perception?

- Touch**
- Smell
- Taste
- Hear

Page # 71

The third sense is touch or haptic perception. Although this sense is often viewed as less important than sight or hearing, imagine life without it. Touch provides us with vital information about our environment. It tells us when we touch something hot or cold, and can therefore act as a warning. It also provides us with feedback when we attempt to lift an object.

Question#25: _____ is required when someone is required to make a prediction about a particular state of affairs.

- Image model
- Mental model**
- Initial model
- Spiral model

Page # 94

Mental models are usually constructed when we are required to make an inference or a prediction about a particular state of affairs

Question#26: _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

Buttons Page # 133

- Edition
- Cursors
- Windows

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

Question#27: In understanding the nature of usability: the way or approach in which the user and the idiom interact is called _____.

Strategic Page # 143

- Tactical
- Non- Technical
- Technical

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

Question#28: Unable to edit pdf document, is a type of _____ constraints.

Physical Page # 106

- Logical
- Cultural
- Update

زندگی میں کامپیوٹر کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

Question#29: The _____ appears in the center of the circle, and so there is the same distance to travel to any of the selections.

- Main menus
- Icon
- Pointer
- Title bar

Page # 132

Question#30: Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- Loudness
- Timber
- None of these

Question#31: The human eye has approximately _____ rods and _____ cones per eye

- 120 million , 6 million
- 190 million , 3 billion
- 150 billion , 6 million
- None of the given

The human eye has approximately 120 million rods 6 million cones per eye

عقل مدد کہنا ہے میں کچھ نہیں جانتا چیز کے روشن کہنا ہے کہ میں سب کچھ جانتا ہوں

Question#32: What are the three types of reasoning?

- Deductive, Productive and Inductive
- Abdicative, Inductive and Deductive**
- Inductive, Abdicative and Reproductive
- Productive, Reproductive and Deductive

Page # 89

Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

Question#33: 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**
- To improve effectiveness of the systems

Page # 30

The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as „to develop or improve the safety, utility, effectiveness, efficiency and usability of systems.

Question#34: Which of the following is considered as the most complex species?

- Humans**
- Computers
- Animals
- Birds

Page # 18

Human beings are the most interesting and fascinating species on planet. They are the most complex living being on the earth

Question# 35: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- Quality** [Page # 40 Click here for more detail](#)
- Effectiveness
- Standard
- Quantity

Quality is essential in all we do and particularly in our chosen field of work.

Quality has been defined by the International Standards Organization (ISO) as:

The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.

Question# 36: 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

Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.

Question# 37: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered** [Page # 21](#)
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

Software Engineering and HCI

There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.

Question#38: Which of the following is not true?

- o Utility refers to the functionality of a system
- o **Usability is concerned with adding complexity to the system** page # 30
- o Usability is concerned with making systems easy to use
- o Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

Question#39: Formal methods are used to represent

- o Architecture aspects of software systems only
- o Procedural aspects of software systems only
- o **Both Architecture and procedural aspects of software systems** Page # 21
- o None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

Question#40: Which interface system is based on the question / answer dialogue?

- o Command Line Interfaces
- o **Query interfaces** Page # 127 and 128
- o Menus
- o Natural Language Interfaces

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Question#41: Choice of operations and services are offered on the screen through _____

- Pointers
- Toolbars
- Menus
- None of the given

Page # 131

A menu presents a choice of operations or services that can be performed by the system at a given time.

Question#42: What will be the gulf of execution if the user is able to formulate and perform the actions easily;

- Smaller
- Greater
- Balanced
- None of the Given

Page # 122

Question#43: Form-filling interfaces are used for

- data entry
- data integration
- data manipulation
- data definition

Page # 128

Form-filling interfaces are used primarily for data entry but can be useful in data retrieval applications.

Question#44: Which of the following is flaw in waterfall model?

- requirements change overtime
- maintenance can not be possible at the end
- testing should be done before requirements gathering
- All at the given

Page # 150

Flaws of waterfall model: One of the main flaws with this approach is that requirements change over time.

Question# 45: There are two aspects in which we can understand the nature of usability
A. Strategic and Tactical.
B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- Only A

Page # 143

- Only C
- A and D
- B and C

we can understand The nature of usability in two aspects

- Strategic
- Tactical

Question#46: Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- Task
- Core
- Both
- None of the above

Page # 123

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.

Question# 47: User and system has its own unique language the language used by the system is called _____.

- Core
- Task
- Both
- None of the above

Page # 123

The system's language is referred as the core language and the user's language is referred as the task language

ایمندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question#48: Which of the following is used to toggle between two states?

- check boxes
- Radio buttons
- Toolbars
- menus

Page # 133

Radio Buttons

Buttons can also be used to toggle between two states

Question# 49: Which of the following is a text entry device?

- Keyboard
- mouse
- monitor
- touch pad

Text entry devices: There are many text entry devices as given below:

Keyboard The most common method of entering information into the computer is through a

Keyboard QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry

Question#50: "Mistakes" and "Slips" are two forms of

- Errors
- goals
- evaluation
- objectives

Page # 100

There are various types of errors. Norman has categorized them into two main types, slips and mistakes:

نم اچھا کرو زمانہ نم کو برا سمجھ پہ اس سے بہتر لے کہ نم برا کرو اور زمانہ نم کو اچھا سمجھ

Question# 51: The _____ model should match the _____ model.

- User, conceptual
- Conceptual, mental
- Mental, central
- Conceptual, central

Page # 94

[Click here for more Detail](#)

Question# 52: Which of the following is/are aspect(s) of human action?

- execution and evaluation
- evaluation and efficiency
- efficiency and execution
- efficiency

Page # 99

Human action has two aspects, execution and evaluation.

Execution: involves doing something.

Evaluation: is the comparison of what happened in the world with what we wanted to happen

Question# 53: Building things from user's perspective is called

- Functionality
- Usability
- Portability
- None of the given

page # 31

Usability goals: To recap, usability in generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable **from user perspective**.

بڑی صحبت سے تہائی بہتر ہے اور تہائی سے نیک صحبت بہتر ہے

Question#54: Certain factors that help us to interact with graphical based systems

- Indirect manipulation
- Direct manipulation Page # 86
- Both
- None of the given

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question#55: 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 Page # 70

An everyday example of an involuntary act is being distracted from working when we can hear music or voices in the next room

Question#56: Which of the following is a long-term individual difference?

- Age
- Sex [Click here for more Detail](#)
- Fatigue
- Color

Individual Differences Long term : Sex , Physical abilities , Intellectual abilities

الله کا خوف سب سے بڑی دانائی ہے

Question#57: _____ refers to how good a system at doing What it is supposed to do?

- Safety
- Usability
- Efficiency
- Effectiveness

Page # 31

Effectiveness

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

Question#58: As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- Tactical
- Manual
- Technical
- Strategic

Page # 143

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

Question#59: Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)
- Subject matter expert (SME)
- Small and medium enterprise (SME)
- Subject master engineering (SME)

Page # 168

Subject matter expert (SME)

جو شخص ناکامیوں سے ٹر کر بھاگتا ہے کامپیوٹر اس سے ٹر کر بھاگتی ہے

Question#60: 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 # 100

Scenario content and context are derived from information gathered **during the Research phase and analyzed during the modeling phase.**

Question#61: What is a semantic network?

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

Page # 82

Long-term memory structure

There are two types of long-term memory: **episodic memory and semantic memory.**

Question#62: Which of the following is least likely to be revealed by a paper prototype?

- Your users don't know the term algorithm
- Toolbar buttons are too small to press**
- The Help menu isn't in the right place
- Radio buttons are too small

[Click here for more Detail](#)

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظرؤں سے گر جاتا ہے

Question#63: _____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- Scenario
- Persona** Page # 187
- Prototype
- None

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

Question#64: The difference between the intentions and allowable actions is the:

- Gulf of Execution** Page # 103
- Gulf of Evaluation
- Both of the above options
- None of these

The difference between the intentions and allowable actions is the **gulf of execution**.

Question#65: 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

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

Question#66: The goals of HCI are:

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

Question#67: WYSIWYG stands for _____.

- Where you see is where you get
- What you see is what you get**
- When you see it when you get

Page # 36

WYSIWYG (what you see is what you get)

Question#68: _____ is proportional to the amplitude of the sound.

- Pitch
- Loudness**
- Timber
- None of the given

Page # 70

Loudness is proportional to the amplitude of the sound; the frequency remains constant

Question#69: 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

Effectiveness: It is a very general goal and refers to how good a system at doing what it is suppose to do.

Question#70: 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.**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

Page # 31

Efficiency: It refers to the way a system supports users in carrying out their tasks.

Question#71: User personas that are not primary or secondary are _____ personas.

- Served
- Negative
- Customer
- Supplemental

Page # 196

Supplemental personas

User personas that are not primary or secondary are **supplemental personas**

Question#72: Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- Evaluation
- Execution
- Implementation

Page # 99

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something.
Evaluation is the comparison of what happened in the world with what we wanted to happen.

Question#73: _____ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- Qualitative
- SME
- None of these

Page # 166

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

عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی

Question#74: Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.

- Only A

- Only B**

[Click here for more Detail](#)

- Both A and B

- Not A and Not B

Question#75: What are the Most common things you do with the product is a type of _____.

- Goal- oriented question

- System - oriented question**

Page # 182

- Workflow- oriented question

- Attitude-oriented question

System-oriented questions

Function

What are the most common things you do with the product?

Question#76: What do you procrastinate on? is type of _____

- Priorities

- Avoidance**

Page # 183

- Exceptions

- Preference

Avoidance

What would you prefer not to do?

What do you procrastinate on?

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

Question#77: _____ Cognitive process involves encoding and recalling knowledge and acting appropriately

- Attention
- Reduction
- Memory
- Encoding

[Click here for more Detail and also Read PPT slides](#)

Memory : Involves encoding and recalling knowledge and acting appropriately

Question#78: During _____ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- Research
- Modeling
- Framework
- Interview

Page # 159

Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

Question#79: Transactional sites that are used for a significant part of an employee's job should be considered full _____ applications.

- Sovereign
- Transient
- Temporary
- None of the given

Transactional sites that are used for a significant part of an employee's job should be considered full sovereign applications.

جوٹ رزق کو کھا جاتا ہے

Question#80: _____ 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

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

Question#81: HCI deals with _____.

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- All of the given choices [Click Here For More Detail](#)

Question#82: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- Focused Attention Page # 78
- Voluntary Attention
- Involuntary attention
- Divided Attention

Focused Attention

For example, when engaged in a conversation it is usual to attend to what the other person is saying.

جهوٹ انسان اور ایمان دونوں کا دشمن ہے

Question#83: Drive a vehicle while holding a conversation with a passenger is the example of _____.

- Focused Attention
- Voluntary Attention
- Involuntary attention
- Divided Attention**

Page # 78

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question#84: _____ minimizes errors.

- Affordance
- Constraints**
- Visibility
- Affordance and Visibility

Page # 106

Question#85: _____ are dragged down from the title at the top of the screen.

- Pull Down Menus**
- Main Menus
- Icons
- Buttons

Page # 132

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

اپنی مرضی اور اللہ کی مرضی میں فرق کا نام غم ہے

Question#86: _____ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient
- Strategic
- Tactical**
- Reliable

Page # 143

Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question#87: The Usability Engineering lifecycle was proposed by _____.

- Hartson
- Webster
- Barry Boehm
- Deborah Mayhew**

Page # 153

The Usability Engineering lifecycle was proposed by **Deborah Mayhew in 1999**.

Question#88: 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**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Page # 153

Two different modes of activity: **analytic mode and synthetic mode**.

