

HCI TOPIC 1 REVISION

Section A: Multiple Choice Questions (1 mark each × 10 = 10 marks)

Select the most appropriate answer.

1. What is the primary goal of interaction design?

- A. To improve software speed
- B. To make interfaces aesthetically pleasing
- C. To create user-friendly and effective interactions
- D. To reduce the cost of hardware

2. Which of the following best describes usability?

- A. The degree to which a system is fun to use
- B. The functionality of a product
- C. The ease with which a user can use a product to achieve goals
- D. The cost of the product

3. Which field is most closely related to interaction design?

- A. Data Science
- B. Human-Computer Interaction
- C. Robotics Engineering
- D. Game Development

4. Which of the following is not a core usability goal?

- A. Learnability
- B. Memorability
- C. Popularity
- D. Efficiency

5. What is one disadvantage of digitizing a manual task?

- A. Reduced speed
- B. Increased human error

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C. Exclusion of certain user groups

D. Lower storage requirements

6. Accessibility in interaction design ensures:

A. Only mobile users can access the product

B. All users, including those with disabilities, can use the product

C. The product is always online

D. Only experts can interact with the system

7. Which of the following is an example of poor interaction design?

A. Consistent navigation menus

B. Hidden buttons with unclear labels

C. Simple and intuitive layout

D. Responsive design

8. Inclusiveness in design refers to:

A. Using bright colors

B. Creating designs for expert users only

C. Excluding older users from design tests

D. Designing for a wide range of users with diverse needs

9. A wireframe is typically used to:

A. Test database security

B. Build final product code

C. Sketch the layout and interaction of a design

D. Monitor network activity

10. Which of the following provides guidance in interaction design?

A. CAPTCHA

B. Tooltips and tutorials

C. Pop-up ads

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D. External monitors

Section B: Short Answer Questions

1. Explain the difference between good and poor interaction design using examples. (5 marks)
2. Briefly discuss three pros and three cons of digitizing a real-world activity (e.g., paying bills, booking a taxi). (5 marks)
3. Describe the relationship between user experience and usability. (5 marks)
4. What is meant by accessibility and inclusiveness in interaction design? Why are they important? (5marks)

Section C: Application and Analysis

Answer the following in paragraph form (about 200 words each).

1. You are asked to evaluate a mobile app that helps users manage their finances. Based on the core principles of interaction design (usability, feedback, visibility, etc.), identify two good and two bad aspects of the app design and explain why. (10 marks)
2. Describe what is involved in the interaction design process, including who typically participates and the role of guidance (such as standards, style guides, and user feedback) throughout the process. (10 marks)