ID   2

Que :   **What does HCI stand for?**

a)   Human Computer interface

b)   Human Computer interaction

c)   Human Computer industry

d)   Human Computer implementation

Ans :   **b**

ID   3

Que :   **Which is not a component of Human Input output channel system**

a)   Haptic

b)   Feeling

c)   Iconic

d)   echonic

Ans :   **b**

ID   4

Que :   **Information is stored in memory**

a)   Sensory

b)   Short term

c)   Long Term

d)   All of the above

Ans :   **d**

ID   5

Que :   **Which color has the longest wavelength**

a)   Red

b)   Green

c)   Blue

d)   Violet

Ans :   **a**

ID   6

Que :   **Which color has the shortest wavelength**

   a)   Red

   b)   Green

   c)   Blue

   d)   Violet

Ans :   **d**

ID   7

Que :   **Which one of these is a good reason to include sounds in an HCI?**

   a)   Users react more quickly to sounds than to visual signals

   b)   Users react more slowly to sounds than to visual signals

   c)   There is no preference, People just like sounds

   d)   The computer reacts to sounds in the same way as a human

Ans :   **a**

ID   8

Que :   **Humans can hear frequencies from**

   a)   20 to 20,000Hz

   b)   30 to 25,000Hz

   c)   50 to 70,000HZ

   d)   10 to 40,000HZ

Ans :   **a**

ID   9

Que :   **Temporary color blindness is caused by Rods saturation at**

   a)   edges of retina and cones

   b)   centre of retina and cones

   c)   over retina and cones

   d)   diagonally on retina and cones

Ans :   **a**

ID 10

Que : No of stages in vision/ visual perception are

   a) 1

   b) 2

   c) 3

   d) 4

Ans : b

ID 11

Que : Emotion influences human capabilities

   a) TRUE

   b) FALSE

   c) Partially True

   d) Not Sure

Ans : a

ID 12

Que : Which are the stages in Vision?

   a) physical reception of stimulus

   b) processing and interpretation of stimulus

   c) Both A and B

   d) Only A

Ans : c

ID 13

Que : Which are the Parts of a human Eye?

   a) Iris

   b) Pupil

   c) Lens

   d) All A,B,C

Ans : d

ID   14

Que :   retina contains rods for low light vision and cones for colour vision

   a)   Retina

   b)   Iris

   c)   Pupil

   d)   Lens

Ans :   a

ID   15

Que :   If you want a user to see an error message at the bottom of the screen it had better be_____!

   a)   Light

   b)   fluoroscent

   c)   Steady

   d)   flashing

Ans :   d

ID   16

Que :   Objects of same size at different distances have

   a)   Same visual angle

   b)   diffrent visual angle

   c)   narrow visual angle

   d)   None of the above

Ans :   b

ID   17

Que :   Approximately _____ different hues can be discriminated by an average person

   a)   100

   b)   20

   c)   150

   d)   10

Ans :   c

ID 18

Que : **Which color has the Lowest acuity?**

   a) Green

   b) White

   c) Ivory

   d) Blue

Ans : **d**

ID 19

Que : **Approximately_____males are colour blind**

   a) 0.08

   b) 0.8

   c) 0.02

   d) 0.2

Ans : **a**

ID 20

Que : **What is used to resolve ambiguity?**

   a) Syntax

   b) Context

   c) Symantics

   d) All

Ans : **b**

ID 21

Que : **What is the cause behind Optical illusion?**

   a) confusion

   b) Under Compensation

   c) over compensation

   d) Perception

Ans : **c**

ID   22

Que :   _____ contrast improves reading from computer screen

  a)   Positive

  b)   Negative

  c)   Mixed

  d)   None of the above

Ans :   b

ID   23

Que :   Who transmits sound waves as vibrations to inner ear?