ایمیڈار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question#89: Alia is used to describe design problem /solution by _____ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities

- Persona
- Scenario
- Flowchart
- Brainstorming

[Click Here For More Detail](#)

Question#90: _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- Buttons
- Pointers
- Menus
- Windows

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

Question#91: Around 63% of software projects exceed their cost estimates. The top four reasons for This are:

- A– Frequent requests for changes from users
- B– Overlooked tasks
- C– Users' lack of understanding of their own requirements
- D– Insufficient user-analyst communication and understanding

- Only A
- Only B
- Only D
- ABC&D

[Page # 27](#)

Around 63% of software projects exceed their cost estimates. The top four reasons for this are:

- Frequent requests for changes from users
- Overlooked tasks
- Users' lack of understanding of their own requirements
- Insufficient user-analyst communication and understanding

Question#92: _____ of the potential sales from a site are lost because people cannot find the item they are looking for

- 50%
- 40%
- 30%
- 10%

Page # 141

50% of the potential sales from a site are lost because people cannot find the item they are looking for

Question#93: Human eye is very sensitive to _____

- Air
- Smoke
- Light
- Sand

Page # 55 and 56

Question#94: Top of the web page contain the _____

- Menu
- Title bar
- Home icon
- Back button

[Click here For More Detail](#)

The title bar is a bar located at the top of a window or a dialog box that displays the name of the window or software program being used.

جو شخص ناکامیوں سے ٹر کر بھاگتا ہے کامیابی اُس سے ٹر کر بھاگتی ہے

Question#95: You can load a VCR tape the right way because of _____.

- Physical constraints

Page # 106

- Logical constraints
- Cultural constraints
- None of these

Physical constraints: Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

Question#96: _____ are unintentional while _____ occur through conscious deliberation (respectively).

- Slips, mistakes
- Errors, slips
- Mistakes, errors
- Mistakes, slips

Page # 100

Slips

Slips are unintentional. They happen by accident, such as making typos by pressing the wrong key or selecting wrong menu item by overshooting. The most frequent errors are slips, especially in well-learned behavior.

Mistakes

Mistakes occur through conscious deliberation. An incorrect action is taken based on an incorrect decision. For example, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is a mistake. A menu option to erase the disk is appropriate action.

Question#97: 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
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

Page # 91

Question#98: 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** **Page # 81**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question#99: Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

- True
- False** **Page # 176**

Contextual inquiry: **Contextual inquiry**, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

Question#100: 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

Served: the persona is not an actual user of the product, but is indirectly affected by it and its use

Question# 101: Which of the following is not a secondary color?

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

Secondary Colors: These are the colors formed by mixing the primary colors. **Green, orange and purple**

Question#102: Which of the following requires less cognitive effort than others?

- Listening** **Page # 87**
- Speaking
- Hearing
- None of the given

Listening require less cognitive effort than reading or speaking.

Question#103: We are deficient in our development _____, not in our development _____ (respectively).

- Process, Tools** **Page # 23**
- Tools, Process
- Tools, Methodology
- None of these

We are deficient in our **development process**, not in our **development tools**.

Question#104: 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**

Command line interface are powerful in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظرؤں سے گر جاتا ہے

Question# 105: 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

Psychology is concerned primarily with understanding human behavior and the mental processes that underlie it.

Question# 106: _____ 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

HCI plays a role to bridge up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

Question# 107: 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

Primary: the persona's needs are sufficiently unique to require a distinct interface form and behavior

خود کو تمہیں سے بڑھ کر کوئی اچھا مشورہ نہیں دے سکتا

Question#108: A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- Palette
- Title bar

Page # 133

A palette is usually a collection of icons that are reminiscent of the purpose of the various modes.

Question#109: During _____ phase, usage and workflow patterns discovered through _____.

- Modeling, analysis
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Page # 159

Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

Question#110: The Star lifecycle was proposed by _____.

- Deborah Mayhew
- Webster
- Barry Boehm
- Hartson

Page # 152

In 1989, the Star lifecycle model was proposed by Hartson and Hix.

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

Question#111: Waterfall model is basically a _____ model in which each step must be completed before the next step can be started.

- Incremental
- Linear**
- Iterative
- Analytical

Page # 149

The **waterfall lifecycle** was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is **basically a linear model** in which each step must be completed before the next step can be started.

Question#112: What do you enjoy most about your job (or lifestyle) is an example of _____.

- Avoidance
- Motivation**
- Exceptions
- Attitude-oriented questions

Page # 183

Motivation

What do you enjoy most about your job (or lifestyle)?

What do you always tackle first?

Question#113: _____ represents the Early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions
- Focused on domain knowledge**

Page # 181

Early-phase

- Exploratory
- **Focused on domain knowledge**
- Open-ended questions

114: There can only be one _____ persona per interface for a product.

- Primary
- Secondary
- Supplemental
- Customer

Page # 196

Primary personas represent the primary target for the design of an interface. There can be **only one primary persona per interface for a product.**

Question#115: 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.

Page # 182

System-oriented questions

Function: What are the most common things you do with the product?

Question#116: _____ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals
- End goals**
- Experience goals
- Life goals

Page # 192

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

عقل مدد کہنا ہے میں کچھ نہیں جانتا جیکہ بے وقوف کہنا ہے کہ میں سب کچھ جانتا ہوں

Question#117: _____ personas address the needs of customers, not end users.

- Served
- Negative
- Customer
- Supplemental

Page # 197

Customer personas address the needs of customers, not end users. Typically, customer personas are treated like secondary personas.

Question#118: Persona is not context specific, so it can be reused easily.

- True
- False

Page # 189

Personas and reuse

- Personas context-specific
- Cannot be reused across products

Slide No. 22 Page # 21/61

Question#119: The size and shape of a compact disk, is a type of _____ constraint.

- Physical
- Logical
- Cultural
- None of these

Physical constraints

Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

ایماندار کو غصہ دیر سے آتا ہے اور جاذی دور ہو جاتا ہے

Question#120: 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

Monitors are useless to the visually impaired or blind person.

Question#121: 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#122: Which of the following is not one of the primary colors?

- Red
- Yellow
- Blue
- Green

Page # 62

Primary Colors

In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues

PRIMARY COLORS

Red, yellow and blue

لیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکھ جی کرنا ہے

Question# 123: 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)
- (i), (ii) & (iv)
- (ii) & (iii)
- (ii) & (iv)

Page # 31

usability is broken down into the following goals:

- Effective to use (effectiveness)
- Efficient to use (efficiency)
- Safe to use (safety)
- Have good utility (utility)
- Easy to learn (learnability)
- Easy to remember how to use (memorability)

Question# 124: Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- All of the given

Page # 54

A person's interaction with the outside world occurs through information being received and sent: **input and output**.
Sight may be used primarily in receiving information from the computer, but it can also be used to provide information to the computer, for example by fixating on a particular screen point when using an eye gaze system.

اپنی مرضی اور اللہ کی مرضی میں فرق کا نام غم ہے

Question#125: 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
- (Blind Person can interact with sense of touch and hearing)

Question#126: _____ refers to the relationship between controls and their effects in the world.

- Visibility
 - Affordance
 - Mapping
 - None of the given
- Page # 107

Mapping

This refers to the relationship between controls and their effects in the world

Question#127: _____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- Effectiveness
 - Efficiency
 - Utility
 - None of the given
- Page # 31

Question#128: _____ is what goes on in our heads when we carry out our everyday activities?

- Cognition
 - Learnability
 - Memorability
 - None of the given
- Page # 47

Question#129: _____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- o Decision Making
 - o **Reasoning** Page # 89
 - o Problem Solving
 - o None of the given

Question#130: _____ research helps us understand the domain, context and constraints of a product in different, more useful ways than _____ research do.

- Qualitative, Quantitative
 - Quantitative, Qualitative
 - Qualitative, Deductive
 - None of them

Question #131: 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

Organizational memory

Formal documents are not the only way in which things are remembered within an organization. Individuals may keep their own records, or there maybe local gurus.

وہ لوگ مبارک ہیں جو الفاظ سے نصیحت نہیں کرتے بلکہ عمل سے کرتے ہیں

Question#132: Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical
- Logical
- Cultural
- None of these

Page # 106

Question#133: _____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- Affordance
- Constraint
- None of these

Page # 105

Question#134: _____ minimizes errors.

- Affordance
- Visibility
- Constraints
- None of these

Page # 106

Question#135: Models are used in design to:

- Generate the design
- Evaluate the design
- Generate and evaluate the design
- None of the given

[Click here for more Detail](#)

models are used to generate and evaluate forecasts and decision alternatives.

Question#136: 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

[Click here for more Detail](#)

The major senses in human interaction are **vision, hearing and touch.**

Question#137: _____ refers to the way a system supports users in carrying out their tasks.

- Efficiency**
- Effectiveness
- Utility
- None of the given

[Page # 31](#)

Efficiency

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

Question#138: _____ 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**
- None of the given

[Page # 51](#)

Interface metaphors are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

اے جیز کی ایک پہچان ہوئی ہے اور علمدانہ کی پہچان غررو فکر کی پہچان خلوشی ہے

Question#139: _____ language tends to be grammatical while _____ language is often Ungrammatical.

- Written, spoken** **Page # 87**
- Spoken, written
- Verbal, non-verbal
- None of the given

Written language tends to be grammatical while spoken language is often ungrammatical.

Question#140: Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic
- Tactical** **Page # 143**
- Operational
- None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question#141: Faisal 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

Two different modes of activity: analytic mode and synthetic mode.

ایمیڈیا کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question#142: _____ are dragged down from the title at the top of the screen.

- Pull Down Menus** **Page # 132**
- Main Menus
- Icons
- Buttons

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

Question#143: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- Focused Attention** **Page # 78**
- Voluntary Attention
- Involuntary attention
- Divided Attention

Focused Attention: For example, when engaged in a conversation it is usual to attend to what the other person is saying.

Question#144: Drive a vehicle while holding a conversation with a passenger is the example of _____.

- Focused Attention
- Voluntary Attention
- Involuntary attention
- Divided Attention** **Page # 78**

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question#145: 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#146: Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation
- All of the given Page # 59

Hue: Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

Intensity: Intensity is the brightness of the color.

Saturation: Saturation is the amount of whiteness in the colors.

Question#147: _____ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

- Learnability
- Memorability Page # 32
- Utility
- None of the given

Memorability

It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

بڑی صحبت سے تہائی بہتر ہے اور تہائی سے نیک صحبت بہتر ہے

Question#148: 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 the given

Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.

Question#149: Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- Redo
- Archiving** **Page # 321**
- Undo
- Milestoning

Question#150: When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- Alerts** **Page # 387**
- Confirmation
- Feedback
- Delete.

”**گھنگو ایسی چیز ہے۔**
بھکی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔

Question#151: With the help of ____ Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system

- GOMS** **Page # 50**
- Human Processor model
- Quantum model
- Quality Model

Question#152: Ethnography is a method that comes originally from anthropology and literally means

- Writing the culture** **Page # 173**
- Social issues
- Ethical issues
- Ethics

Ethnography is a method that comes originally from anthropology and literally means “writing the culture”.

Question#153: Physical objects are said to have ____ affordance.

- Real** **Page # 105**
- Perceived
- Logical
- Intuitive

Physical objects are said to have **real affordances**, like grasping, that are perceptually obvious and do not have to be learned.

Note: Give me a feedback and your Suggestion also If you find any mistake in mcqz plz inform me Viva Contact us Page on our Site. And tell me your answer with references.

