

## 1-Choice

1. provide a communication pathway between a person's brain waves and an  
a-BCi  
b-UCD  
c-HCI  
d-none of them
2. is the one of main methods to gather the data  
a-triangulation  
b-observation  
c-pilot  
d-none of them
3. HCI - Abbreviation  
a-Human-computer interruption  
b-Hand-Computer Interface  
c-Human-computer Interaction  
d-Humanity Computer Indevice
4. usability is an  
a-effectiveness of human performance  
b-effectiveness of system performance
5. Of the following are the UX factors :  
a-Usability  
b-Functionality  
c-Content  
d-all the above
6. The field of study of people's interest in how they feel about a product and their happiness and satisfaction when using it, looking at it, holding it, opening or closing it  
a-UI  
b-HCI  
c-UX  
d-NONE OF THEM
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

8. HCI Design is a mix  
a.science  
b.art  
c. skill  
**d.all**
9. Is generalizing from cases we have seen to infer information about cases we have not seen. \  
(a) Abductive Reasoning  
(b) Deductive Reasoning  
**(c) Inductive Reasoning**  
(d) All of the above
10. HCI is the Combination of \_\_\_\_\_:  
(a) Input & Output  
(b) Coding & Designing  
(c) Hardware & Software  
**(d) Human & Robot**
11. Which of the following are the components of the HCI approach to design?  
**a. Tasks**  
b. Usability  
**c. Humans**  
**d. Technology**
12. HCI draws which fields of the fields together?  
**a. Psychology**  
b. Literature  
**c. Design**  
**d. Computer Science**
13. Interactive Design it's goal to optimize the users' interactions with....  
a-System  
b-environment  
c--product  
**d- all of them**
14. the 5 stage in Norman's model is...  
a-formulates intention  
b-executes action  
**c-perceives system state**  
d-interprets system state
15. The ..... which provides the processing needed to connect the the other systems  
a.Perceptual system  
b.Motor system

- c.Cognitive system
  - d.None of them
16. The..... Interview can provide a good balance between richness and replicability
- a.Sturecuted
  - b.Unstructured
  - c.Semi-structured
  - d.Questions of
17. which of the following is from advantages of online questionnaires:
- a.Preventing individuals from responding more than once
  - b. Responses are usually received quickly
  - c.Sampling is problematic if population size is unknown
  - d.None of the above
18. The design process, where designer collects feedback about the design from users and use this to refine design, is known as:
- a.interactive system design
  - b.software designs
  - c.User Centered Design
  - d.All of them
19. Ensuring that interactive products are easy to learn, effective to use, and enjoyable from the user's perspective.Which factor of UX is meaning that?
- a-Content
  - b-Functionality
  - c-Usability
  - D-none of the above
20. in human modeling,The model comprises .....subsystems
- A-three
  - B-two
  - C-four
  - D-none
21. ....of the interaction between people (users) and computers.
- a)study
  - b)planning
  - c)design
  - d)all of the bove
22. All of the following are usability goals EXCEPT:
- a)Quality
  - b)Safety
  - c)Efficiency
  - d)Effectiveness

23. ...is the Limitations on interactive performance
  - a. Computation bound
  - b. Graphics bound c. Network capacity
  - d. all of them**
24. ....sometimes helped by adding a graphics co-processor optimize to take on the burden
  - a. Computation bound
  - b. Graphics bound**
  - c. Network capacity
  - d. non of them
25. Interview questions have two types
  - a.closed &open question**
  - b.direct &indirect quuestion
  - c.Unstructured &Structure
  - d.none of them
26. for a product to be successful it must be
  - a. usefully by humans
  - b.usable by humans
  - c..used by humans
  - d.all of them**
27. In UCD, the designer collects .....about the design from users and uses this to refine design.
  - 1.Feedback**
  - 2.Information
  - 3.Experience
  - 4.Money
28. Ergonomics is the Study of the physical characteristics of interaction which Also known as ....., And it's good at defining standards and guidelines.
  - 1.human interaction
  - 2- human nature
  - 3- human factors**
  - 4- human beings
29. Tab through window in logical order of
  - A. Display inform
  - B. Alignment**
  - C. Displayed
  - D. displayed information
30. Pleasing designs in which increase user satisfaction and improve productivity
  - A. Proportional .
  - B -Illustrated

