QUIZ 2:

1. We cannot always achieve all our goals within the constraints: True
2. It is defined as the simultaneous failure of more than one component: Common-cause failure
3. What role does a persona like "Betty, the warehouse manager" play in the design process? To help designers imagine how a typical user will react to design solutions.
4. High-cost errors occur with high frequency. False. *Low Frequency
5. Which among the choices has the lowest cost of error? focus uncertainty
6. Often HCI professionals complain that they are called in too late, a system has been designed and built, and only when it proves unusable do they think to ask how to do it right! True
7. What is the primary purpose of using personas in design? To help designers understand and design for real user needs.
8. In HCI, the fault is defined as ___. Defective
9. Cursor control using a mouse or touchpad is an example of _____ because the system response is spatially displaced from the input device. indirect input
10. What is one potential downside of guessing what users need when designing? The assumptions made about users might be wrong.
11. Another difference between touch input and mouse input is the ability of touch-sensing technologies to sense multiple contact points. True
12. The phrase 'human error' is taken to mean_____, but more often than not the disaster is inherent in the design or installation of the human interface. 'Operator error'
13. As systems mature and the big errors get fixed, designers shift their efforts to fixing less costly errors, like the caps_lock design-induced error, or consistently implementing velocity-controlled scrolling. True
14. The multi-touch does not end at two points of contact. True
15. Why should designers watch people work instead of just asking them? Because people may not be able to accurately describe their behavior, especially in physical or complex tasks.
16. Choosing which goals or constraints can be relaxed so that others can be met. Trade-off
17. The study and systematic recording of human cultures. Ethnography
18. What is one of the key advantages of using linear scenarios? They are easy to understand and feel natural because they follow a simple story
19. Discard changes is rear to happen. True
20. When designing a system it is easy to design it as if you were the main user: you assume your own interests and abilities. False
21. What did Eadweard Muybridge's time-lapse photography reveal? The true way people walk, run, and move, which could not be explained accurately by people themselves.
22. Direct touch input has an unfortunate side effect: precise pixel-level selection is difficult. True
23. This allows the angle or tilt of the device to be sensed. Accelerometer
24. Achieving goals within constraints, this does not capture everything about design, but helps to focus us on certain things, which are: Goals, Constraints
25. Which of the following is considered a sample of direct input? finger touching the touch screen display.
26. The scrolling frenzy is more controlled in new applications. True

27. Which among the choices has the highest frequency of errors? focus uncertainty
28. It is defined as a defective. Fault
29. A rich picture of an imaginary person who represents your core user group. Persona
30. The caps-lock error is likely to happen and the cost is high if occurred. True
31. Scenarios are rich design stories, which can be used and reused throughout design. True
32. Often the most exciting moments in design are when you get a radically different idea that allows you to satisfy several apparently contradictory constraints. True
33. Interaction Errors are: failure, Fault, Common-cause failure, Human error
34. Of the three methods, they found first-contact most accurate, but take-off fastest. False
35. The Golden Rule of the Design: understand people, understand your materials, understand computers
36. The designs we produce may be the same, but often the raw materials are different. False
37. Over time many people are affected directly or indirectly by a system and these people are called _____. Stakeholders
38. As the dragging extent approaches the edge of the scroll pane, the user is venturing into a difficult situation. Scrolling Frenzy
39. Inconsistent focus advancement keeps the user on guard. “What do I do next?” True
40. Many of the interaction elements for desktop environments don't even exist in the mobile environment. True
41. Complexity of design means we get it right at first time of process. False
42. New technologies bring possibilities, which in turn bring challenges. True
43. Multi-touch input allows you to zoom the image with your fingers. True
44. Interaction errors are avoidable. False
45. What is the main characteristic of a scenario in user design? It follows a single, linear path of interaction
46. These are the full embodiment of direct manipulation. Touchscreens
47. The design process has few stages, is not iterative and can be completed in one cycle. False
48. How do you get to know your users? Persona, talk to them, use your imagination, Watch them, scenarios
49. Interaction ends with getting to know the users and their context, finding out who they are and what they are like. False
50. After entering data into a fixed-length field, some interfaces advance focus the next field while others do not. Focus Uncertainty
51. Looks at how to design taking into account many different kinds of user. Design
52. It will look more closely at the layout of individual screens. Design
53. Everything that goes into a real. Implementation and deployment
54. Establishing what exactly is needed. What is needed/Requirements
55. It is usually necessary to find out what is currently happening. What is needed/Requirements
56. The results of observation and interview need to be ordered in some way to bring out key issues and communicate with later stages of design. Analysis
57. This will involve writing code, perhaps making hardware, writing documentation and manuals. Implementation and deployment.