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*Winning is not everything,
but wanting to win is
everything.....
Go Ahead.... Best Of Luck !*

Marks hiMai



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ENGINEERING COLLEGE

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

CS8079

HUMAN COMPUTER INTERACTION

Multiple Choice Question Bank

IV YEAR / BATCH : 2016 -20

SET – 1

1. Which is the simplified view of human processing involved in interacting with computer system?
a) Cognitive system
b) Model Human Processor
c) Sensory receptor
d) Problem Solving

2. For a product to be successful, it must be:
a) Useful by humans
b) Usable by humans
c) Used by humans
d) All the above

3. Which is the generalizing from cases we have seen to infer information about the cases we have not seen.
a) Deductive reasoning
b) Inductive reasoning
c) Abductive reasoning
d) Reasoning

4. 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 term and long term memory

5. 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 statement are true
d) Both statement are false

6. The term Human computer interaction has only been in widespread use since the early

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

7. If the 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

8. Design phase is followed by

- a) Coding**
- b) Testing
- c) Maintenance
- d) None of the above

9. Project risk factor is considered in which model?

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

10. A software might allow a user to interact via

- a) Keyboard commands
- b) Mouse commands
- c) Voice recognition commands
- d) all of the mentioned**

11. 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**

12. Which one of the following models is not suitable for accommodating any changes?

- a) Build & fix Model
- b) Prototyping Model
- c) RAD Model
- d) Waterfall Model**

13. Simple model of human interaction was proposed by

- a) Stuart K. Card
- b) Thomas P. Moran
- c) Card, Moran and Newell**
- d) Allen Newell

14. Human perception in reading process is part of

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

15. Delicate hair cells in cochlea is called

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

16. Relationship among flicker and Luminous is

- a) Directly proportion**
- b) Conversely proportion
- c) Indirectly proportion
- d) Inversely proportion

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

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

18. Impressing moving icons in a system design can be

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

19. In which type of streaming multimedia file is delivered to client but not shared

- a) Compression
- b) Real time sharing**
- c) Progressive Download
- d) None of the above

20. What can be added to your presentation and then used to go to variety of locations

- a) Menu link
- b) Hyper link**
- c) Tool link
- d) Slide Link

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

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

22. Android applications signed at the time is

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

23. Which contains the R.java file.

- a) Src
- b) gen**
- c) Both a and b
- d) None of these

24. Mobile cloud computing at its simple refers to an

- a) Intervention
- b) Internet
- c) Infrastructure**
- d) Intervention and Internet

25. What is the parent class of all activity widgets?

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

26. Dargging the insertion bar while editing text on the iphone is an example of,

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

27. Pattern that supports the virtual pages,

- a) Virtual Scrolling
- b) Inline Paging
- c) Scrolled paging
- d) All the above**

28. In which ways the virtual canvas can be created

- a) Realtime User Interface
- b) Virtual User Interface
- c) Zoomable User Interface**
- d) All the above

29. Which one is Overlay?

- a) Dialog Overlay
- b) Detail Overlay
- c) Input Overlay
- d) All the above**

30. Combination of Toggle Selection and Object Selection is,

- a) Collected Selection
- b) Multiple Selection
- c) **Hybrid Selection**
- d) None of the above

SET – 2

1. Memory is the process in which information is encoded, stored and
 - a) Retrieved
 - b) Resisted
 - c) Removed

Ans: a
2. What are the three types of memory or memory functions?
 - a) Sensory buffers, short-term and long-term memory
 - b) Iconic memory, echoic memory and haptic memory
 - c) Episodic memory, sensory memory and semantic memory

Ans: a
3. The DVORAK keyboard uses a similar layout keys to the _____ system.
 - a) CHORD
 - b) QWERTY
 - c) T9 ENTRY

Ans: b
4. _____ is a process of information transfer, from the user to the computer and from the computer to the user.
 - a) Processing
 - b) Interaction
 - c) Pointing

Ans: b
5. Which of the following is a long-term individual difference?
 - a) Colour
 - b) Sex

c) Height

Ans: b

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
- b) Inductive reasoning
- c) Reasoning

Ans: c

7. Virtual Scrolling turns the scrollbar into,

- a) Virtual Control
- b) Pagination control
- c) Scrollbar Control

Ans: b

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

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

Ans: a

9. Multi-Level Tools —mutton is,

- a) menu + on = mutton
- b) mute + on = mutton
- c) menu + button = mutton

Ans: c

10. Checkbox or control-based selection is,

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

Ans: c

11. _____ is when selection is made directly on objects within the interface

- a) Instant Selection

- b) Direct Selection
c) Object Selection
Ans: c
12. 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
Ans: b
13. Which of the following is the core module of Android for Internet computing?
a) SQLite RDBMS
b) SQL Server RDBMS
c) OpenPL
Ans: a
14. The Android project folder “res/” contain ____?
a) Resource files
b) Java Activity classes
c) Both A & B
Ans: a
15. In memory, Activity doesn’t exist that is ____ state.
a) Initial
b) Running
c) Starting
Ans: c
16. In android application which file holds to use the internet ____
a) Create file
b) Manifest file
c) System file
Ans: b

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

- a) Ecosystem
- b) E cads
- c) Community
- d) Ecotype

Ans: d

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

- a) Personality
- b) Responsibility
- c) Creativity

Ans: a

19. Sensitivity of cones to blue light results into

- a) Lower Red Acuity
- b) Lower Red Acuity
- c) Lower Blue Acuity

Ans: c

20. Human perception in reading process is part of

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

Ans: b

21. 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

22. Simple model of human interaction was proposed by

- a) Stuart K. Card

- b) Thomas P. Moran
c) Allen Newell
d) Card, moran and newell
Ans: d
23. Selection of a model is based on
a) Requirements
b) Development team & Users
c) Project type and associated risk
d) All of the mentioned
Ans: d
24. 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
Ans: c
25. When the input information is supplied as an electrical signal, the display is called an _____
a) Electronic display
b) Digitizing tablet
c) Lecture theatres
Ans: a
26. If requirements are easily understandable and defined then which model is best suited?
a) Spiral model
b) Waterfall model
c) Prototyping model
Ans: b
27. The communication between the user and the system is known as _____
a) Manipulation
b) Interaction
c) Pointing

Ans: b

28. 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

Ans: a

29. Which of the following is not a pointing device?

- a) Touch pad
- b) Track ball
- c) Keyboard

Ans: c

30. 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

SET – 3

HCI MCQ

1. 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

2. 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

3. 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

4. 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.

5. 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

6. 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

7. 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

8. 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

9. 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

10. Design phase is followed by _____ .

- a) Coding
- b) Testing
- c) Maintenance
- d) None of the above.

Answer: a

11. 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

12. Project risk factor is considered in which model?

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

Answer: a

13. 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

14. Impressing moving icons in a system design can be

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

Answer : c

15. Delicate hair cells in cochlea is called

- a) Cilia
- b) Cochlea
- c) Ossicles

- d) Tympanic Membrane

Answer : a

16. By using capitalized words, reading speed and accuracy

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

Answer : c

17. 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

18. Relationship among flicker and luminous is

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

Answer : a

19. 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

20. 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

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

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

Answer : a

22. Who proposed the term ecosystem?

- a) Grinnel
- b) Turesson
- c) A.G. Tansley
- d) Lindeman

Answer: c

23. Android applications signed at the time _____.

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

Answer: a

24. 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

25. Specifies the layout of android screen use_____file.

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

Answer: c

26. _____ contains the R.java file.

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

Answer: b

27. In memory, Activity doesn't exist That is _____ state.

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

Answer: c

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

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

Answer: c

- a) None of these

Answer: d

29. Selection that spans multiple pages is,

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

Answer : a

30. Combination of Toggle Selection and Object Selection is,

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

Answer : c

What are the major input senses?

A. Sight,Hearing

B. Touch

C. Taste,Smell

D. All the above

ANSWER: D

How information is received and responses given via a number of input and output channels?

A. visual channel

B. auditory channel

C. haptic channel

D. All the above

ANSWER: D

How information is processed and applied

A. reasoning

B. problem solving

C. skill acquisition

D. All the above

ANSWER: D

A person's interaction with the outside world occurs through information being received and sent:

A. input

B. output

C. input and output

D. None of the above

ANSWER: C

Human vision is a highly complex activity with a range of

A. physical

B. limitations

C. physical and perceptual limitations

D. input

ANSWER: C

The retina is light sensitive and contains two types of photoreceptor

A. rods and cone

B. input and output

C. light and colour

D. None of the above

ANSWER: A

Temporary blindness we get when moving from a darkened room into sunlight is caused by

A. rods

B. cone

C. blur

D. All the above

ANSWER: A

_____ are highly sensitive to light and therefore allow us to see under a low level of illumination.

A. rods

- B. cone
 - C. blur
 - D. All the above
- ANSWER: A

There are approximately _____ million rods per eye which are mainly situated towards the edges of the retina.

- A. 100
- B. 115
- C. 120
- D. 130

ANSWER: C

_____ are less sensitive to light than the rods and can therefore tolerate more light.

- A. rods
- B. cone
- C. blur
- D. All the above

ANSWER: B

The eye has approximately _____ million cones, mainly concentrated on the fovea,

- A. 2
- B. 4
- C. 6
- D. 8

ANSWER: C

The retina also has specialized nerve cells called ganglion cells

- A. blindspot
- B. lens
- C. irsi
- D. ganglion cells

ANSWER: D

_____ tell us vital information about our environment, something hot or cold, and can therefore act as a warning

- A. IO channels
- B. rods
- C. Touch
- D. hear

ANSWER: C

_____ is proportional to the amplitude of the sound; the frequency remains constant.

- A. Loudness
- B. Pitch
- C. IO Channel
- D. None of the above

ANSWER: A

Human ear can hear frequencies from about

- A. 10 Hz to 15 kHz

- B. 20 Hz to 15 kHz
- C. 20 Hz to 25 kHz
- D. 50 Hz to 15 kHz

ANSWER: B

A sensory memory exists for _____ channel

- A. haptic
- B. Visual
- C. iconic
- D. All of the above

ANSWER: D

What is short term memory

- A. permanent storage
- B. temporary storage
- C. All of the above
- D. None of the above

ANSWER: B

There are _____ types of long term memory

- A. 2
- B. 3
- C. 4
- D. 5

ANSWER: A

_____ is structured way to access to information, representation of relationships between pieces of information, and inference

- A. Short term memory
- B. episodic memory
- C. semantic memory
- D. None of the above

ANSWER: C

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

- A. Reasoning
- B. Memory
- C. IO channels
- D. All of the above

ANSWER: A

What is forgetting?

- A. Decay
- B. Interference
- C. All of the above
- D. None of the above

ANSWER: C

What is ACT Model?

- A. The rules are tuned to speed up performance.
- B. The learner develops rules specific to the task.
- C. The learner uses general-purpose rules which interpret facts about a problem
- D. All the above

ANSWER: D

_____ is deductive reasoning.

- A. Reasoning from event to cause
- B. generalizing from cases we have seen to infer information about cases we have not seen
- C. deriving logically necessary conclusion from given premises.
- D. All of the above

ANSWER: C

_____ is abductive reasoning.

- A. Reasoning from event to cause
- B. generalizing from cases we have seen to infer information about cases we have not seen
- C. deriving logically necessary conclusion from given premises.
- D. All of the above

ANSWER: A

Gestalt theory says

- A. problem solving both productive and reproductive
- B. productive draws on insight and restructuring of problem
- C. attractive but not enough evidence to explain 'insight'
- D. All of the above

ANSWER: D

_____ is problem space theory?

- A. problem space comprises problem states
- B. problem solving involves generating states using legal operators
- C. operates within human information processing system
- D. largely applied to problem solving in well-defined areas
- E. All of the above

ANSWER: E

Mention the types of error

- A. slips
- B. mistakes
- C. All of the above
- D. None of the above

ANSWER: C

There are _____ stages of Donald Normanâ€™s model in interaction?

- A. 5
- B. 6
- C. 7
- D. 8

ANSWER: C

Paradigms are

- A. Predominant theoretical frameworks
- B. r scientific world views
- C. All of the above
- D. None of the above

ANSWER: C

What is WIMP?

