Assessment subr
X

swayam (https://swayam.gov.in) (https://swayam.gov.in/nc_details/NPTEL)

2021cs29ra@mitsgwl.ac.in ⌄

NPTEL (https://swayam.gov.in/explorer?ncCode=NPTEL) » User-centric Computing For Human-Computer Interaction (course)

≡

Thank you for taking the Week 1: Assignment 1.

Course outline

About NPTEL ()

How does an NPTEL online course work? ()

Week 0: Prerequisite ()

Week1: Introduction ()

Lec 1: Introduction to UCC and history (unit? unit=17&lesson=18)

Week 1: Assignment 1

Your last recorded submission was on 2024-01-21, 01:10 Due date: 2024-02-07, 23:59 IST. IST

1) While we talk about the evaluation phases of the computer, _____ is called **1 point** the modern age of computer.

- ○ a. 1985 onwards
- ○ b. 1998 onwards
- ○ c. 2007 onwards
- ◉ d. 2011 onwards

2) Which among the following is NOT a generic category of users?   **1 point**

- ○ a. Novice
- ◉ b. Super knowledgeable
- ○ c. Intermittent
- ○ d. Expert

3) Which among the following is NOT there in the Nielsen's definition of usability?   **1 point**

- ○ a. Learnability
- ○ b. Efficiency
- ◉ c. Effectiveness
- ○ d. Memorability
- ○ e. Errors
- ○ f. Satisfaction
- ○ g. None of the above

Assessment submitted.
X

4) What is the full form of the acronym WIMP?   *1 point*

○ a. Windows Interfaces Menus Pointers

◉ b. Window Icons Menus Pointers

○ c. Wizards Interfaces Mouse Pointers

○ d. None of the above

5) Feeds of the social networking sites such as the Facebook and Twitter are the   *1 point*
example of

○ a. Synchronous remote interactive system

◉ b. Asynchronous remote interaction

6) Which one of the following is NOT a computer?   *1 point*

○ a. Desktop

○ b. Laptop

○ c. Smartphone

○ d. Digital Pedometer

◉ e. None of the above

7) Interactive software development is _____ in nature.   *1 point*

○ a. sporadic

◉ b. iterative

○ c. variable

○ d. discrete

8) In a User-Centric Design which of the following is taken care of?   *1 point*

○ a. Users' day to day life

◉ b. Users' needs and expectations

○ c. System's bugs

○ d. System's revenue

9) User-centric computing   *1 point*

◉ a. helps in saving the design time and effort

○ b. does not necessarily save the design time and effort

○ c. teaches the user how to use the system

○ d. makes the user addicted to the system

10) SDLC stands for _____   *1 point*

○ a. Software Deployment Life Cycle

○ b. Software Data Life Cycle

◉ c. Software Development Life Cycle

○ d. Semantic Data Life Cycle

Assessment submitted.
X

You may submit any number of times before the due date. The final submission will be considered for grading.

Submit Answers