  a)   Outer ear

  b)   middle ear

  c)   Auditary nerves

  d)   sound

Ans :   b

ID   24

Que :   Uses of non-speech sounds include_____

  a)   Attension

  b)   Status Information

  c)   Comfirmation

  d)   All 3

Ans :   d

ID   25

Que :   using changing sound to indicate where the user is in a system is called

  a)   Comfirmation

  b)   Navigation

  c)   Attension

  d)   Monitoring

Ans :   b

ID 26

Que : **Increasing reaction time _____ accuracy in the unskilled operator but not in the skilled operator.**

a) Increases

b) maintains

c) decreases

d) highly Increases

Ans : c

ID 27

Que : **Time taken to respond to stimulus =**

a) reaction time

b) movement time

c) reaction time + movement time

d) None of the above

Ans : c

ID 28

Que : **Movement time of a person dependent on**

a) Age

b) Fitness

c) Both A and B

d) Looks

Ans : c

ID 29

Que : **Fitts' Law is-**

a) $Mt = a + b \log2(D/S)$

b) $Mt = a + b \log2(D/S + 1)$

c) $Mt = a + b \log2(D/S + 10)$

d) $Mt = a + b \log2(D/S + 100)$

Ans : b

ID   30

Que :   **Short-term memory (STM) has**

   a)   Rapid Access and slow Decay

   b)   Slow Access and slow Decay

   c)   Rapid Access and Rapid Decay

   d)   Slow Access and Rapid Decay

Ans :   **c**

ID   31

Que :   **It is often suggested that lists, menus and other groups of items should be designed to have no more than _____**

   a)   5 items long

   b)   17 items long

   c)   10 items long

   d)   7 items long

Ans :   **d**

ID   32

Que :   **Episodic and Symantic are the types of _____**

   a)   Short Term Memory

   b)   Long Term Memory

   c)   Working Memory

   d)   Temporary Memory

Ans :   **b**

ID   33

Que :   **Models of LTM can be represented through**

   a)   Frames

   b)   Scripts

   c)   Production Rules

   d)   All 1,2 and 3

Ans :   **d**

ID   34

Que :   **with rehearsal, Information moves from _____**

  a)   LTM to STM

  b)   LTM to temporary memory

  c)   STM to LTM

  d)   Depends on the context

Ans :   c

ID   35

Que :   **New information replaces the old information in**

  a)   proactive inhibition

  b)   Retroactive interference

  c)   Decay

  d)   Hypothesis

Ans :   **b**

ID   36

Que :   **Information reproduced from memory can be assisted by cues In**

  a)   Recall

  b)   Recognition

  c)   proactive inhibition

  d)   Retroactive interference

Ans :   a

ID   37

Que :   **Types of reasoning include**

  a)   Thinking

  b)   Problem Solving

  c)   Inductive

  d)   Forwarding

Ans :   c

ID   38

Que :   **Akash drives fast when drunk. If I see Akash driving fast, assume he is drunk.This is an example of**

   a)   Inductive Reasoning

   b)   Deductive reasoning

   c)   Abductive Reasoning

   d)   problem solving

Ans :   **c**

ID   39

Que :   **Doing things with right intention, but failed to do it right is called**

   a)   Mistake

   b)   Problem

   c)   misunderstanding

   d)   slip

Ans :   **d**

ID   40

Que :   **Measures to prevent mistakes and slips**

   a)   Support undo

   b)   Warn before submitting

   c)   Confirm before destructive actions

   d)   All three

Ans :   **d**

ID   41

Que :   **Displaying all contextual information doesn't help preventing mistakes**

   a)   TRUE

   b)   FALSE

   c)   Partially True

   d)   Cant say

Ans :   **b**

ID   42

Que :   **Emotion clearly involves**

a)   cognitive responses to stimuli

b)   Physical responses to stimuli

c)   Both A and B

d)   None of the above

Ans :   c

ID   43

Que :   **Negative effect can make it _____ to do even easy tasks**

a)   impossible

b)   harder

c)   Easier

d)   Possible

Ans :   b

ID   44

Que :   **_____ can make it easier to do difficult tasks**

a)   Negative effect

b)   positive effect

c)   Sound Effect

d)   Visual effect

Ans :   a

ID   45

Que :   **_____users will be more forgiving of shortcomings in design**

a)   stressed

b)   Negative minded

c)   Excited

d)   Relaxed

Ans :   d

ID   46

Que :   **Aesthetically pleasing and satisfying interfaces will**

   a)   Decrease positive effect

   b)   increase positive effect

   c)   increase negative effect

   d)   Decrease negative effect

Ans :   **b**

ID   47

Que :   **will design decision exclude section of user population?**

   a)   Yes

   b)   No

   c)   Cant Say

   d)   Depends on the context

Ans :   **a**

ID   48

Que :   **Scientific study of human thought and the mental processes of behavior includes**

