**Question Bank**

**1.** Define color? Explain RGB and HSV? (5M)

**2.** What is Dithering? (5M)

**3.** How to provide proper feedback? (5M)

**4.** Define Icons? What are the kinds of icons? Define the characteristics of icons? (5M)

**5.** Define Human Computer Interaction. Discuss Advantages and Disadvantages of

Graphical System?

**6.** What do you mean by “Pick and Click” interaction?

**7.** Define “Human Computer Interaction”? (1M)

**8.** Discuss advantages and disadvantages of graphical systems? (4M)

**9.** What do you mean by pick and click interaction?

**10.** State the similarities and differences between GUI and Webpage design?

**11.** Explain in detail the principles of user interface design?

**12.** Analyze the obstacles and Pitfalls in development path?

**13.** What do you think that a balanced design team should consist of?

**14.** How do users respond to poor design?

**15.** Write a short note on “Human Characteristics in UI design”

**16.** Long term memory vs Short Term Memory

**17.** Define Visual activity, Foveal Vision, Peripheral Vision?

**18.** What are the Human Considerations in Design?

**19.** Explain in detail “Human Interaction Speeds”?

**20.** Briefly discuss about Metaphor and Analogy?

**21.** How do you organize screen elements meaningfully?

**22.** Is there any test for good design? If so, what is it?

**23.** Provide qualities for visually pleasing user interface?

**24.** Analyze perceptual principles of functional grouping?

**25.** Explain usability engine life cycle model?

**26.** What are interaction design goals?

**27.** What are interaction types. Explain High Fidelity and Low fidelity prototypes?

**28.** What is internationalization and localization?

**29.** Compare and contrast between QWERTY objects and Dvorak keyboard layouts?

**30.** What is paper prototyping is it useful? What are the advantages and disadvantages?

**31.** What is heuristic evaluation? Why is it used? Outline the steps involved for expert

view?

**32.** Compare and Contrast between linear menu and tree structured menu with

examples?

**33.** Explain the importance and impact of using colors in design of error and warning

messages?

**34.** Explain various display technologies applicable for small and large displays?

**35.** Explain the advantages of online documentation and also discuss the important

features that can help access the online documentation in better way?

**36.** Discuss the designer concerns and user desired qualities for shaping the context of

documentation?

**37.** What are the different types of device displays?

**38.** Why is the quality of service important in the context of HCI?

**39.** Explain how organizational design supports usability?

**40.** Explain various structures of menus with diagrams?

**41.** Write about the various factors that plays a significant role in influencing user’s

expectations with respect to system response time?

**42.** Mention the three initial strategies which can reduce user frustration?

**43.** Explain the design goals and content issues of webpage design?

**44.** Explain about various design principles for single and multiple menus?

**45.** Explain the features of linear menus?

46.Mention the co-ordination mechanisms in communication?

47 how does “Dealing with time delays” provides effective feedback?

48 Explain in detail about choosing colors for WebPages.

49. Explain star life cycle in detail.

50 what are the different cognitive frameworks. Explain in detail.

51. What are the different interaction types?

52. what are the basic activities in interaction design?

53 discuss the practical issues which we face during Interaction design

54. what are the main goals of Usability testing?

55 What are the benefits of using in scenarios in conceptual design?

56. List the interaction design goals