58. Need to evaluate a design to see how well it is working and where there can be improvements. Iteration/Prototyping
59. It deals with task models, which are a means to capture how people carry out the various tasks that are part of their work and life. Analysis
60. Interviewing people, videotaping them, looking at the documents and objects that they work with, and observing them directly. What is needed/Requirements.

QUIZ 1:

1. A common frustrating property of user interface is modes. True
2. Toolbar buttons and widgets are typical examples of hard controls. False
3. This represents the amount of movement in a display object. CD gain
4. The types of joysticks are: Isometric, isotonic
5. CD relationships attribute how a controller property maps to display property. True
6. The mapping is _____ because there is an exact spatial correspondence between the controller input and the display output, e.g., if you move the mouse right, and the cursor moves right. Congruent
7. Which of the following is considered hard controls? Switches and keyboard.
8. The most common properties sensed are position, force, and displacement EXCEPT: isotonic
9. Some tasks performed by human has no goals. True
10. Controls invoke different responses. True
11. Latency is always present with internet connection. True
12. Researchers found that performance benefits are not achieved by adjusting the CD gain because the accuracy is a tradeoff. True
13. Widgets are considered soft control. True
14. The panoramic view of the camera involves these common manipulations. Positions, zooming, panning.
15. Interaction occurs when a human performs a task. True
16. The soft buttons of standard toolbars of MS office have more control than the physical keys of your keyboard. True
17. Most soft controls are also displays. True
18. Human uses ____ to monitor and control devices. Sensors, responders.
19. It occurs when a human performs a task using computing technology of some sort. Interaction.
20. There is a dedicated physical control for each parameter that is controlled and each control has a separate physical location. Space multiplexing
21. A control-display relationship needn't be a spatial relationship. True
22. CD gain = 2 implies 4 cm of controller movement yields 2 cm of display movement. False
23. Which of the following are human outputs? Arms, legs, fingers.
24. The mapping is congruent if there is an exact spatial correspondence between the controller input and the display output. True
25. The shift key is physical control. True
26. Which of the ff is considered soft controls: icons, sliders, popup dialogs, toolbars buttons.

27. The task is often goal-oriented, such browsing the web or chatting with friends on a social networking site. False
28. If the CD map is viewed in a 90 degree along the y-z plane, this is called. Transformed spatial mapping.
29. If the mouse moves quickly, CD gain increases. True
30. Describing whether the response is to a movement or a force in the controller. physical relationships
31. The human systems at work are deliberate acts (≈100 ms), operations (≈1 s), and unit tasks (≈10 s). True
32. Often the relationship between the controller motion and cursor motion is linear. False
33. The mouse/cursor relationship is an example of ___. spatial relationships
34. DOF for position: z, y, x
35. Spatial transformation is when there is an exact spatial correspondence between the controller input and the display output. False
36. Optimal mappings for isotonic joystick is position control. True
37. A car transmission has drive, reverse, and neutral modes. True
38. DOF is not available in 3D. false
39. Hard controls are __. Single purposes, physical in nature.
40. Keyboard function keys may contain one or more modes. True
41. If the user is engaged in any activity with computing technology, interaction is taking place. True
42. A scrollbar slider is considered both control and display. True
43. Latency is best described as ____. delay between an input action and the response display.
44. DOF for orientation: θy, θz, θx.
45. The Nokia 3210 has ___ modes. 15
46. VR relies heavily on the tracking of _____ body, head, hands
47. Spatial congruence are present and must be learned in 3D - Interactive Systems. False
48. There are fewer controls than parameters, and so a single device (e.g., a small region of a display) is reconfigured to control different parameters at different stages of an operation. Time multiplexing.
49. The rotate mode has ___ approaches. Embedded, separate.
50. A mode is a functioning arrangement or _____. Condition
51. This symbol is used to represent the rotation of the x,y, z objects. Theta
52. Describing how a controller affects the speed of the response. Dynamic relationships.
53. When human engages an input controller, the dialog involves are ___. Tapping, touching, pushing, moving.
54. By convention, the terms input and output are with respect to the machine; so, inputs, or input devices, are inputs to the machine that are controlled or manipulated by human outputs. True
55. If you are in the slide show mode in PowerPoint, you can use a soft button to go to another PowerPoint view like the slide view. False.
56. Learned relationships seem natural if they lead to a population stereotype or cultural standard. True.
57. DOF means each parameter (x,y,z) can be manipulated independently. True
58. The mouse/control movement is applicable only in spatial mapping. False
59. Hard controls are created through programs. False
60. A vertical scrollbar is an example of ____ congruent spatial. Y