C. Aesthetically

D. Fragmentation

31. is made up of various elements each of these elements affects the interaction

1.Computer system

2. Physical control

3.memory

32. Factors of UX are

1. Usability

2. Functionality

3. Aesthetics

4.All of choice

33. It is the intervention, part of the goal and constraints when creating a software.

A. navigation

B. design

C. users

D. scenario

34. Aim of Evaluation is to test \_ \_

A. functionality

B. usability of the design

C. acceptability

D. all of the above

35. What you want to achieve :

a.Goal

b.Domain

c.Task

36. Avoiding in interview question

a.A Long question

b.Compound sentences - split them into two

c.Jargon and language that the interviewee may not understand

d.All

37. Which of these is generally considered to be a component of UX?

A. Tone and voice

B.Branding

C.(All of these choices)

D.Interactivity

38. the primary goal of UX is:

A.To improve revenue for a website.

B.To make your website device agnostic

C.To help users achieve a goal easily and without frustration.

D.To assist disabled users with using your site

39. ....isn't a long term memory.
- A.ROM
  - B.DVD
  - C.magnetic disks
  - D.RAM**
40. Protecting the user from dangerous .... conditions and undesirable situations.
- a.Menu items positioning
  - b.Undo
  - c.Warning messages
  - d.All of these**
41. ....is the usability goal which provides the right kind of functionality so that users can do what they need or want to do.
- a. Utility**
  - b. Safety
  - c. Efficiency
  - d. Learnability
42. .... is the usability goal which protecting the user from dangerous conditions and undesirable situations or want to do
- a. Utility
  - b. Safety**
  - c. Efficiency
  - d. Learnability
43. Factors of UX are...
- a.Usability
  - b.Functionality
  - c.Content
  - d.all the above**
44. From Advantages of online questionnaires...
- a.Responses are usually received quickly
  - b.No copying and postage costs
  - c.Data can be collected in database for analysis
  - d.all the above**
45. One of the four key issues of data gathering \_\_\_\_
- a.photographs
  - b.Pilot studies**
  - c.Interviews
  - d.Notes
46. From problems with online questionnaires\_\_\_\_
- a.Sampling is problematic if population size is unknown
  - b.Preventing individuals from responding more than once

- c. Individuals have also been known to change questions in email questionnaires
- d. All of the above

47. Interviews that are not directed by a script and rich but not replicable

- a- Structured interviews
- b- Unstructured interviews
- c- Semi-structured interviews
- d- none of the above

48. A person can react to a visual signal in

- a- 100 ms
- b- 200 ms
- c- 300 ms
- d- 400 ms

49. in running the interview \_\_\_\_\_ make first questions easy non-threatening

- A- introduction
- B- a cool-off period
- C- warm-up

50. which of the following , encouraging a good response is true

- A- make sure purpose of study is clear
- B- ensure questionnaire is well designed
- C- provide an incentive
- E- all of them

51. Which of the following principle of usability addresses multithreading?

- A. learnability
- B. flexibility
- C. robustness
- D. none of the above

52. It is the intervention, part of the goal and constraints when creating a software.

- A. navigation
- B. design
- C. users
- D. scenario

53. How easy a system is to learn to use:

- a. Usability Learnability
- b. Usability Utility
- c. Feedback
- d. Mapping

54. all are Design Principles except:

- a. Visibility
- b. Feedback
- c. Constraints

- d.Utility)
55. the area of work under study e.g graphic design
- a.Goal
  - b.domain
  - c.task
  - d.system)
56. UX designers works on
- a.Website
  - b. App and software design
  - c.voice design
  - d.All of them)
57. \_\_\_\_ derives the logically necessary conclusion from the given premises.
- a)Deductive reasoning
  - b) Inductive reasoning
  - c) Abductive reasoning
  - d) Reasoning
58. \_\_\_\_ 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
59. terms of interaction:
- a. Domain
  - b. Task
  - c. (a)and(b)
  - d. None
60. Interaction styles :
- a. Menus
  - b. Forms
  - c. Question/Answer and query dialogue
  - d. All
61. 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
62. Design phase is followed by .....
- A- Coding
  - B- Testing



- C- Maintenance
- D- None of the above

63. information i/o includes :

- a. vision
- b. reading
- c. hearing
- d. all of above

64. One of design principles :

- a. visceral
- b. behavioral
- c. reflective
- D. visibility

65. .... refers to the way a product supports users in carrying out their tasks?