- A. Windows
- B. Icons
- C. Menus
- D. Pointers
- E. All the above

ANSWER: E

What is the basic standard for text storage

- A. ISO
- B. ASCII
- C. Hard drive
- D. None of the above

ANSWER: B

_____ used to reduce the amount of storage required for text, bitmaps and video

- A. Delete data
- B. Errors
- C. Compression
- D. None of the above

ANSWER: C

Limitations on interactive performance

- A. Computation
- B. Stroage
- C. Graphics
- D. Network capacity
- E. All the above

ANSWER: E

common interface styles includes

- A. command line interface
- B. menus
- C. natural language
- D. question/answer and query dialog
- E. All the above

ANSWER: E

Design involves

- A. achieving goals within constraints and trade-off between these
- B. understanding the raw materials: computer and human
- C. accepting limitations of humans and of design
- D. All of the above

ANSWER: D

Interaction starts with getting to know the users and their context:

- A. finding out who they are and what they are like
- B. talking to them
- C. watching them.
- D. All of the above

ANSWER: D

Complexity of design means we don't get it right first time:

- A. we need iteration and prototypes to try out and evaluate
- B. iteration can get trapped in local maxima
- C. designs that have no simple improvements, but are not good
- D. theory and models can help give good start points.

E. All of the above

ANSWER: E

The golden rule of design is

- A. understand your materials
- B. understand computers
- C. understand people
- D. All of the above

ANSWER: D

What are the process of design

- A. Requirement Analysis
- B. Design
- C. iteration and prototyping
- D. implementation and deployment
- E. All of the above

ANSWER: E

Scenarios are stories for

- A. Design
- B. Analysis
- C. Implementation
- D. None of the above

ANSWER: A

What are the steps involved in designing

- A. Communication
- B. Validation of models
- C. Time constraints
- D. All of the above

ANSWER: D

Who are stakeholders

- A. people talk to them
- B. people watch them
- C. Who are those people
- D. All of the above

ANSWER: D

What is linearity?

- A. time is linear - our lives are linear. but don't show alternatives
- B. stories and narrative are natural
- C. concrete
- D. use several scenarios, methods
- E. All of the above

ANSWER: E

_____ buttons will help you know how to use them for a particular selection or action

- A. Mobile
- B. Widget
- C. Mouse
- D. Desktop

ANSWER: B

Widgets when used in website contains

- A. Buttons
- B. Dials
- C. Light
- D. All of the above

ANSWER: D

Local structure is

- A. knowing where you are
- B. knowing what you can do
- C. knowing where you are going – or what will happen
- D. knowing where you've been – or what you've done.
- E. All of the above

ANSWER: E

Global structure has the following issues

- A. Style issues
- B. Functional issues
- C. Navigation issues
- D. All of the above

ANSWER: D

_____ is the way the various screens, pages or device states link to one another.

- A. Local structure
- B. Global structure
- C. Navigation
- D. None of the above

ANSWER: B

What is grouping and structure?

- A. If things belong together, then we should normally physically group them together.
- B. If things belong together, then we should normally physically group them together. This may involve multiple levels of structure.
- C. If things belong together, then we should normally physically structure them together.
- D. None of the above

ANSWER: B

Decoration is to

- A. make grouping clear
- B. Global structure
- C. order
- D. None of the above

ANSWER: A

What are whitespace?

- A. space between the letters
- B. used to separate blocks
- C. space used to highlight
- D. All of the above

ANSWER: D

Screen design tools are

- A. grouping of items
- B. order of items
- C. decoration - fonts, boxes etc.
- D. alignment of items
- E. All the above

ANSWER: E

Mention different types of prototyping

- A. Throw away
- B. Incremental
- C. Evolutionary
- D. All the above

ANSWER: D

Techniques used for prototyping?

- A. Storyboards
- B. Simulations
- C. All of the above
- D. None of the above

ANSWER: C

Benefits of design rationale

- A. communication throughout life cycle
- B. enforces design discipline
- C. capturing contextual information
- D. All of the above

ANSWER: D

What are the types of design rules

- A. Standards
 - B. Principles
 - C. Guidelines
 - D. All of the above
- ANSWER: D

What are the principles of usability

- A. Learnability and Flexibility
- B. Robustness
- C. Predictability
- D. Synthesizability
- E. All of the above

ANSWER: E

What are the principles of flexibility

- A. Customizability
- B. Multithreading
- C. Task migrarabilty
- D. All of the above

ANSWER: D

What are the principles of learnability

- A. Familiarity
- B. Generalizability
- C. Consistency
- D. All of the above

ANSWER: D

What are the principles of robustness

- A. Task conformance
- B. Responsiveness
- C. Recoverability
- D. Observability
- E. All of the above

ANSWER: E

What are goal of evaluation

- A. To assess extent of system functionality
- B. To assess effect of interface on user
- C. To identify specific problems
- D. All of the above

ANSWER: D

What types of test available in analysis?

- A. Parametric
- B. Non-parametric
- C. Contingency table
- D. All of the above

ANSWER: D

What is query techniques

- A. can be varied to suit context
- B. quick and reaches large user group , can be analyzed more rigorously
- C. can elicit user views and identify unanticipated problems
- D. All of the above

ANSWER: D

Universal design principles are.

- A. flexibility in use
- B. tolerance for error
- C. Low physical effort
- D. size and space for approach and use
- E. All of the above

ANSWER: E

There are _____ Shneiderman's Golden Rules

- A. 6
- B. 7
- C. 8
- D. 9

ANSWER: c

There are _____ Normans principles

- A. 6
- B. 7
- C. 8
- D. 9

ANSWER: B

Marks hi Mai ^ -

UNIT III MODELS AND THEORIES

What is GOMS?

- A. Goals
- B. operator
- C. methods
- D. selections
- E. All of the above

ANSWER: E

Difference between goal and task?

- A. goals – intentions what you would like to be true and internal, tasks – actions how to achieve it,actions external
- B. goals – intentions what you would like to be true and external, tasks – actions how to achieve it,actions external
- C. goals – intentions what you would like to be true and external, tasks – actions how to achieve it,actions internal
- D. None of the above

ANSWER: A

What are the applications of hypermedia

- A. Education
- B. Training
- C. Business
- D. All of the above

ANSWER: D

Cognitive model represents

- A. interactive user
- B. Design of a model
- C. Screen
- D. None of the above

ANSWER: A

What is BNF?

- A. purely syntactic view of the dialogue
- B. Contains Terminals and non terminal
- C. All of the above
- D. None of the above

ANSWER: C

What is Task Action Grammar(TAG)?

- A. Solves problem with grammar rules
- B. its in consistent and uses encoding
- C. All of the above
- D. None of the above

ANSWER: C

What is KLM?

- A. Lowest level of GOMS

B. Contains six execution phases

C. All of the above

D. None of the above

ANSWER: C

Who are stakeholders?

A. users in potential interest

B. users are affected by success or failure of a system

C. None of the above

D. All of the above

ANSWER: D

KLM model decomposes the execution phase into _____ physical and _____ system response operator

A. 5,2

B. 2,5

C. 5,3

D. 3,5

ANSWER: A

OSTA has _____ stages

A. 6

B. 7

C. 8

D. 9

ANSWER: c

What is OSTA?

A. identified in terms of users' goals

B. transformation processes

C. technical system and performance check

D. All of the above

ANSWER: D

CUSTOM is a _____ stage process

A. 6

B. 7

C. 8

D. 9

ANSWER: A

What are the stages involved in Custom

A. describe organizational context

B. identify and describe stake holders

C. identify and describe work and task

D. identify stake holders

E. All of the above

ANSWER: E

What is CATWOE?

- A. Environment
 - B. clients and actors
 - C. Transformation and worl view
 - D. Owner
 - E. All of the above
- ANSWER: E

What are the stages involved in OSTA

- A. identify user goals and inputs
- B. external environment and transformations
- C. technical system and performance
- D. None of the above
- E. All of the above

ANSWER: E

What is common ground?

- A. Shared knowledge
- B. Conversations
- C. All of the above
- D. None of the above

ANSWER: C

What is speech act theory?

- A. form of conversational analysis
- B. Basic conversational act the illocutionary point
- C. Utterances characterised by what they do they are acts
- D. All of the above

ANSWER: D

Difference between text and hypertext

- A. Text - imposes strict linear progression on the reader,Hypertext- locks of text (pages), links between pages
- B. Text - imposes strict linear progression on the writer,Hypertext- locks of text (pages), links between screen
- C. Text - imposes strict linear progression on the reader,Hypertext- locks of text (pages), links between screen
- D. None of the above

ANSWER: A

socio-technical model are

- A. identifying requirementsfrom both human and technical perspectives
- B. identifying requirementsfrom technical perspectives
- C. identifying requirementsfrom both human perspectives
- D. None of the above

ANSWER: A

What are the three levels of participation

- A. Consensus
- B. Representative
- C. Consultative
- D. All of the above

ANSWER: D

What are the four types of textual communication

- A. discrete
- B. linear
- C. non linear
- D. spatial
- E. All of the above

ANSWER: E

How does communication occur

- A. face to face
- B. conversation
- C. text based conservation
- D. All the above

ANSWER: D

Face to face communication occur through

- A. Eye contact and gaze
- B. Gestures and body language
- C. Back channels, confirmation and interruption
- D. Turn-taking
- E. All the above

ANSWER: E

What is Turn-taking

- A. roles of speaker and listener are exchanged.
- B. Back channels is a crucial part
- C. All the above
- D. None the above

ANSWER: C

What is Personal space

- A. Space and comfort required to carry out a conversation
- B. World Wide Web
- C. None of the above
- D. All the above

ANSWER: A

What are the things to be considered while group working

- A. group dynamics
- B. physical layout
- C. distributed cognition
- D. All the above

ANSWER: D

WWW contains

- A. rich content
- B. graphics and animation
- C. multimedia
- D. All the above

ANSWER: D

Webpages can be

- A. static
- B. dynamic
- C. both static and dynamic
- D. None of the above

ANSWER: C

Application of WWW

- A. Education
- B. Healthcare
- C. E-commerce
- D. All the above

ANSWER: D

Static webpages contain

- A. static text
- B. images
- C. animations
- D. All the above

ANSWER: D

Dynamic webpages contain

- A. refreshing text
- B. updated results in values or other forms
- C. animations and multimedia
- D. All the above

ANSWER: D

What kind of issues will be in WWW

- A. Webserver
- B. network issues
- C. inappropriate connections
- D. All the above

ANSWER: D

Layers of the mobile eco system are

- A. Services, applications, operating system, platforms, devices, Aggregators, networks, operators
- B. Services, applications, application framework, platforms, devices, Aggregators, networks, operators
- C. Services, applications, application framework, operating system, platforms, devices, networks, operators
- D. Services, applications, application framework, operating system, platforms, devices, Aggregators, networks, operators

ANSWER: D

What is a mobile platform and give its categories

- A. mobile platforms is to provide access to the devices. categories are i. Licensed ii. Proprietary iii. Open source
- B. mobile platforms is to provide access to the web. categories are i. Licensed ii. Proprietary
- C. mobile platforms is to provide access to the operator. categories are i. Licensed ii. Proprietary
- D. None of the above

ANSWER:A

Licensed platforms are ?

- A. Java Micro Edition (Java ME)
- B. Windows Mobile
- C. Binary Runtime Environment for Wireless (BREW)
- D. All of the above

ANSWER: D

Name few Proprietary software

- A. iPhone
- B. Blackberry
- C. Andriod
- D. All of the above

ANSWER: D

What are the Operating Systems used in mobile?