   a)   Memory

   b)   Perception

   c)   Language

   d)   All a,b,and c

Ans :   **d**

ID   49

Que :   **Stress will _____ the difficulty of problem solving**

   a)   Decrease

   b)   increase

   c)   Reduce

   d)   Manage

Ans :   **b**

ID 50

Que : **Individual differences like Gender, Physical and intellectual abilities are**

a) Long Term

b) Short term

c) Moderate

d) Temporary

Ans : **a**

ID 51

Que : **Effect of stress or fatigue is**

a) Long Term

b) Moderate

c) Temporary

d) Short term

Ans : **d**

ID 52

Que : **Correct application design requires _____**

a) understanding of context in psychology

b) understanding of particular experimental conditions

c) understanding of environmental conditions

d) Both A and B

Ans : **c**

ID 53

Que : **What Motivates the system developers to consider the Characteristics of human beings?**

a) Hardware

b) Software

c) software psycology

d) system behaviour

Ans : **c**

ID 54

Que : **Software psychology helps make the system _____**

   a) Usable

   b) Unusable

   c) unpredictable

   d) Depends on the context

Ans : a

ID 55

Que : **Cognitive Psychology is**

   a) scientific study of how children study.

   b) scientific study of human thought and the mental processes of behavior.

   c) scientific study of statistics

   d) None of the above

Ans : b

ID 56

Que : **Iterative development shifted the focus of usability evaluation from**

   a) Summative to formative

   b) summative to statistical

   c) statistical to formative

   d) formative to summative

Ans : a

ID 57

Que : **_____is used in HCI to define and study the context in which human interactions with computers take place.**

   a) statistical theory

   b) formative theory

   c) Summative theory

   d) Activity theory

Ans : d

ID   58

Que :   **Design work is frequently**

 a)   disconnected

 b)   concrete

 c)   iterative

 d)   All of the above

Ans :   **d**

ID   59

Que :   **What are important areas of HCI?**

 a)   Psychology and cognitive science

 b)   Ergonomics

 c)   Sociology

 d)   All of the above

Ans :   **d**

ID   60

Que :   **Which out of these is not Human memory function?**

 a)   Sensory memory

 b)   Random Access memory

 c)   Short Term memory

 d)   Long term memory

Ans :   **b**

ID   61

Que :   **Tactile stimuli is a buffer for**

 a)   Iconic memory

 b)   echoic memory

 c)   Haptic memory

 d)   None of the above

Ans :   **c**

ID   62

Que :   **Sparkal trail is temporarily stored in**

a)   Visual stimuli

b)   Aural Stimuli

c)   Tactile Stumuli

d)   All of the above

Ans :   **c**

ID   63

Que :   **Ergonomics looks at the physical characteristics of the interaction and how it influences its _____**

a)   Effectiveness

b)   Usefulness

c)   Usability

d)   Easiness

Ans :   **a**

ID   64

Que :   **Most influential model of interaction is Norman's _____**

a)   evaluation-execution cycle

b)   execution–evaluation cycle

c)   evaluation-evaluation cycle

d)   execution-execution cycle

Ans :   **b**

ID   65

Que :   **The _____is the distance between the physical presentation of the system state and the expectation of the user.**

a)   gulfs of execution

b)   gulf of evaluation

c)   interaction

d)   execution

Ans :   **b**

ID   66

Que :   **Human errors are often classified into _____**

a)   syntax errors

b)   faults

c)   slips and mistakes

d)   Run Time errors

Ans :   **c**

ID   67

Que :   **Which is not a component of an interactive system.**

a)   The System

b)   The User

c)   The Input and the Output

d)   printer

Ans :   **d**

ID   68

Que :   **Which of the following is not a common interface style for interaction?**

a)   command line interface

b)   menus

c)   natural language

d)   event

Ans :   **d**

ID   69

Que :   **Rapid feedback is just one feature of the interaction technique known as _____**

a)   Indirect manipulation

b)   Direct manipulation

c)   Responsiveness

d)   Robustness

Ans :   **b**

ID   70

Que :   **Visualization provided by direct manipulation is the WYSIWYG paradigm, which stands for**

