True or False: Human-Computer Interaction is synonymous with user interface design.

1 point

True

False

Clear selection

Select the word that best completes the following sentence according to our course material: Human-Computer Interaction is largely about \_\_\_\_\_\_\_ the interactions between humans and computers.  
\*

1 point

Designing

Understanding

Dictating

Advocating for

Minimizing

Goals of HCI is to allow users to carry out tasks \_\_\_ (Select all that apply)\*

1 point

Securely

Aesthetically

Efficiently

Enjoyably

Select the pair of words that correctly complete the following sentence: in Human-Computer Interaction, we're interested in designing \_\_\_\_\_\_\_\_, not \_\_\_\_\_\_\_\_.  
\*

1 point

interactions | interfaces

interactions | experiences

interfaces | interactions

interfaces | experiences

experiences | interfaces

experiences | interactions

Select the word that best completes this sentence describing this course's major learning outcome: To design \_\_\_\_\_\_\_\_ interactions between humans and computers.  
\*

1 point

efficient

optimal

pleasant

effective

novel

Humans perceive the world around them by... (select all that apply)\*

1 point

seeing

hearing

feeling

smelling

testing

moving

reading

A part from senses, humans also have... (Select all that apply)\*

1 point

memories

experiences

feelings

skills

knowledge

To view interaction as: "The human interacts with the computer and the computer interacts with the human in response." Misses out which part of HCI?

\*

1 point

Human interacting with the task

Human interacting with the computer and the task through an interface

Computer interacting with a task through a human

Computer and Human interacting with a task through an interface

For a good interaction design... (Answer can be more than one)\*

1 point

the users cognitive load in on the interaction interface.

the users cognitive load is on interacting with the task.

the interaction interface is somewhat invisible

the interaction interface is always visible

Our goal as designers is to":  
\*

1 point

First design the interface before understanding the task

Help the human feel like they're interacting directly with that task.

Design a useful interface for the human

Talk to the human after designing the interaction interface

Usability is a combination of the following: (Select all that apply)   
\*

1 point

Ease of learning

High speed of user feedback interpretation

Low user error rate

Objective user satisfaction

User retention after one time use

We are experts at human-computer interaction because we're all humans interacting with computers.

\*

1 point

True

False

How would you improve an HCI system's interface?\*

1 point

Educate novices

Draw upon fast accumulating body of knowledge regarding H-C interface design

Integrate UI and techniques into standard software development methodologies now in place

Implement user requirements

For many years, human-computer interaction was largely about:

\*

1 point

Interaction design

Tasks and feedback

User interface design

Humans and computers

The following are UI design processes

\*

1 point

Analyze user’s goals & tasks

Create only one design alternative

Evaluate design options

Implement a fully functional UI

The three models that are relevant for UI design are?

\*

1 point

Interface, System, and User models

Test, Graphics, and Voice models

Sight, Touch, and Feeling models

Input, Output, and Interaction models

Which of the following are interaction styles in HCI (select all that apply)\*

1 point

Drug, drop, pull, and push

Demand language

Menus & forms

Direct manipulation

In education a learning goal is: (Select all that apply)

\*

1 point

the knowledge a student might not have had when they started learning

something a student understands at the end of a course

something a student will be able to do at the end of a course

to be able to design effective interactions between humans and computers.

The following are core principles of direct manipulation (select all that apply)\*

1 point

Continuous representation of objects and actions of interest

Physical actions

Delayed feedback

Constant verbal feedback

The following is a disadvantage of direct manipulation.

\*

1 point

Some people do not take the metaphor of direct manipulation too literally

All tasks can be described by objects and all actions can be done directly

Some tasks are better achieved through delegating rather than manipulating

Moving a mouse around the screen cannot be slower than pressing function keys to do same actions

The following are direct manipulation cues  
\*

1 point

affordances, natural mapping, visibility, and feedback

affordances, natural mapping, visibility, and feedforward

affordances, natural mapping, invisibility, and feedback

affordances, artificial mapping, visibility, and feedback

The following are  tips for doing well in this course. (select all that apply)\*

1 point

Start the assignments early

Participate

Select an application area to explore

Curry along what you know

Computers are finding their way into more and more devices, as a result HCI is NOT becoming more and more ubiquitous.

\*

1 point

True

False

Affordances are how an interface communicates  
\_\_\_\_\_\_\_\_ with the user. (Fill in the blank)\*

1 point

afordably

conveniently

immediately

nonverbally

Examples of of wearable technology include: (select all that apply)\*

1 point

augmented reality

smartwatches

augmented reality headsets

artificial intelligence

A design solution based on a \_\_\_\_\_\_\_\_\_  
reduces the need for additional explanatory  
information in memory. (Fill in the gap)\*

1 point

artificial mappings

natural mappings

direct manipulation

indirect manipulation

The input methods for mobile technologies are less precise and the user is distracted.

\*

1 point

True

False

The following are special observation studies.

\*

1 point

longitudinal and sporadic studies

surveys and focus groups

cover and invert observations

Quantitative and qualitative observation

Interviews will work for longitudinal or sporadic studies\*

1 point

True

False

At the heart of Human Computer Interaction is the idea that users are using interfaces to accomplish some task.

\*

1 point

True

False