- A. Symbian
- B. Linux
- C. Palm OS
- D. All of the above

ANSWER: D

List out the application frameworks

- A. Java
- B. S60
- C. BREW
- D. Flash lite
- E. All of the above

ANSWER: E

What are the cons of mobile SMS

- A. they are limited to 160 characters
- B. they provide a limited text based experience
- C. they can be very expensive
- D. All of the above

ANSWER: D

Name few pros in mobile SMS

- A. they work on any mobile devices nearly instantaneously
- B. they are useful for sending timely alerts to the user
- C. they can be incorporated into any web or mobile applications
- D. they can be simple to setup and manage
- E. All the above

ANSWER: E

Name few cons about mobile websites

- A. they can load pages slowly due to n/w latency
- B. they offer users a limited experience
- C. Only A
- D. Both A and B

ANSWER: D

Name few cons about mobile websites

- A. nearly all mobile devices can view mobile web sites
- B. they are easy to create maintain and publish
- C. they can use all the same tools and techniques you might already use for desktop sites
- D. Only A and B
- E. All the above

ANSWER: E

Name few pros of mobile games

- A. they can be ported to multiple devices relatively easily
- B. they provide a simple and easy way to create an immersive experience
- C. Both A and B
- D. Only B

ANSWER: C

Name few cons of mobile games

- A. they can be costly to develop as an original game title
- B. they cannot easily be ported to the mobile web
- C. Both A and B

D. Only B

ANSWER: C

Mentions few pros about Mobile Web Widgets

A. They can be simple to deploy across multiple handsets. They are easy to create, using basic HTML, CSS, and JavaScript knowledge.

B. They can be simple to deploy across multiple handsets.

C. They offer an improved user experience and a richer design, tapping into device features and offline use.

D. All of the above

E. Only A and B

ANSWER: D

Mentions few cons about Mobile Web Widgets

A. They cannot run in any mobile web browser

B. They typically require a compatible widget platform to be installed on the device

C. They require learning additional proprietary, non-web-standard techniques

D. All of the above

E. Only A and B

ANSWER: D

What are the set of rules for mobile?

A. Forget What You Think You Know

B. Believe What You See, Not What You Read

C. Constraints Never Come First

D. Focus on Context, Goals, and Needs

E. All of the above

ANSWER: E

What are the types of mobile architecture?

A. Information architecture

B. Interaction design and Information design

C. Navigation design and Interface design

D. Only A and B

E. All of the above

ANSWER: E

List out the types of prototyping.

A. Paper prototyping

B. Context prototyping

C. HTML prototyping

D. All of the above

E. Only A and B

ANSWER: D

What are the Elements of Mobile Design?

A. Layout

B. Context and message

C. Look and feel, Color

D. Graphics and design

E. All of the above

ANSWER: E

What are the rules for readability?

A. Use a high-contrast typeface

B. Provide decent leading or line spacing

C. Leave space on the right and left of each line; don't crowd the screen

D. Only B and C

E. All the above

ANSWER: E

How many principles does web 2.0 have

A. 6

B. 7

C. 8

D. 9

ANSWER: B

What is sub pixels

A. Sub pixel is a division of each pixel into RGB

B. The pixel density is determined by dividing the width of display area in pixels by the width of the display area in inches

C. Only A

D. None of the above

ANSWER: C

What is pixel density

A. Sub pixel is a division of each pixel into RGB unit at a microscopic level, enabling a greater level of antialiasing for each font character or glyph.

B. The pixel density is determined by dividing the width of display area in pixels by the width of the display area in inches

C. Only A

D. Only B

ANSWER: D

List out the examples of mobile design tools?

A. Photoshop

B. Flash

C. HTML

D. Interface Builder

E. All of the above

ANSWER: E

What are the importance of mobile applications

A. Massive chance to grow E-business

- B. Get official interaction with customers
- C. free advertisement for your job
- D. Easily meets the targeted customer
- E. All of the above

ANSWER: E

What is font replacement

- A. ability to typepace the text
- B. common form of graphics used in mobile design
- C. Only A
- D. Both A and B

ANSWER: C

What is typography

- A. Content which to be represnted
- B. content can be a colr or text
- C. Only A
- D. Both A and B

ANSWER: D

What is a color palettes

- A. useful for maintaining a consistent use of color in your mobile design.
- B. colors to use throughout the design.
- C. Only A
- D. Both A and B

ANSWER: D

What are site maps

- A. used to define mobile information architecture
- B. visually represent the relationship of content to other content
- C. a map for how the user will travel through the informational space.
- D. All the above

ANSWER: D

What is context wrt web

- A. who are the users
- B. when will they interact
- C. why they use the application
- D. How are they using their mobile device.
- E. All the above

ANSWER: E

What is LiMo

- A. Linux Mobile Application
- B. Android Application
- C. Blackberry application
- D. All the above

ANSWER: A

Marks hi Mai :-

Great innovations that the Macintosh brought to the world in 1984 was

- A. Drag and drop
- B. Tool Tip
- C. Cursor
- D. None of the above

ANSWER: A

What are the Purpose of Drag and Drop?

- A. Drag and Drop Module
- B. Drag and Drop List
- C. Drag and Drop Object
- D. Drag and Drop Action
- E. All of the above

ANSWER: E

What are the types of selection pattern

- A. Toggle selection
- B. Collected selection
- C. Object selection
- D. Hybrid selection
- E. All of the above

ANSWER: E

What are the types of overlays

- A. Dialog overlay
- B. Detail overlay
- C. Input overlay
- D. All of the above

ANSWER: D

What are the page elements available to include drop

- A. Page
- B. Cursor
- C. Drag Object
- D. Drop Target
- E. All of the above

ANSWER: E

What are common approaches to targeting a drop?

- A. Placeholder target
- B. Insertion target
- C. Both A and B
- D. Only C

ANSWER: C

What are the two ways to move objects around that supported by drag and drop?

- A. Edit the row number and then press the "Update DVD Queue" button.
- B. Click the "Move to Top" icon to pop a movie to the top.
- C. Both A and B
- D. Only C

ANSWER: C

What is Drag and Drop Object?

- A. Drag and Drop Object is used to rearrange members of the organization
- B. Normal display state
- C. Invitation to drag
- D. Dragging and dropped
- E. All the above

ANSWER: E

When will a drop action I be will be invalid ?

- A. The dragged object's icon becomes a red invalid sign
- B. If over an invalid folder, the folder is highlighted as well
- C. Both A and B
- D. Only C

ANSWER: C

When will a drop be valid?

- A. The dragged object's icon changes to a green checkmark
- B. The drop target highlights
- C. Both A and B
- D. Only C

ANSWER: C

List out some of the best practices to keep in mind during the design of input overlay?

- A. Clear focus
- B. Display Vs editing
- C. Anti-pattern
- D. All the above

ANSWER: D

What are the types of selection patterns?

- A. Toggle Selection
- B. Collected Selection
- C. Object Selection
- D. Hybrid Selection
- E. All the above

ANSWER: E

What are the attributes of toggle selection?

- A. Clear targeting, with no ambiguity about how to select the item or deselect it.
- B. Straightforward discontinuous selection, and no need to know about Shift or Controlkey ways to extend a selection. Just click the checkboxes in any order, either in a continuous or discontinuous manner.
- C. Clear indication of what has been selected
- D. All the above

ANSWER: D

What are the methods of contextual tools.

- A. Always-Visible Tools
- B. Hover-Reveal Tools
- C. Toggle-Reveal Tools
- D. Multi-Level Tools
- E. All the above

ANSWER: E

List the principles of designing rich web interface

- A. The structure principle

- B. The simplicity principle
- C. The tolerance principle
- D. The feedback principle
- E. All the above

ANSWER: E

Name few process flow patterns

- A. Interactive Single-Page Process
- B. Inline Assistant Process and Configurator Process
- C. Overlay Process
- D. Static Single-Page Process
- E. All the above

ANSWER: E

What is drag lens?

- A. used to increase the visibility of the text
- B. provides a view into a different part of the list that can serve as a shortcut target.
- C. used to copy the data
- D. None of the above

ANSWER: B

What is toggle selection

- A. way to select an multiple mail message is through the row's checkbox
- B. way to select an individual mail message is through the row's checkbox
- C. way to select an individual mail message is through the column's checkbox
- D. All the above

ANSWER: B

What is Collected Selection

- A. pattern for keeping track of selection on a single page.
- B. way to select an individual mail message is through the row's checkbox
- C. pattern for keeping track of selection as it spans multiple pages.
- D. All the above

ANSWER: C

What is object selection

- A. when selection is made directly on objects within the interface.
- B. pattern for keeping track of selection on a single page.
- C. pattern for keeping track of selection as it spans multiple pages.
- D. All the above

ANSWER: A

Contextual Tools are

- A. right-click to reveal a menu, we can reveal tools in context with the content
- B. Web's version of the desktop's right-click menus
- C. All the above
- D. None of the above

ANSWER: B

What is magic principle

- A. technique for getting into a web based approach
- B. technique for getting away from a technology-driven approach

C. technique for getting away from a technology-driven approach and discovering the underlying mental model of the user.

D. None of the above

ANSWER: C

What are modal

A. window remains active and focused until the user has finished with it and dismisses it.

B. window remains inactive and focused until the user has finished with it and dismisses it.

C. Only A

D. Both A and B

ANSWER: C

What are non-modal

A. While it is active you can still activate other windows

B. While it is active you cannot activate other windows

C. Only A

D. Both A and B

ANSWER: C

What are the patterns that support virtual pages

A. Virtual scrolling

B. Inline Paging and Scrolled Paging

C. Panning and Zoomable UI

D. Only A and B

E. All the above

ANSWER: E

Zoomable UI are

A. way to create a virtual canvas

B. will support 2D and 3D operations

C. Both A and B

D. Only A

ANSWER: C

What is Placeholder target

A. uses a placeholder (hole with dashed outline) as the drop target

B. hole serves as a placeholder and always marks the spot that the dragged module will land when dropped

C. Both A and B

D. Only A

ANSWER: C

What is Insertion target

A. While the module is dragged, the page remains stable.

B. No modules move around. Instead an insertion bar marks where the module will be placed when dropped.

C. Both A and B

D. Only A

ANSWER: C

What is Overlays

A. Instead of going to a new page, a mini-page can be displayed in a lightweight layer over the page

B. Overlays are really just lightweight pop ups.

C. Only B

D. Both A and B

ANSWER: D

What is Muttons

- A. variation on Multi-Level Tools is the “mutton” (menu + button = mutton)
- B. uses a placeholder (hole with dashed outline) as the drop target
- C. way to create a virtual canvas
- D. None of the above

ANSWER: A

Marks hi Mai ^ -

PANIMALAR ENGINEERING COLLEGE

DEPARTMENT OF CSE

CS8079 Human Computer Interaction - MCQ

Unit 1

**STUDENTS ARE ADVISED TO READ THE PRESCRIBED TEXT & REFERENCE BOOKS THROUGHLY.
THIS IS A SET OF POSSIBLE SAMPLE QUESTIONS ONLY FOR YOUR REFERENCE**