a)   what you say is what you get

b)   where you see is where you get

c)   what you see is what you get

d)   what you see is where you get

Ans :   **c**

ID   71

Que :   **Human computer interaction is a core subject of**

a)   psychology

b)   software engineering

c)   anthoropology

d)   ergonomics

Ans :   **a**

ID   72

Que :   **The golden principle in HCI is that**

a)   computer should come last

b)   Computer should come first

c)   people should come first

d)   people should come last

Ans :   **c**

ID   73

Que :   **HCI is about**

a)   Making the interface look pretty

b)   Only about desktop computers

c)   Making the interface functional only

d)   Understanding the users

Ans :   **d**

ID   74

Que :   **The goals of HCI is to develop interfaces which are**

   a)   Effective

   b)   usable

   c)   useful

   d)   All the above

Ans :   **d**

ID   75

Que :   **Which one of these would not be found in a good HCI**

   a)   common short cuts like CTRL + Z

   b)   Icons with specific meaning

   c)   A long command line to achieve a function

   d)   Sounds that convey meaning

Ans :   **c**

ID   76

Que :   **Which one of the following is NOT HCI principle**

   a)   Increase short term memory load

   b)   Reduce short term memory load

   c)   Strive for Consistency

   d)   offer informative feedback

Ans :   **a**

ID   77

Que :   **Short cut and hotkeys are used by**

   a)   Young users

   b)   novice users

   c)   Expert users

   d)   intermediate users

Ans :   **c**

ID   78

Que :   **Which is not a component of Human Input output channel system**

  a)   Haptic

  b)   behavior

  c)   Iconic

  d)   echonic

Ans :   **b**

ID   79

Que :   **Information is stored in memory**

  a)   Sensory

  b)   Short term

  c)   Long Term

  d)   All of the above

Ans :   **d**

ID   80

Que :   **What is the best description of a conceptual model?**

  a)   high level description of how a system is organised and how it operates

  b)   Interaction paradigms and interaction modes

  c)   The problem space faced by the designer when gathering user requirements

  d)   None of the above.

Ans :   **a**

ID   81

Que :   **A software might allow a user to interact via**

  a)   keyboard commands

  b)   mouse movement

  c)   voice recognition commands

  d)   all of the mentioned

Ans :   **d**

ID 82

Que : **Which one of these is a good reason to include sounds in an HCI?**

a) Users react more quickly to sounds than to visual signals

b) Users react more slowly to sounds than to visual signals

c) There is no preference, People just like sounds

d) The computer reacts to sounds in the same way as a human

Ans : **a**

ID 83

Que : **KSLM stands for?**

a) Keystroke- level model

b) Key stroke listen model

c) Kay stack Large Mission

d) Key Level Model

Ans : **A**

ID 84

Que : **_____has different timing constants for different devices.**

a) Ergonomics

b) Fitts' law

c) Predictive model

d) Paul fitts

Ans : **B**

ID 85

Que : **_____is based on very detailed recording of the interactions between people and between people and their environment**

a) Society

b) Environment

c) Ethnography

d) Civilization

Ans : **C**

ID   86

Que :   **a rough idea of a user's activities can be presented via**

   a)   Story board

   b)   Drawing

   c)   Images

   d)   Animation

Ans :   **A**

ID   87

Que :   **Participatory design has three main characteristics**

   a)   Work focused

   b)   Collaboration

   c)   Iterative

   d)   All the three

Ans :   **D**

ID   88

Que :   **The speech within each turn is called an _____**

   a)   Expression

   b)   Utterance

   c)   Statement

   d)   Pronouncing

Ans :   **B**

ID   89

Que :   **The nods, grimaces, shrugs of the shoulder and small noises are called ___ _ _**

   a)   Back- Channels

   b)   Signs

   c)   Actions

   d)   Gestures

Ans :   **A**

ID   90

Que :   A school of thinking has recently developed which regards thinking as happening not just within the head, but in the external relationships with things in the world and with other people. This viewpoint is called _____

a)   Cognitive science

b)   Social activity

c)   Sociology

d)   Distributed cognition

Ans :   D

ID   91

Que :   _____simple scripting language and easy to produce graphical interfaces

a)   Hypermedia

b)   Hypertalk

c)   HyperCard's

d)   Hypertext

Ans :   C

ID   92

Que :   The Standard _____is a file format that provides a standardized way for music sequences to be saved, transported, and opened in other systems.