- a) efficiency
- b) effectiveness
- c) safety
- d) utility

66. ensuring that interactive products are easy to learn ,effective to use , and enjoyable from the user's perspective?

- a) efficiency
- b) effectiveness
- c) Usability
- d) utility

67. Text can be input into the computer, using a pen and a digitizing tablet

- A- Numeric keypads
- B- Improving rapidly
- C. Handwriting recognition
- d-A and B

68. Model human processor comprises three subsystems; the ..... handling sensory stimulus from the outside world.

- 1) motor system
- 2) cognitive system
- 3) perceptual system
- 4) solar system

69. HCI areas include :

- a. input devices
- b. output devices
- c. art
- d. (a)and(b)

70. Developers understand :

- a. how people act and react to events
  - b. the business side**
  - c. how emotions work
  - d. None
71. ....the study , planning , and design of the interaction between people (user) and computers:
- a.HCI**
  - b.PGD
  - c.OUI
  - d.All above
72. The design process, where designer collects feedback about the design from users and use this to refine design
- a.UCD**
  - b.HCI
  - c.BCI
  - d.All above
73. the norman's model includes :
- a. visceral
  - b. Behavioral
  - c. reflective
  - d. all of above**
74. The Waterfall Model includes :
- a. requirements specification
  - b. detailed design
  - c. integration and testing
  - d. all of above**
75. ....Bottleneck in transference of data from disk to memory
- a .Storage channel bound**
  - b.Graphics bound
  - c.network capacity
  - d..computation bound
76. All of them are the Limitations on interactive performance except
- a.Computation bound
  - b.Graphics bound
  - c.network capacity
  - d.memory**
77. Three main data gathering methods:
- 1-interviews.
  - 2-questionnaires.
  - 3-observation.

4-All of them.

78. Users' gut reactions to or their first impressions of your design; e.g., an uncluttered user interface suggests ease of use.

1-Visceral.

2-Behavioral.

3-Reflective.

79. .... work through detecting changes in the neural functioning in the brain

A- Bci

B- Hci

C- Ucd

D- All of the above

80. Doing The Right Things indicate to

A- Effectiveness

B- Utility

C- Efficiency

D- None of all

81. There are \_\_\_\_ main data gathering methods:

A – three

B – Two

C - Four

D - Five

82. causing frustration for user is

a.computation bound

b.Graphics bound

c.network capacity

d.none of them

83. ....is the simple way to visualize software design.

A. Spiral model

B. Waterfall model

C. Prototyping mode

D. None of the above

84. In UCD, user involvement is“passive”

A)The designer elicits feedback from user (throughinterviews, informal discussions etc)

B) Prepares specification on the basis of user response

C) Take feedback on the design and makes refinements

D)All of the above

85. a computer system is made up of various elements each of this elements affects the interaction except:

a) input device

- b) output device
  - c) memory
  - d) usb memory
86. Choosing and combining techniques depends on:
- a–The focus of the study
  - b–The participants involved
  - c–The nature of the technique andThe resources available
  - d–All the above
87. Types of interview questions is:
- A-open
  - B-closed
  - C–the both
88. The qualitative analysis expresses the nature of elements and is represented as
- A.themes
  - B.patterns
  - C.stories
  - D.All
89. .... is subjective parameters for data gathering
- A.Qualitative
  - B.Quantitative
90. ....Summarizing the findings in bullets
- A.Rigorous Notations
  - B.Stories
  - C.Scenarios
  - D.none of them
91. ....has no standardized interval scale.
- a. A.qualiative
  - b. B.quantitative
92. Which of these is not a Data Gathering Technique?
- A. Observation
  - B. Experiments
  - C. Observation
  - D. Questionnaires
93. the “Mean” considers a Simple quantitative analysis and it means...
- A. The middle value of data when ranked.
  - B. Add up values and divide by number of data points.
  - C. Figure that appears most often in the data.
  - D. None of the above.
94. Functional requirements have Includes:
- A.Data Transfer

B.The Scope Of The Work

C.Amount & Size

D.Feel Requirements

95. To Describe Data, You Need:

A.Scenarios

B.UML:Use Case

C.Essential Use Case

D.All Of The Above

96. The most commonly-used techniques for data gathering are

A. questionnaires

B. interviews

C. studying documentation

D. All Of The Above

97. the final product must be engineered appropriately

A. Construction

B. interaction

C. Storyboards

D. Prototypes

98. .... is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.