S.No	Question	Option 1	Option 2	Option 3	Option 4	Correct Option
1.	What does HCI stand for?	Human Computer Interface	Human Computer Interaction	Human Computer Industry	Human Computer Implementation	2
2.	The Amount of light emitted by an object is called _____	Luminance	Intensity	Hue	Saturation	1
3.	Which of the following keyboard is biased towards right-handed people?	QWERTY	DOVARK	ALPHABETICAL	T9	2
4.	Identify the prime Effector from the following.	Fingers	Vision	Vocal	Head	1
5.	The light sensitive portion of the Eye is _____	Iris	Fovea	Retina	Cornea	3
6.	An area of expertise and knowledge in some real-world activity is called _____	Domain	Task	Experience	Goal	1
7.	_____ is affected by both the size of the object and its distance from the eye	Depth	Visual angle	Perception	All of the above	2
8.	Jerky movements made by the eye during reading are called _____	Fixations	Reading	Saccades	Scanning	3
9.	In _____ analysis the initial state is compared with the goal state and an operator is chosen to reduce the difference between two	Means end analysis	median end analysis	mode end analysis	Frequency analysis	1
10.	Which among the below options is not an interdisciplinary field of HCI?	Cognitive Psychology	Ergonomics	Design	Civil	4
11.	Which reasoning derives the logically conclusion from the given premises ?	Abductive reasoning	Inductive reasoning	deductive reasoning	All the above	3
12.	Which type of receptors responds to pressure?	mechano receptors	nociceptors	chemo receptors	thermo receptors	1
13.	_____is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available	Reasoning	Decision making	Attention	None	3
14.	Which of the following is not a main activity of Long Term Memory ?	Forgetting	Initiation	Information Retrieval	Storage	2
15.	Which part of sensory memory is responsible to tactile stimuli?	Iconic	Echoic	Haptic	Rehersal	3
16.	In human hearing process the middle ear is connected to inner ear by using	Cochlea	Ossicles	Tympanic membrane	Cilia	1
17.	In human hearing process, the middle ear is connected to outer ear by using	Tympanic membrane	Cilia	Cochlea	Ossicles	1
18.	Cones help with ----- vision.	Low light	Peripheral	Color	Direct	3
19.	The Structure of the ear attached to both sides of a Human Head is called	Ossicles	Cochlea	Auditory canal	Pinna	4
20.	Through _____ optic nerves enter the eye.	cornea	lens	Blind spot	Retina	3
21.	Which are called as the nerve cells of retina	rods and cons	fovea	blind spot	gangolian cells	4
22.	_____memory may store information in a semantic network	Long-term	Short term	Sensory Buffers	None of these	1
23.	Which of the following is highly sensitive to light and allows to see under a low level of illumination?	Cones	X-cells	Y-cells	Rods	4
24.	Which of these denote the objects involved in the events described in the script.	Props	Roles	Scenes	Tracks	1

25.	Once information passed from sensory to working memory, it can be encoded into _____ memory.	short term	sensory	long term	semantic	3
26.	In cathode ray tube, stream of electrons emitted from electron gun is focussed and directed by?	Concave Lens	Concave Mirror	Convex Lens	Magnetic Fields	4
27.	VR helmets or goggles worn in some VR systems for the purpose(s)	Displays the 3D world to each eye	Allows the users head position to be tracked	Both (1) and (2)	Neither (1)nor(2)	3
28.	Identify the number of incorrect pairs. (a) Iconic – Visual (b) Haptic – Touch (c) Echoic – Aural (d) Sensory - STM	4	3	2	1	4
29.	If you change telephone numbers, learning your new number makes it more difficult to remember your old number.. This is an example of _____	Retroactive Interference	Decay	Forgetting	Proactive Inhibition	1
30.	_____ is used for detecting mouse motion	Wheels	Rollers	both a and b	sensor	2
31.	Who developed mouse?	Bill Gates	Douglas C. Engelbart	Ralph H. Baer	Yukio Horie	2
32.	In 3D mouse the rotation twisted on its own axis is known as	Pitch	Roll	Yaw	Orientation	2
33.	Which of the following is an example of haptic device application in real world	touch screen	electronic braille	screen gaze	speakers	2
34.	A digitizing tablet can be used for?	Editing Maps	Playing	Reading bar-codes	Tracing diagrams	1
35.	What are the several factors that can limit the speed of an interactive system?	computation bound	storage channel bound	graphics bound	all the above	4
36.	What is the principal interaction mode for a microsoft kinect?	Mouse Pointer	Haptic Interface	Exploring And Browsing	Gesture And Body Movements	4
37.	_____ are unintentional while _____ occur through conscious deliberation.	Slips, mistakes	errors,slips	Mistakes, errors	Mistakes, slips	1
38.	_____ acts as a shortcut to an action the computer performs.	Menu	Icon	Window	Pointer	2
39.	In virtual reality which of the senses cannot currently be portrayed?	Touch	Hearing	Sight	Smell	4
40.	The difference between the intentions and allowable actions is __	Gulf of Execution	Gulf of Evaluation	Both (a) & (b)	. None of these	1
41.	What are the two major phases of Norman's model of interaction?	evaluation and execution	planning and execution	interpretation and execution	perception and decision	1
42.	Which of the following was the first interactive dialog style to be commonly used?	WIMP interface	Menu	Command line interface	Natural Language	3
43.	WYSIWYG stands for _____.	Where you see is where you get	What you see is what you get	When you see it when you get	None of these	2
44.	The haptic perception is that is about the awareness of the position of the body and limbs is _____	Kinesthesia	Receptors	Touch	All of these	1
45.	The time taken to hit a target is a function of the _____ of the target and the _____ that has to be moved.	Length,Width	Pitch,Angle	Size,Distance	None of these	3
46.	Which of the following where humans can pursue more than one task at a time?	Personal computing	Window systems and the WIMP interface	Multi-modality	Time sharing	2
47.	Maier's pendulum problem is a illustration for _____	Problem space theory	Anderson's ACT* model	Gestalt theory	All of these	3
48.	Three important things that have to be understood in HCI are:	Screen Sizes, Processor Speeds and Memory Sizes	Users, Tasks, and Context	Location, Age and Education	None of these	2
49.	Identify the interaction component in the following Scenario: A doctor performs an ultrasound on the ultra sound machine using a handheld device.	Doctor	Performs an Ultrasound	The Ultra sound machine	Handheld device	2
50.	Which of the following paradigm defines sharing of a single computer resource among multiple users?	Context Aware Computing	Ubiquitous computing	Time sharing	Batch processing	3

PANIMALAR ENGINEERING COLLEGE
DEPARTMENT OF CSE
CS8079 Human Computer Interaction - MCQ
Unit 2

S No	Question	Option 1	Option 2	Option 3	Option 4	Correct Option
1.	Scenarios are used to	Communicate with others	Validate models	Express dynamics	All the above	4
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	4
3.	What are the interaction design basics	Scenarios	Navigation Design	Users	All the above	4
4.	Where does the core of interaction design remember the user	Index	Top	End	Platforms	3
5.	_____ is a style for representing design and planning and where a hierarchical structure to a design rationale is created	Questions, Options and Criteria (QOC) notation	Decision Representation Language	Issue-based information system	None of the above	3
6.	Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard	Heuristic Evaluation	Cognitive walkthrough	Model based	Review Based	1
7.	The ultimate test of a product's usability is based on	Measuring concept	Measuring method	Measurement of user experience	None of these	3
8.	The multiplicity of ways the user and system exchange information is called _____.	Learnability	Flexibility	Robustness	None of these	2
9.	The resources expanded in relation to the accuracy and completeness of goals achieved is called _____	Satisfaction	Effectiveness	Efficiency	Usability	3
10.	The accuracy and completeness with which specified users can achieve specified goals in particular environments is called	Satisfaction	Effectiveness	Efficiency	Usability	2
11.	Usability testing is conducted in early phases of design.	True	False	---	---	2
12.	Which of the following is not a component of the usability	Effectiveness	Efficiency	Satisfaction	Completeness	4
13.	In which type of design rationale preserves order of deliberation and decision-making	Process-oriented	Structure-oriented	Psychology Oriented	-----	1
14.	Which of the following checks if we are designing the right product?	Verification	Validation	Testing	Debugging	2
15.	Which of the following checks if we are designing the product right	Verification	Validation	Testing	Debugging	1
16.	The goal of interactive systems design is	Reducing the cost	Designing for maximum usability	Working within the constraints	None of the above	2
17.	What are the components of usability?	Efficiency, Flexibility, Effectiveness , Satisfaction	Efficiency, Effectiveness , Satisfaction	Satisfaction, Essentiality, Flexibility	Satisfaction, Essentiality, Effectiveness	2
18.	Which design rationale aims to make explicit consequences in order to better suit a product for the tasks user have?	Design space analysis	Psychological design	Issue based information system	None of these	2
19.	The principles that gives the framework to develop universal design	equitable use	flexibility	simple and intuitive to use	All the above	4
20.	Which of the following is not a principle of learnability?	Predictability	Customizability	Synthesizability	Familiarity	2
21.	Consistency is a principle of _____	Usability	Learnability	Flexibility	Robustness	2
22.	----- is the degree to which system services support all the user's task	Task migratability	Observability	Task Conformance	Robustness	3
23.	Which determines effect of future actions based on past interaction history	Synthesizability	Predictability	Familiarity	Consistency	2
24.	Which of the following principle of usability addresses multithreading?	Learnability	Flexibility	Robustness	None of the above	2
25.	The multiplicity of ways the user and system exchange information.	Flexibility	Robustness	Learnability	Usability	1
26.	Support for the user to extend knowledge of specific interaction within and across applications to other similar situations is called as -----	Predictability	Generalizability	Synthesizability	None of the above	2
27.	Which of the following is not a characteristics of design patterns?	Capture design practice	Capture essential properties	Simplify tasks	Represent design knowledge	3
28.	Which evaluation technique is said to "Discount Usability technique"?	Review-based	Heuristic evaluation	Cognitive walkthrough	None of these	2
29.	_____ is as an attempt to introduce psychological theory into the informal and subjective walkthrough technique	Heuristic evaluation	Model based evaluation	Cognitive walkthrough	Review based	3
30.	Universal design which means designing for diversity includes	people of same age group	people with sensory, physical or cognitive impairment	people from same cultures and backgrounds	None of the above	2
31.	It is the intervention, part of the goal and constraints when creating a software.	navigation	design	users	scenario	2
32.	Aim of Evaluation is to test _____	Functionality	Usability of the design	acceptability	All of the above	4
33.	Who proposed heuristic evaluation?	Nielson and Molich	Allen Newell	Thomas P.Moron	Stuart K.Card	1
34.	Identify the evaluation technique that is useful to evaluate early design	Heuristic evaluation	Cognitive walkthrough	Model based	Review based	1

35.	What are the things needed for cognitive walkthrough?	Prototype of the system	Description of the task	Both a and b	None of the above	3
36.	----- is the prediction of the outcome of an experiment	Hypothesis	Variables	Participants	Field studies	1
37.	In which evaluation method "usability criteria" is identified?	Review based evaluation	Model based evaluation	Heuristics evaluation	Experimental evaluation	3
38.	"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 Walk-through	Model-based evaluation	Review-based Evaluation	3
39.	The goals of evaluation	to assess the extent and accessibility of the system's functionality	to assess users' experience of the interaction	to identify any specific problems with the system	All the above	4
40.	In cognitive walkthrough, problem report should indicate	Date	Evaluators	Severity of the problem	All of the above	4
41.	Which of the following is golden rule for interface design?	Strive for consistency	Offer error prevention and simple error handling	Reduce short-term memory load	All of the mentioned	4
42.	Educational software provides guidance and background information when the student makes an inappropriate response is an example of -----	Flexibility in use	Perceptible information	Tolerance for error	None of these	3
43.	Which of the following is NOT a principle of universal design?	Sustainability	Tolerance of error	Low physical effort	Equitable use	1
44.	The smallest unit of language that has meaning is called	Allophones	Phonemes	Morphemes	None of the above	3
45.	What is the major technology used to capture handwriting?	GO-pen point computer	Digitizing tablet	Apple newton	Pen-based computer	2
46.	Which of the following is false about earcons?	Motives combine to produce rich information	Usage of analytic sounds to convey information	Easily grouped and refined	structured approach to designing	2
47.	Minimizing the impact and damage caused by mistakes or unintended behaviour is a principle related to _____	Tolerance	Flexibility	Equity	Perceptible	1
48.	What is the principal interaction mode for a Microsoft Kinect?	Haptic Interface	Mouse Pointer	Exploring and Browsing	Gesture and Body Movements	4
49.	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	3
50.	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	2
51.	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	3
52.	The process of making software suitable for different languages and cultures is called -----	internationalization	Interpolation	Competition	Cooperation	1
53.	The following describes the Iterative Design process:	Design-Code-Launch	Design-Prototype-Launch	Design-Prototype-Evaluate	Design-Evaluate-Code	3
54.	Observe the image below and select the best corresponding option: 	This is good design because the keyboard is compact	This is bad design because it is 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	2
55.	Observe the image below and select the best corresponding option 	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	4
56.	Observe the image below and select the best corresponding option	This is good design because the layout is original and new	This is bad design because the direction keys are unaligned	This is good design because the arrangement makes the keyboard compact	This is bad design because it is aesthetically unappealing	2

			with the actual directions			
57.	"Good Design is just cool graphics".	True	False	-	-	2
58.	The distinction between a process- and structure-oriented design rationale resides in what information the design rationale misses to capture	True	False	-	-	2
59.	In grouping, If things are not logically together, then we should normally physically group them together	True	False	-	-	2
60.	Which are the main approaches to prototyping (Choose all the correct answers)	Throw-away prototyping	Extreme prototyping	Incremental prototyping	Evolutionary prototyping	1,3,4
61.	Select the Shneiderman's Golden Rules of Interface Design. (choose all the correct options)	Strive for consistency	Offer informative feedback for every user action	Offer error prevention and simple error handling	Reduce short-term memory load	1,2,3,4
62.	List the approaches which involves user in evaluation (Choose all the correct options)	experimental methods	observational methods	Review methods	query methods	1,3,4
63.	User-Centered Design is important because: (Choose all the correct options)	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	2,3,4
64.	Which of the following is/are a step in the waterfall strategy? (Choose all the correct options)	Requirements specification	Prototyping	Integration and Testing	Coding	1,3,4
65.	Match the four entries in the usability specification 1. Now-Level a. target for the design 2. Worst case value b. Agreed to be the best possible measurement 3. Planned level c. value for the measurement with the existing system 4. Best case level d. lowest acceptable measurement for the task	1-(c), 2-(d), 3-(a), 4-(b)	1-(b), 2-(a), 3-(d), 4-(c)	1-(d), 2-(a), 3-(b), 4-(c)	1-(c) , 2-(a), 3-(d), 4-(b)	1