a)   WAV

b)   MP3

c)   FLAC

d)   MIDI file

Ans :   D

ID   93

Que :   How many dimensions inherent in Computer Supported Cooperative work system.

a)   10

b)   5

c)   6

d)   8

Ans :   A

ID   94

Que :   _____is a socio-technical approach, which attempts to describe what happens when a technical system is introduced into an organizational work environment.

a)   CUSTOM

b)   HTA

c)   SSM

d)   OSTA

Ans :   D

ID   95

Que :   **What are the two phases of KLM task.**

a)   Acquisition, Execution

b)   Attainment, Performance

c)   Achievement, Finishing

d)   Accomplishment, Completion

Ans :   **A**

ID   96

Que :   _____is one such approach to paper prototyping, which includes representative stakeholders in a video recorded design session.

a)   FICTIVE

b)   PICTIVE

c)   LIFEHACK

d)   MSPAINT

Ans :   B

ID   97

Que :   **Name the two distinctions made between the 7 stages of SSM**

a)   Laptop, Tangible

b)   Computer Reality

c)   System, Real world

d)   Conceptual, Problem Definition

Ans :   **C**

ID 98

Que : In the_____the system is assumed to hold a set of registers, storage locations which the transition network can set and test

a) Augmented Transition Network

b) Production Rules

c) Semantic Network

d) States

Ans : A

ID 99

Que : The Java applet can establish an internet connection back to the web server to access data files using ___

a) HTML

b) HTTP

c) XHTML

d) SMTP

Ans : B

ID 100

Que : _____can also be embedded within diagrams, pictures or maps, allowing the user to focus his attention on aspects that interest him.

a) Location

b) Images

c) Hot-spots

d) Anchor

Ans : C

ID 101

Que : When browsing back and forth from a central page that contains lots of links is called

a) WWW

b) hub and spoke browsing

c) History

d) Internet

Ans : B

ID   102

Que :   **Computer screens are typically limited to a resolution of around_____**

a)   250 dpi

b)   144 dpi

c)   72 dpi

d)   90 dpi

Ans :   **C**

ID   103

Que :   **_____is the use of a hyperlink that links to a specific, generally searchable or indexed, piece of web content on a website rather than the website's home page.**

a)   Dynamic

b)   Web page

c)   Link

d)   Deep linking

Ans :   **D**

ID   104

Que :   **LTM has a relatively .... of approximately a tenth of a second**

a)   Equal access time

b)   Slow access time

c)   Fast access time

d)   Fast decay time

Ans :   **b**

ID   105

Que :   **Ergonomics looks at the physical characteristics of the interaction and how it influences its**

a)   Effectiveness

b)   Usefulness

c)   Usability

d)   Easiness

Ans :   **a**

ID   106

Que :   **How much time cognitive walkthrough required?**

   a)   Low

   b)   Medium

   c)   Low–medium

   d)   High

Ans :   **b**

ID   107

Que :   **Which evaluation technique will be considered for low expertise?**

   a)   heuristic evaluation

   b)   the use of models

   c)   review based

   d)   cognitive walkthrough

Ans :   **c**

ID   108

Que :   **In STM rapid decay is**

   a)   70 ms

   b)   120 ms

   c)   200 ms

   d)   220 ms

Ans :   **c**

ID   109

Que :   **Visualization provided by direct manipulation is the WYSIWYG paradigm, which stands for**

   a)   what you say is what you get

   b)   where you see is where you get

   c)   what you see is what you get

   d)   what you see is where you get

Ans :   **c**

ID 110

Que : **Future of HCI is--**

a) Self driving Car

b) Smart Home

c) Smart Lock

d) All of the Above

Ans : **d**

ID 111

Que : **Examples of direct manipulation system donot include--**

a) Command Line editors

b) WYSIWYG word processor

c) Computer aided design Software

d) None

Ans : **d**

ID 112

Que : **These are the areas of the screen that behave as if they were independent like text or graphics**