A. Establishing requirements

B. Design alternative

C. Prototype

D. None of the above

99. .... a prototype evolves into the final product.

A. Rapid prototyping

B. Incremental prototyping

C. Evolutionary prototyping

D. Throwaway Prototyping

100. Interactive Design it's goal to optimize the users' interactions with....

a.System

b-environment

c--product

d- all of them

101. HCI draws which fields of the fields together?

a. Psychology

b. Literature

c. Design

d. Computer Science

102. can analyze the Median and Mode but don't have a Mean.

- a)Qualitative Ordinal
  - b)Qualitative Normal
  - c) Both of them
  - d) None of the above
103. .... prototypes are useful because they tend to be simple, cheap, and quick to produce and modify
- a- High-fidelity
  - b- low-fidelity
  - c- LIVE-DATA
  - d- None of above
104. .... commonly used in Interaction Design.
- a- Percentages
  - b- Averages
  - c- (a) and (b)
  - d- None of above
105. ....is Non-functional requirements
- a) The scope of the work
  - b) Business Data Model and data Directory
  - c) Constraints requirements
  - d) The scope of product
106. Good for exploring issues and elicit scenarios
- A- interviews
  - B- questionnaires
  - C- direct observation
  - D- indirect observation
107. What are the two types of research data?
- A.Quantitative and qualitative data
  - B.organized and unorganized data
  - C.processed and unprocessed data
  - D. none of the above
108. .... source of data collected and compiled by others is called?
- A.primary data
  - B.secondary data
  - c.primary and secondary
  - D.none of these
109. Paper prototypes:
- A. low-fidelity paper prototypes are hand- drawn sketches and designed to be thrown away
  - B. high-fidelity paper prototypes look too much like a finished design.

C. high-fidelity paper prototypes are designed on-screen and then printed out in color

D. all of the above

110. What are valid kinds of working prototype, along the dimensions of features and functionality?

A. vertical prototype

B. scenario prototype

C. horizontal prototype

D. all of the above

111. we can consider phone numbers as.....data

a-Qualitative Ordinal

b-Quantitative Discrete

c-Qualitative Nominal

d-Quantitative Continuous

112. in the process of interaction design, second process is.....

a-prototyping

b-designing alternatives

c-establishing requirements

d-none of them

113. Establishing requirements include .....

A- Data Gathering .

B- Data analysis and interpretation .

C- Data presentation .

D- All of the above .

114. Card-based prototypes often used in .....

A- Website development .

B- Setup process .

C- log in process .

D- All of the above .

115. .... A series of sketches showing how a user might progress through a task using device

A- sketching

B- prototype

C- evolutionary

D- storyboards

116. which of the following the common types of compromise?

A- horizontal

B- vertical

C- throwaway

D- central

117. Which of the following is a problem with low-level prototyping?
- a- tester tend to comment on superficial aspects and not content
  - b- they take too long to build
  - c- user experience can set too high
  - d- none of the above
118. Functional Requirements for creating GPS Smartwatch
- A- Receive commands by voice
  - B- Telling user his directions using sound
  - C- Save favourites locations
  - D- All
119. Non Functional Requirements for mobile game app is :
- A- Challenging
  - B- Multiplayer Support
  - C- Medium level of graphics
  - D- none
120. ....is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.
- a- prototype
  - b- design
  - c- none of the above
121. ....is figure that appears most often in the data.
- a- Mean
  - b- Median
  - c- mode
122. It is important not to focus on superficial activities
- a. What are people trying to achieve?
  - b- Why are they trying to achieve it?
  - c - How are they going about it?
  - d. All of the above
123. Types of data are
- a - Quantitative
  - b- Quantitative
  - c- both of a&b
  - d- none of them
124. common types of compromise that provide a wide range of functions, but with little detail
- a. Horizontal
  - b- vertical
  - c- prototypes
  - d- none)