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S.No	Question	Option 1	Option 2	Option 3	Option 4	Correct Option
1	GOMS stands for:	Goals, operation, methods and selection rules	Goals, objects, models and selection rules	Goals, operations, methods and state rules	Goals, operations, models and state rules	A
2	The aim of hierarchical task analysis is to produce	Load Balancing	Task simplification	Factoring	Task decompositions	D
3	The description of the user's goals is based on a GOMS-like goal hierarchy, but is expressed primarily using	Pattern matching	Production rules.	Knowledge	Inference	B
4	The production rule 'program' is written _____ language.	C++	C	LISP	Java	C
5	Root definitions are described in terms of specific elements, summarized using the acronym.	CATWOE	CTWEOA	COEATW	COTWEA	A
6	Groupware systems strive so hard to make the participants' views the same maintaining	WYSWIG	WYSIWIS	WISWYS	WIGWYS	B
7	The pace of a conversation reduces, there is a tendency for the _____ to increase.	Chunks	Granularity	Small	Units	B
8	_____ approach helps in distinguishing different types of stakeholders.	OSTA	USTM	Direct	CUSTOM	D
9	_____ is the remarkable facility that lets us reverse a previous action	Redo	Undo	Repeat	Delete	B
10	Explanatory undo is, generally, a much more pleasant feature than _____	Single Undo	Multiple undo	Blind undo	Incremental Undo	C
11	KSLM stands for?	Keystroke-level model	Key stroke listen model	Kay stack Large Mission	Key Level Model	A
12	_____ has different timing constants for different devices.	Ergonomics	Fitts' law	Predictive model	Paul fitts	B
13	_____ is based on very detailed recording of the interactions between people and between people and their environment	Society	Environment	Ethnography	Civilization	C
14	a rough idea of a user's activities can be presented via	Story board	Drawing	Images	Animation	A
15	Participatory design has three main characteristics	Work focused	Collaboration	Iterative	All the three	D
16	Sessions in which users and designers generate a range of ideas which are developed without judgement.	Brainstorming	Thinking	Advising	Suggesting	A
17	A mechanism for learning about complex or ill-defined problems by drawing detailed ("rich") representations of them.	Image	Photo	Rich picture	Painting	C
18	The use of gestures or other means of pointing to specify an ambiguous utterance, for instance pointing at a place in a map is	Orientation	Direction	Mention	Dietic Reference	D
19	_____ is the process by which the roles of speaker and listener are exchanged.	Different	Alternate	Turn-taking	Round robin	C
20	The speech within each turn is called an _____	Expression	Utterance	Statement	Pronouncing	B
21	The nods, grimaces, shrugs of the shoulder and small noises are called _____	Back-Channels	Signs	Actions	Gestures	A
22	A school of thinking has recently developed which regards thinking as happening not just within the head, but in the external relationships with things in the world and with other people. This viewpoint is called _____	Cognitive science	Social activity	Sociology	Distributed cognition	D
23	_____ simple scripting language and easy to produce graphical interfaces	Hypermedia	Hypertalk	HyperCard's	Hypertext	C
24	The Standard _____ is a file format that provides a standardized way for music sequences to be saved, transported, and opened in other systems.	WAV	MP3	FLAC	MIDI file	D

25	Time it takes for a message to get across the network from your machine to the web server and back. This delay is called _____	Latency	Interval	Response time	Intermission	A
26	_____ allow you to specify fonts, line spacing, size, etc., in a similar way to styles in a word processor or DTP package.	HTML	Cascading style sheets	Java script	XHTML	B
27	A _____ is a situation in which individuals or businesses are receiving benefits without actually contributing anything.	Free rider problem	Market failure	Economics	Franchise	A
28	Barnard has proposed a very different cognitive architecture, called ____ provides a more holistic view of the user as an information-processing machine.	Prediction	Interacting Cognitive Subsystems (ICS)	CCT	Mental Model	B
29	Buxton has developed a simple model of input devices_____ which captures different sensory-motor characteristics.	Lightpen	Trackball	The three-state model	Mouse	C
30	____ attempts to deal with parameterized grammar rules to emphasize consistency and encoding the user's world knowledge	Consistency	HTA	Terminals	Task-action grammar	D
31	_____ in the conversation, where one participant makes an utterance depending on his screen, whereas his colleague sees something different on her screen.	Breakdowns	Downfall	Collapse	Failure	A
32	_____ meeting room only has room for six persons	Tensor board	Co-Lab	Notebook	Cloud server	B
33	_____ which has been used for various aspects of task analysis and dialog design.	HTA	DFD	Jackson structured design	Use-case	C
34	A specific example of a state-oriented production system, slightly different from CCT rules, is _____	GOMS	HTA	TAG	Olsen's propositional production system (PPS)	D
35	In the _____, the system is assumed to hold a set of registers, storage locations which the transition network can set and test	Augmented Transition Network	Production Rules	Semantic Network	States	A
36	The Java applet can establish an internet connection back to the web server to access data files using _____	HTML	HTTP	XHTML	SMTP	B
37	_____ can also be embedded within diagrams, pictures or maps, allowing the user to focus his attention on aspects that interest him.	Location	Images	Hot-spots	Anchor	C
38	When browsing back and forth from a central page that contains lots of links is called _____	WWW	hub and spoke browsing	History	Internet	B
39	Computer screens are typically limited to a resolution of around _____	250 dpi	144 dpi	72 dpi	90 dpi	C
40	_____ is the use of a hyperlink that links to a specific, generally searchable or indexed, piece of web content on a website rather than the website's home page.	Dynamic	Web page	Link	Deep linking	D
41	_____ can be defined as anyone who is affected by the success or failure of the system	Stakeholders	Investors	Secondary	Participants	A
42	Where the user is involved not only as an experimental subject or as someone to be consulted when necessary	Work culture	Participatory design	Experiment Analysis	Prototype	B
43	What are the two types of context within conversation?	Cultural	Internal Context and External context	Historical	Physical	B
44	List the number of stages in soft systems methodology	6	5	7	8	C
45	Select network issue in Web technology	Fidelity	Dependability	jitter	Expectancy	C
46	How many dimensions inherent in Computer Supported Cooperative work system.	10	5	6	8	A
47	_____ is a socio-technical approach, which attempts to describe what happens when a technical system is introduced	CUSTOM	HTA	SSM	OSTA	D

	into an organizational work environment.					
48	What are the two phases of KLM task.	Acquisition, Execution	Attainment, Performance	Achievement, Finishing	Accomplishment, Completion	A
49	_____is one such approach to paper prototyping, which includes representative stakeholders in a video recorded design session.	FICTION	PICTIVE	LIFEHACK	MSPAIN	B
50	Name the two distinctions made between the 7 stages of SSM	Laptop, Tangible	Computer Reality	System, Real world	Conceptual, Problem Definition	C

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Unit 4

S No	Question	Option 1	Option 2	Option 3	Option 4	Correct Option
1.	In Mobile technology has gone through many different evolutions called as “generations” or “G,” which refers to the -----	Maturity of the actual cellular networks	Capabilities of the actual cellular networks	Both (a) and (b)	None	3
2.	The first era of mobile is called as -----	Candy Bar Era	Brick Era	Feature Phone Era	None	2
3.	Candy bar phones included the -----	Voice and Short Message Service	Voice, Short Message Service and play Snake game	Short Message Service and play Snake game	Voice and play Snake game	2
4.	Use of internet Technology was introduced in -----	Candy Bar Era	Brick Era	Feature Phone Era	Smartphone Era	3
5.	----- combined a Palm OS-based PDA with a phone module to create PDA-style smartphones, which would later become the popular Treo line of smartphones	Handspring	Nokia 9000 Communicator	Ericsson R380	Kyocera 6035	1
6.	There are ----- layers of the mobile ecosystem	8	6	7	9	4
7.	Which is not in the layers of mobile eco system	Operator	Services	Platform	Context	4
8.	The base layer in the mobile ecosystem is -----	Networks	Operators	Devices	Applications	2
9.	Operators can be referred to as -----	Mobile Network Operators	Mobile service providers	Wireless carriers	All the above	4
10.	----- create and maintain a specific set of wireless services over a reliable cellular network	Operators	Networks	Devices	Applications	1
11.	Cellular technology is just a ----- that receives a signal from an antenna	Sonic	Radio	Microwave	Optical	2
12.	GPRS stands for -----	Generated Packet Radio Service	General Packet Radio Service	General Pulse Radio Service	Generated Pulse Radio Service	2
13.	The greatest challenge the mobile ecosystem currently faces is -----	Provisioning	Subsidization	Customization	Device fragmentation	4
14.	Mobile platform's are split into -----	Licensed, Proprietary, Open source	Licensed, Open source	Proprietary, Open source	Licensed, Proprietary	1
15.	Which is not a licensed mobile platform?	Java Micro Edition	Binary Runtime Environment for Wireless	Linux-based mobile platform	Palm	4
16.	----- platforms are designed and developed by device makers for use on their devices	Licenced	Proprietary	Open Source	None	2
17.	----- often have core services or toolkits that enable applications to talk to each other and share data or services	Operators	Devices	Mobile Platforms	Operating systems	4
18.	Mobile devices without operating systems typically run ----- that do not talk to anything else	Walled Application	Open Applications	Both (a) and (b)	None	1
19.	Which are the common Mobile OS -----	Symbian	Windows Mobile	Palm	All the above	4
20.	The first layer the developer can access in Mobile is the -----	OS	Mobile Platform	Application framework	None	3
21.	Application frameworks often run on top of ----- sharing core services such as communications, messaging, graphics, location, security, authentication, and many others.	OS	Mobile Platform	Devices	Network	1
22.	----- are mobile platforms that are freely available for users to download, alter, and edit.	licensed	Open source platforms	proprietary	None	2
23.	----- are examples of proprietary platforms	Java ME, BREW	Android	BlackBerry , iPhone	None	3
24.	Application framework run on top of operating systems, sharing -----	messaging, graphics	location, security	authentication,	All the above	4
25.	----- mobile application supports offline mode	SMS	Mobile Website	Native application	Games	3,4
26.	Information Architecture means	structural design of shared information environments	combination of organizations, labeling, search, and navigation systems within websites and intranets	The art and science of shaping information products and experiences to support usability and find ability	All the above	4
27.	It shows the behavior on websites, displaying the order in which users travel through a site's information architecture, usually based on data gathered from server logs.	Click stream	Site Map	Mobile Platform	Operators	1
28.						
29.	They visually represent the relationship of content to other content and show how the user will travel through the informational space.	Operators	Click stream	Site Map	Mobile Platform	3
30.	Languages Used for developing Mobile Web Applications	HTML	CSS	Javascript	All the above	4
31.	Wireframes are	a way to lay out information on the page,	show how our content is organized in our informational space	also referred to as information design	All the above	1,3
32.	Identify the mobile prototype	Paper prototypes	Context prototype	HTML prototypes	All the above	4
33.	The two distinct types of navigation layouts for mobile devices	Click & drag	touch & scroll	Click & scroll	None	2
34.	iPhone uses ----- bit color depth	12	18	24	16	3
35.	Identify the mobile design tool	Photoshop, HTML	CSS, JavaScript Flash	XML, NetBeans Interface Builder	All the above	4
36.	Which is not the mobile interface tool kit	Interface Builder	iPhone SDK	BREW UI ToolKit	FlashLite	1
37.	----- is a user interface framework provided by Apple for building software applications for products like iPhone, iPad and iPod Touch.	BREW	Cocoa Touch	JAVA FX	jQ Touch	2
38.	Mobile applications	Provides Real-time Project Access	Facilitates New Client Data Retrieval	Improves Customer Relationship	All the above	4
39.	Find out the world largest mobile operators	Airtel Vodafone	Reliance jio BSNL	TATA DOCOMO	All the above	1,2