a) menus

b) fonts

c) windows

d) icons

Ans : **c**

ID 113

Que : **Concept in software Engineering and computer science where computing is made to appear anytime and everywhere is –**

a) desktop computing

b) Parallel Computing

c) Ubiquitous Computing

d) Device Computing

Ans : **c**

ID 114

Que : **Which is the least developed/ researched areas in terms of developing applications from HCI view point are?**

a) Touch

b) Taste

c) Smell

d) All Above

Ans : **d**

ID 115

Que : **Simple model of human interaction was proposed by**

a) Stuart K. Card

b) Thomas P. Moran

c) Allen Newell

d) Card, Moran And Newell

Ans : **d**

ID 116

Que : **The aim of hierarchical task analysis is to produce**

a) Load balancing

b) Task simplification

c) Factoring

d) Task decompositions

Ans : **d**

ID 117

Que : **Which of the following techniques can teach you a few things about a thousand people?**

a) Congnitive Walkthrough

b) Marketing Research

c) Afinity Diagram

d) Contextual Inquiry

Ans : **b**

ID 118

Que : **Choose the option with the correct order**

a) Cognitive walkthrough -> Affinity diagram -> Contextual inquiry

b) Cognitive walkthrough -> Contextual inquiry -> Affinity diagram

c) Contextual inquiry -> Affinity diagram -> Cognitive walkthrough

d) Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

Ans : **b**

ID 119

Que : **The Muller Illusion – Which is longer line?**

a) Top

b) Bottom

c) None

d) Equal

Ans : **d**

ID 120

Que : **In a heuristic evaluation:**

a) A group of usability experts judges an interface with a detailed checklist of guidelines

b) A group of test users conducts a formal experiment

c) A group of psychologists administers a questionnaire.

d) A group of usability experts reviews a user interface according to a small set of genera

Ans : **d**

ID 121

Que : **Which of the followings is not the attributes of usability**

a) Learnability

b) Usefulness

c) Subjective satisfaction

d) efficiency

Ans : **b**

ID   122

Que :   **Which of the following is not a stage in Norman's model of interaction.**

a)   Establishing the goal.

b)   Forming the intention.

c)   Specifying the action sequence

d)   Execcuting the system state

Ans :   **d**

ID   123

Que :   **Which of these is said to be true about resolution process in generic software engineering design process?**

a)   Architectural design is low resolution process

b)   Detailed design is high resolution process

c)   All of the mentioned

d)   None of the mentioned

Ans :   **d**

ID   124

Que :   **Which of these are followed in case of software design process?**

a)   Analysis occurs at start of product design with a product idea

b)   Analysis occurs at the end of engineering design with the SRS

c)   Product design resolution produces the design document

d)   Engineering design resolution produces the SRS

Ans :   **b**

ID   125

Que :   **Which of the following statement is true?**

a)   The process of generating, evaluating, and improving designs of components and inte

b)   An interaction realizing a product function or operation may be specified in a sequenc

c)   Designers may need to model product functions and operations at several levels of ab

d)   All of the mentioned

Ans :   **d**

ID   126

Que :   **Scenario: An office has just purchased a electric stapler. It is attached to the mains electricity & is hard to shift around, so when you want to staple papers together you go to the stapler. In the past when someone need to staple things they would bring**

a)   Physical Design

b)   Interaction Design

c)   User Centered Design

d)   All Of The Above

Ans :   b

ID   127

Que :   **Which of the following is/are true?**

a)   it is easier to incorporate user feedback during high-fidelity prototyping compared to l

b)   it required more effort and resources to incorporate user feedback during high-fidelit

c)   it is easier to incorporaye user frrdback during low-fidelity porototypingcompared to

d)   it requires more effort and resources to incorporate user feedback during low-fidelity

Ans :   b and c

ID   128

Que :

a)   Design

b)   Requirement

c)   Maintenance

d)   Creating

Ans :   a

ID   129

Que :

a)   Usability Engineering

b)   Prototyping

c)   Iterative Design

d)   Star

Ans :   c

ID 130

Que : **Which of these is said to be true about resolution process in generic software engineering design process?**

a) Architectural design is low resolution process

b) Detailed design is high resolution process

c) All of the mentioned

d) None of the mentioned

Ans : **d**

ID 131

Que : **An engineer has designed and built a prototype to improve the brake system of a car. What is the next step that the engineer should take in the process?**

a) Test the prototype.

b) Make sketches of the prototype.

c) Identify constraints.

d) Collect and analyze the test results.