125. Requirements Types  
a. non-functional requirements  
b. data requirements –  
d. environment  
**c. all**
126. a high-fidelity software prototype common environments include:  
A- Macromedia Director  
B- Visual Basic  
C- Smalltalk  
**D- All of the above**
127. the type of Compromises in prototyping that provide a lot of detail for only a few functions:  
A- horizontal  
B- **vertical**  
C- Evolutionary Prototyping  
D- none of the above
128. ENVIRONMENT REQUIREMENTS  
1-Physical environment  
2-Social  
3-Maintainability and Support Requirements  
**4-all of the above**
129. Functional Requirements  
1-Challenging  
2-Multiplayer Support  
3-Offline mode support  
**4-all of the above**
130. Which of the following are known as the types of research data?  
a) Organized data and unorganised data  
**b) Qualitative data and quantitative data**  
c) Processed data and unprocessed data  
d) None of the above
131. -The data which are collected from the place of origin is known as  
**a) Primary data**  
b) Secondary data  
c) All the above  
d) none
132. . In a prototype model, working \_\_\_\_ of a system built until an acceptable prototype is achieved.  
A. System  
**B. Prototype**

C.Engineering

D.None of the mentioned above

133. What are the types of prototypes?

a. Horizontal prototypes

b. Vertical Prototypes

c . All of the mentioned

d. None of the mentioned

134. prototypes are useful because they tend to be:

(a)simple

(b)cheap

(c)modify

(d) all of above

135. Which is one of data description:

(a) Analysis

(b)Scenarios

(c)Requirements

(d)None

136. . middle value of data when ranked

1.Mean

2.Median

3.mode

137. Data description

1. Scenarios

2. UML :use case

3. Essential use case

4.All Answers

138. .... is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.

a- prototype

b-Design

C-construction

139. what are types of data quantitive?

a- discrete data and continuous data

b-nominal data and ordinal data

c-a and b

d- none

140. aim to increase the sample size.

a-Things

b-Researcher

c -Subjective

- d-parameters
141. Ordinal has no standardized.....scale
- a-Median
  - b-interval**
  - c -mode
  - d-all of above
142. A prototype evolves into the final product?
- a-Evolutionary**
  - b-Throwaway
  - c-Dangers
  - d-none
143. Bci stands for:
- 1-business cycle indicators
  - 2-\_brain computer interface
  - 3-biological control implementation**
  - 4-braibball game
144. All of the following are examples of functional requirements expect
- 1-security requirments
  - 2-legal requirments
  - 3-features list**
  - 4-constrains requirments
145. What elements are important to designing a good user interface?
- A. Interaction Design and Visual Design, but not Information Design
  - B. Information Design and Visual Design, but not Interaction Design
  - C. Information Design, Interaction Design and Visual Design**
  - D. Interaction Design and Information Design, but not Visual Design
146. for examples to Environment Requirements
- A-Waterproof
  - B-Dust proof
  - C-Capture commands even with noise
  - D-All of them**
147. examples to Functional Requirements
- A-Challenging
  - B-Medium level of graphics
  - C-Offline mode support
  - D- A and C**
148. .In a prototype model, working \_\_\_\_ of a system built until an acceptable prototype is achieved.
- A.System
  - B.Prototype**

C.Engineering

D.None of the mentioned above

149. a high-fidelity software prototype common environments include:

A- Macromedia Director

B- Visual Basic

C- Smalltalk

D- All of the above

150. ....is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.

a- prototype

b- design

c- none of the above

151. common types of compromise that provide a wide range of functions, but with little detail

A-Horizontal

B - vertical

C – prototypes

D - none

152. .Which of these is NOT a common persona type?

a.Secondary User

b.Primary User

c.Designer

d.Buyer/Influencer

153. what is the most important property that a property should have?

1) It should support a wide range of user tests.

2) It should look like final product.

3) It should allow the key design concepts to be tested with users.

4) It should be easy to throw away.

154. This level mainly deal with analysing past user experiences and future requirements to plan for goal.

1) Visceral Level

2) Behavioural Level

3) Reflective Level

4) Analytical level

155. Product Weight is a

1- Quantitative Continuous

2- Quantitative Discrete

3- Qualitative Nominal

4- Qualitative Ordinal

156. happy, unhappy are

1- Qualitative Ordinal

2- Qualitative Nominal

3- Quantitative Discrete

4- Quantitative Continuous

157. Phone Numbers are a

1- Qualitative Nominal

2- Qualitative Ordinal

3- Quantitative Discrete

4- Quantitative Continuous Answer a

158. Student Age is a

1- Quantitative Discrete

2- Quantitative Continuous

3- Qualitative Nominal

4- Qualitative Ordinal

159. The qualitative analysis expresses the nature of elements and is represented as

A.themes

B.patterns

C.stories

D.All

160. .... is subjective The qualitative analysis expresses the nature of elements and is represented as