40.	Mobile game application are	In full access to the device, i.e software and hardware	Facilitates New Client Data Retrieval	Viewed from app stores, and integrated with wearables	None	1,3
41.	Which is not Web 2.0 principle	The Web as a platform	way to lay out information on the page,	Data is the next Intel inside	End of the software release cycle	2
42.	Mobile 2.0 involves	integrating web services into the mobile medium	mobile web browser that supports Ajax,	New "C" Word - key drivers of Mobile 2.0	All the above	4
43.	Select the elements of mobile design	Context, Layout Graphics	Message Color	Information architecture, Operator	All the above	1,2
44.	The color used in Mobile design to indicate joy, happiness	Red	Pink	Yellow	Violet	3
45.	Identify the models of Color Palette	Sequential	Adaptive	Inspired	All the above	4
46.	What type of Mobile applications ? "A portable chunk of code that can be installed and executed within any separate HTML based web page by an end user without requiring additional compilations "	mobile web widget	Mobile websites	Mobile Web Applications	Games	1
47.	The Android SDK developers can write applications in	C/C++	Python	Java virtual machine	All the above	1,3
48.	Select the typical flow of information on mobile device	Header Content Navigation Footer	Header Navigation Content Navigation Footer	Navigation Content Navigation Footer	Header Navigation Content Navigation	2
49.	Select the recommended max size of mobile screen	176 X 220 Pixels	240 X 320 Pixels	320 X 240 Pixels	200 X 250 Pixels	4
50.	Native Applications are called as	Mobile Web Applications	Mobile Web Widgets	platform applications	Mobile Websites	3
51.	SMS applications limited to ___ characters	160	120	180	200	1

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Unit 5

S.No	Question	Option 1	Option 2	Option 3	Option 4	Correct Option
1.	Drag and drop means	[a]. Just grab an object and drop it somewhere	[b]. Just grab an object and drop it same place	[c]. Just click an object and drop it	[d]. None of the above	[a]. Just grab an object and drop it somewhere
2.	Rich web interface is	[a]. Make it Direct	[b]. Stay on the Page	[c]. Use Transitions	[d]. All of the above	[d]. All of the above
3.	A drag lens provides	[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	[b]. a view into a different part of the list
4.	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	[b]. Drag lens
5.	In Drag lens, the lens will be made visible	[a]. Before Dragging	[b]. During Dragging	[c]. After Dragging	[d]. All of the above	[b]. During Dragging
6.	Checkbox or control-based selection is	[a]. Collected Selection	[b]. Object Selection	[c]. Toggle Selection	[d]. Hybrid Selection	[c]. Toggle Selection
7.	Selection that spans multiple pages is	[a]. Collected Selection	[b]. Object Selection	[c]. Toggle Selection	[d]. Hybrid Selection	[a]. Collected Selection
8.	Combination of Toggle Selection and Object Selection is	[a]. Collected Selection	[b]. Object Selection	[c]. Toggle Selection	[d]. Hybrid Selection	[d]. Hybrid Selection
9. is a pattern for keeping track of selection as it spans multiple pages	[a]. Collected Selection	[b]. Object Selection	[c]. Toggle Selection	[d]. Hybrid Selection	a]. Collected Selection
10. is when selection is made directly on objects within the interface	[a]. Instant Selection	[b]. Direct Selection	[c]. Object Selection	[d]. Interface Selection	c]. Object Selection
11.	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]. Rolf O. Peterson Law	[b]. Bruce Tognazzini Law
12.	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	[d]. Toggle-Reveal Tools
13. is Progressively reveal actions based on user interaction.	[a]. Multi-Level Tools	[b]. Hover-Reveal Tools	[c]. Always-Visible Tools	[d]. Toggle-Reveal Tools	[a]. Multi-Level Tools
14.	Multi-Level Tools –mutton is	[a]. menu + on = mutton	[b]. mute + on = mutton	[c]. menu + button = mutton	[d]. mute + button = mutton	[c]. menu + button = mutton
15.	Which one is an Overlay	[a]. Dialog Overlay	[b]. Detail Overlay	[c]. Input Overlay	[d]. All of the Above	[d]. All of the Above
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]. Whitebox effect	[d]. Darkbox effect	[b]. Lightbox effect
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	[a]. Dialog Inlay , List Inlay & Detail Inlay
18. turns the scrollbar into a pagination control.	[a]. Message scrolling	[b]. Drop down scrolling	[c]. Virtual scrolling	[d]. Pagination Scrolling	[c]. Virtual scrolling
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	[d]. Inline paging
20.	A great place for Virtual Panning is	[a]. Map	[b]. List	[c]. Page	[d]. Virtual Memory	[a]. Map
21. is a way to create a virtual canvas.	[a]. Zoomable User Interface	[b]. Virtual User Interface	[c]. Realtime User Interface	[d]. All of the Above	[a]. Zoomable User Interface
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	[c]. Process Flow patterns
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	b]. Auto Complete Pattern
24.	Pattern that support virtual pages	[a]. Virtual Scrolling	[b]. Inline Paging	[c]. Scrolled Paging	[d]. All of the Above	[d]. All of the Above
25.	Virtual Scrolling turns the scrollbar into	[a]. Virtual Control	[b]. Pagination control	[c]. Scrollbar Control	[d]. All of the Above	[b]. Pagination control
26.	Which is true about auto complete pattern	[a]. Auto-complete transforms a recall problem into one of recognition	[b]. Auto-complete is process to recall problem into many of recognition	[c]. Auto-complete is reverse process to recall problem into one recognition	[d]. None of the above.	[a]. Auto-complete transforms a recall problem into one of recognition
27.	During each event you can visually manipulate a number-----	[a]. Page	[b]. actors.	[c]. Cursor	[d]. Tool Tip	[b]. actors.
28.	Purpose of Drag and Drop is	[a]. Drag and	[b]. Drag and	[c]. Drag and	[d]. All the	[d]. All the

		Drop Module	Drop List	Drop Object	above	above
29.	The most common form of selection on the Web is	[a]. Toggle Selection	[b]. Checkbox	[c]. toggle buttons	[d].None of the above	[a]. Toggle Selection
30.	-----is the easiest way to allow discontinuous selection.	[a]. Toggle Selection	[b]. Checkbox	[c]. toggle buttons	[d].None of the above	[a]. Toggle Selection
31.	-----islands of application functionality	[a]. Menu bars,	[b]. toolbars,	[c]. palettes	[d].All the above	[d].All the above
32.	Who introduced touch-based interfaces to the consumer market	[a].Apple	[b].Google	[c]. Samsung	[d]. Nokia	[a].Apple
33.	-----an ergonomic principle that ties the size of a target and its contextual proximity to ease of use	[a].Fitts law	[b].Newton law	[c].Bayes law	[d].None of the above.	[a].Fitts law
34.	-----are the Web's version of the desktop's right-click menus.	[a]. Contextual Tools	[b].Search tools	[c]. Edit menu	[d]. File menu	[a]. Contextual Tools
35.	Place Contextual Tools directly in the content is	[a]. Always-Visible Tools	[b]. Hover-Reveal Tools	[c]. Toggle-Reveal Tools	[d]. all the above	[a]. Always-Visible Tools
36.	The ----- button and Digg scorecard provide Always-Visible Tools next to each story	[a]. digg it	[b]. Secondary Menus	[c]. Multi-Level Tools	[d]. Toggle-Reveal Tools	[a].digg it
37.	-----are really just lightweight pop ups	[a]. Overlays	[b]. window	[c].Inlays	[d]. None of the above	[a]. Overlays
38.	-----replace the old style browser pop ups	[a]. Dialog Overlays	[b]. window	[c].Inlays	[d]. None of the above	[a]. Dialog Overlays
39.	"Don't stop the proceedings with idiocy" Who states a simple principle?	[a]. Alan Cooper	[b]. Mcgrawhill	[c].Litche	[d].None of the above	[a]. Alan Cooper
40.	A simple technique is to expand a part of the page, revealing a dialog area within the page	[a]. Dialog Inlay	[b]. Dialog Overlays	[c]. digg it	[d]. Multi-Level Tools	[a]. Dialog Inlay
41.	The popular site -----generally makes it easy to create and publish blogs	[a]. Google Blogger	[b].Microsoft Blogger	[c].Github	[d].None of the above	[a]. Google Blogger
42.	Another common place where multiple pages are used to complete a process is when adding items to a shopping cart	[a]. Inline Assistant Process	[b]. outline Assistant Process	[c]. complete a process	[d].None of the above	[a]. Inline Assistant Process
43.	The simplest type of -----is when editing a single field of text inline	[a]. In-Page Editing	[b]. out-Page Editing	[c]. Multi-Page Editing	[d]. d].None of the above	[a]. In-Page Editing
44.	The pattern -----Edit describes this approach: editing multiple values inline.	[a].Single-Field Inline	[b]. out-Page Editing	[c]. Multi-Page Editing	[d]. Multi-Field Inline	[a]. Multi-Field Inline
45.	-----patterns bring the editing form just a layer above the page	[a]. Overlay Edit	[b]. out-Page Edit	[c]. Multi-Page Edit	[d]. Multi-Field Inline	[a]. Overlay Edit
46.	A good example of Table Edit is a -----	[a]. Email	[b].Ms office	[c]. Google Docs Spreadsheet	[d].Libra office	[c]. Google Docs Spreadsheet
47.	One of the great innovations that the -----brought to the world in 1984 was Drag and Drop	[a]. Macintosh	[b].windows	[c].Linux	[d]. Solaris	[a]. Macintosh
48.	In visual perception, change blindness is the phenomenon where a person viewing a visual scene apparently fails to detect large changes in the scene	[a]. Change Blindness	[b]. color Blindness	[c]. object Blindness	[d]. Menu Blindness	[a]. Change Blindness
49.	-----can be used to increase engagement	[a]. Change Blindness	[b]. Transitions	[c]. object Blindness	[d]. Menu Blindness	[b]. Transitions
50.	If you don't have a story, no amount of graphic trickery will make it interesting. Who states?	[a]. Harry Marks	[b]. Alan Cooper	[c]. Litche	[d].None of the above	[a]. Harry Marks
51.	The -----transition is especially useful for extending screen real estate	[a]. Faceplate	[b]. object plate	[c]. Color plate	[d].None of the above	[a]. Faceplate