A.themes

B.patterns

C.stories

D.All

2-

161. Norman's model concentrates on user's view of the interface

a.true

b.false

162. interaction's Goal refers to the area of work under study

a.true

b.false

(domain)

163. The conclusion follows the premise for the results in Induction

a.true

b.false

( deduction not induction)

164. Norman's model has five stage only

a.true

b.false

(Seven)

165. HCI Design is a mix of science, art & skill .

a.true

b.false

166. Functionality means Ensuring that interactive products are easy to learn, effective to use, and enjoyable from the user's perspective.

a.true

b.false

( Usability )

167. HCI stand for Human Computer Interfac

a.true

b.false

( Interaction )

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

a.true

b.false

169. over a short period of time, we find it easier to remember the string of numbers "4048946743" because: The grouping of the numbers is significant.

a.true

b.false

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

a.true

b.false

171. The interaction design lifecycle model is complementary to lifecycle models from other fields.

a. True

b. False

172. Although the focus of use - cases is specifically on the interaction between the user and a software system, the stress is still very much on the user's perspective, not the system's.

a. True

b. False

173. Effectiveness Refers to the way a product supports users in carrying out their tasks

a.True

b.False

174. HCI is The study focusing on the design of computer technology

a.True

b.False

175. HCI is a multidisciplinary field of study focusing on design of computer technology  
a.true  
b.false
176. The waterfall model is interactive system design  
a.true  
b.false
177. Specifies actions at interface is one of the seven steps of Donald Norman's model.  
a.true  
b.false
178. Structured interviews are not directed by a script. Rich but not replicable.  
a.true  
b.false
179. Closed questions do not have a predetermined format.  
a.true  
b.false (open questions)
180. Design process composed of a series of sub- stages each sub-stage follows the previous stage and precedes the next stage.  
a.true  
b.false
181. Attention -to attract the user's attention to a critical situation or to the end of a process  
a.true  
b.false
182. Confirmation - a sound associated with an action to confirm that the action has been carried out. For example, associating a sound with deleting a file.  
a.true  
b.false
183. in design process Each sub-stage don't follow the previous stage and precedes the next stage  
a.true  
b.false
184. UCD is based on understanding the domain of work  
a.true  
b.false
185. In the interviews structured is rich but not reliable.  
a.true  
b.false
186. closed questions are easier to analyze

a.true

**b.false**

187. In the waterfall model each stage depends on the previous stage and vice versa.

a.true

**b.false**

188. Brain-computer interfaces (BCI) provide a communication pathway between a person's brain waves and an external device, such as a cursor on a screen

**a.true**

b.false

189. the interaction models is the simple way to visualize software design

a.true

**b.false**

190. Is Efficiency from usability principle

**a.true**

b.false

191. HCI is based on psychological factors of humans?

**a.true**

b.false

192. Usability is one of the key concepts in HCI

**a.true**

b.false

193. BCIs work through detecting changes in the neural functioning in the brain

**a.true**

b.false

194. HCI Design is a mix of science, art & skill

**a.true**

b.false

195. task conformance is the degree to which system services support all the user's task

**a.true**

b.false

196. navigation is the intervention, part of the goal and constraints when creating a software.

a.true

**b.false**

(( design))



197. Process of design is a collaboration between designers and customer  
a.true  
**b.false** customer => user
198. Advantages of online questionnaires is Responses are usually received quickly  
**a.true**  
b.false
199. the difference between Sorting and Filtering is that Sorting reorders content, Filtering shows / hides content based on a user selection  
**a.true**  
b.false
200. Primary User is NOT a common persona type.  
a.true  
**b.false** ( primary user => designer)
201. the simple way to visualize software design is the waterfall model  
**a.true**  
b.false
202. The central idea care about what goes on inside  
a.true  
**b.false** (don't care)  
In Norman's model Visceral concerns with Users' gut reactions to or their first impressions of your design  
**a.true**  
b.false
203. structured Interviews can provide a good balance between richness and replicability  
a.true  
**b.false** (F) Semi-structured
204. Usability - Efficiency Refers to the way a product supports users in carrying out their tasks  
**a.true**  
b.false
205. Usability - Memorability How easy a product is to remember how to use, once learned  
**a.true**  
b.false
206. The value of ux design is immense  
**a.true**  
b.false

207. Principle of universal design is complex and intuitive use  
a.true  
**b.false**
208. Sex is a long-term individual difference?  
**a.true**  
b.false
209. choosing and combining techniques are not depending on the nature of the technique.  
a.true  
**b.false** (false) (are depending on)
210. the goal of interactive design is optimizing the users' interactions with the systems, environment or product .  
**a.true**  
b.false
211. User experience is how a product behaves and is used by people in the real world  
**a.true**  
b.false
212. the cognitive system,, handling sensory stimulus from the outside world  
a.true  
**b.false**
213. unstructured , are not directed by a script rich , but not replicable .  
**a.true**  
b.false
214. .the attention is to attract the user's attention to a critical situation or to the end of a process  
**a.true**  
b.false
215. open questions are easier to analyze , and may be done by computer .  
a.true  
**b.false** The correct answer : close questions
216. Navigation is using changing sound to indicate where the user is in a system. For example, what about sound to support navigation in hypertext  
**a.true**  
b.false
217. Downloading music files uploaded by the creator from public domains is not against copyright law. True or False?  
**A. True**  
B. False

218. No copyright infringement occurs if you copy less than 5% of a printed work and do not cite the source.  
A. True  
**B. False**
219. HCI is a mix of science , skill and art  
**a.true**  
b.false
220. The waterfall model: the complex way to visualize software design.  
a.true  
**b.false** (Simple)
221. Ergonomics Also known as human factors  
**A.true**  
B.false
222. choosing and combining techniques depends on the focus of the study  
**a.true**  
b.false
223. Ergonomics is a study of the physical characteristics of interaction .  
**a.true**  
b.false
224. Structured are tightly scripted, often like a questionnaire. Replicable but may lack richness  
**a.true**  
b.false
225. unstructured guided by a script but interesting issues can be explored in more depth. Can provide a good balance between richness and replicability.  
a.true  
**b.false**
226. the steps iterative design process are design , test, evaluate and refine  
**a.true**  
b.false
227. The waterfall model: the complex way to visualize software design.  
a.true  
**b.false**
228. The design process, where designer collects feedback about the design from users and use this to refine design , is known as “user centered design” or UCD .  
**a.true**  
b.false
229. Designers tend to assume fast processors

a.true

b.false

230. The biological response to physical stimuli is called effect

a.true

b.false

231. Short-Term Memory (or working memory) Increased with Familiarity Effect

a.true

b.false

232. UCD is based on understanding the domain of work or play in which people are engaged and in which they interact with computers

a.true

b.false

233. In The Waterfall model, Each stage depends on the previous stages but not vice-versa

a.true

b.false

234. in User Centered Design, the Process of design is a collaboration between designers and user

a.true

b.false

235. Observation may be direct or indirect, in the field or in controlled setting

a.true

b.false

236. One problem with online questionnaires is that Sampling is problematic if population size is unknown

a.true

b.false

237. Questions can be closed or open.

a.true

b.false

238. Closed questions are easier to analyze, and may be done by computer.

a.true

b.false

239. Quantitative data expresses the nature of elements  
A- true  
**B-false**
240. The quantitative data have two types discrete data and continuous  
**A- true**  
B-false
241. Qualitative datas are Things that can be described using the 5 sensory such as color, smell, taste, touch or feeling, typology, and shapes.  
**A-true**  
B-false
242. Quantitative analysis – numerical methods to ascertain size, magnitude, amount(have a solid number=fact)  
**A-true**  
B-false
243. Low-fidelity prototyping look very much like the initial product and provide the same functionality.  
A-true  
**B-false**
244. Sketching is not important to low-fidelity prototyping.  
A. true  
**B. false**
245. Task analysis techniques such as HTA help to investigate existing systems and practices.  
**A.True**  
B.False
246. Non-Functional Requirements Include The Business Data Model And Data Dictionary  
A.True  
**B.False** (Functional Requirements)
247. The data analysis that can be done depends on the data gathering that was done  
**a.true**  
b.false
248. Percentages and averages are commonly used in Interaction Design  
a.true  
**b.false**
249. Storyboards can be generated from scenarios  
**a.true**  
b.false
250. Card-based prototypes cannot be generated from use cases

a.true

**b.false**

251. A prototype is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.

**a.true**

b.false

252. Sketching is important to low-fidelity prototyping.

**a.true**

b.false

253. The value of ux design is immense

**a.true**

b.false

254. the goal of interactive design is optimizing the users' interactions with the systems, environment or product .

**a.true**

b.false

255. The first step to establish requirements is data analysis

a.true

**b.false**

256. Prototypes answer questions and support designers in choosing between alternatives (true)

**a.true**

b.false

257. In low-fidelity prototypes Uses materials that expect to be in the final product.

a.true

**b.false**

258. Storyboards can be generated from scenarios.

**a.true**

b.false

259. The prototype has horizontal type that provide many details for only few functions

**a.true**

b.false

260. Lie Factor is acceptable to be between 0.95 to 1.05

**a.true**

b.false

261. Prototype is used mainly to investigate an existing situation.  
a.true  
**b.false**
262. Different kinds of prototyping are used for different purposes and at different stages.  
**a.true**  
b.false
263. It is difficult for stakeholders to deal with the prototype  
a.true  
**b.false** is easy
264. qualitative data divided into discrete and continuous data  
a.true  
**b.false** Quantitative data
265. Evaluation and feedback are central to interaction design .  
**a.true**  
b.false
266. Data analysis is used mainly to investigate a new situation .  
a.true  
**b.false** an existing
267. storyboards can be generated from scenarios .  
**a.true**  
b.false
268. card-based prototypes can't be generated from use cases .  
a.true  
**b.false**
269. The data analysis that can be done depends on the data gathering that was done  
**a.true**  
b.false
270. Percentages and averages are commonly used in Interaction Design  
**a.true**  
b.false
271. Developers may be in rush and uses some of the prototype in the final product  
**a.true**  
b.false

272. Developers may consider fewer alternatives because the prototype works and users like it  
**a.true**  
b.false
273. A prototype evolves into the final product is Evolutionary  
**a.true**  
b.false
274. Stakeholders can see, hold, interact with a prototype more easily than a document or a drawing  
**a.true**  
b.false
275. not all prototypes involve compromises  
a.true  
**b.false**
276. Compromises in prototypes mustn't be ignored  
**a.true**  
b.false
277. Different kinds of prototyping are used for different purposes and at different stages  
**a.true**  
b.false
278. Quantitative is Objectives variables for data gathering  
**a.true**  
b.false
279. Median is middle value of data when ranked  
**a.true**  
b.false
280. Can a prototype include several variations?  
**a.true**  
b.false
281. Customer feedback helps in preventing unnecessary design faults.  
**a.true**  
b.false



282. A prototype is one manifestation of a design that allows stakeholders to interact with it and to explore its suitability.

**a.true**

b.false

283. vertical: provide a wide range of functions, but with little detail

a.true

**b.false**

284. Data analysis Hierarchical Task Analysis (HTA)

**a.true**

b.false

285. Data descriptions are often used to envision new systems or devices

**a.true**

b.false

286. There is two types of compromise are horizontal&vertical

**a.true**

b.false

284.Discrete data is a type of qualitative

a.true

**b.false**

285. -A prototype is one manifestation of a design

**a.true**

b.false

286. All prototypes involve compromises?

**a.true**

b.false

287. Dangers are Prototype can appear to users to be the final product

**a.true**

b.false

288. Interviews aren't good for exploring issues

a.true

**b.false**

289. Horizontal compromise provide a lot of detail for only a few function

a.true

b.false

290. Storyboards used early for design

a.true

b.false

291. Sketching is important to high-fidelity prototyping(

a.true

b.false

292. qualitative data divided into discrete and continuous data

a.true

b.false

Quantitative data

293. A prototype is one manifestation of a design

a.true

b.false

294. Low-fidelity prototypes are useful because they tend to be complex, expensive, and quick to produce and modify

a.true

b.false

295. Card - based prototypes can be generated from use cases

a.true

b.false

296. 'horizontal': provide a wide range of functions, but with little detail

a.true

b.false

297. 'vertical': provide a lot of detail for only a few functions

a.true

b.false

298. - A prototype allow stakeholders to interact with its design to explore its suitability.

a.true

b.false

299. Low-fidelity prototypes are useful because they tend to be complex, expensive.

a.true

b.false