Ans : **a**

ID 132

Que : **What order do the steps of the Design Process go in?**

a) Imagine, Ask, Plan, Improve, Create, Communicate

b) Identify Problem, Plan Solutions, Create Model, Test Model, Reflect and Redesign

c)

d) Ask, Improve, Communicate, Brainstorm, Create, Plan

Ans : **b**

ID 133

Que : **A systematic problem-solving strategy, with criteria and constraints, used to develop many possible solutions to a problem or to satisfy human needs and wants and winnow (narrow) down the possible solutions to one final choice.**

a) Constraints

b) Investigate

c) Testing

d) Design Process

Ans : **d**

ID   134

Que :

In which step of the design process would the engineer make adjustments to the design?

a)   identify a problem or need

b)   design a solution or product

c)   Implement the design

d)   evaluate the solution or product

Ans :   c

ID   135

Que :   **A scientist is unable to speak or move most of the muscles in his body. This scientist uses his cheek to push buttons on a type of keyboard that translates the words into a computerized voice. Which of these best describes the scientist's device?**

a)   assistive, because the device makes the scientist famous

b)   assistive, because the device allows the scientist to communicate

c)   adaptive, because the scientist can use the device for other tasks

d)   adaptive because the scientist can still move some parts of his body

Ans :   b

ID   136

Que :

a)   Prototyping

b)   Wire-Framing

c)   Interaction Styles,

d)   User-Centered Design

Ans :   b

ID   137

Que :   **Scenario: Jackie wants to fly to arhus next thurday, returning on the last flight on friday. She wants to know how much this would cost, and whether it would be cheaper to take a different flight back. She is not quite suite sure how arhus is spelt on the**

a)   Goal-Based Scenarios

b)   Elaborated Scenarios

c)   Full Scale Task Scenarios

d)   Task-Based Scenarios

Ans :   c

ID 138

Que :

  a) Design Space Analysis

  b) Process Oriented Design Rationale

  c) Psychological Design

  d) Prototyping

Ans : a

ID 139

Que : **Which of these is the best example of an assistive technology that helps a person overcome a disability.**

  a) a computer program that can change text into spoken words

  b) an oven that contains a fan that moves hot air around

  c) a television with a button that can lower the volume

  d) a telephone that records digital voice messages from callers

Ans : a

ID 140

Que :

  a) Feedback

  b) Prototype

  c) Development

  d) Conceptual

Ans : b

ID 141

Que :

  a) Star model

  b) RAD model

  c) Waterfall model

  d) Spiral model

Ans : c

ID 142

Que :

a) Functional

b) Principles

c) Standards

d) Guidelines

Ans : c

ID 143

Que : Select the principles of learnability

a) Consistency

b) Multimodality

c) Dialogue Initiative

d) Multithreading

Ans : a

ID 144

Que : It is a discrete action designed to improve the system but you can't predict exactly how things are going to turn out.

a) Design Interactions

b) Intervention Design

c) System Design

d) Design Protocols

Ans : b

ID 145

Que : It is defined to be the use and development of computational models of design processes and digital media to assist and/or automate various aspects of the design process.

a) Design Process

b) Design Algorithm

c) Design Computing

d) Design Development

Ans : c

ID   146

Que :   **These are the reports that provide details about the accident, analysis of the factual data, and conclusions.**

a)   Infinite Informations

b)   Factual Data

c)   Accident Reports

d)   Bugs And Errors

Ans :   **c**

ID   147

Que :   **It is a rudimentary working model of a product or information system, usually built for demonstration purposes or as part of the development process.**

a)   Actual Project

b)   Draft System

c)   Beta

d)   Prototype

Ans :   **d**

ID   148

Que :   **Which Name space is used to create chart using ASP.Net MVC?**

a)   using System.Web.MVC

b)   using System.Web.Helpers

c)   using System.Web.Chart

d)   All

Ans :   **b**

ID   149

Que :   **What are the advantages of MVC?**

a)   MVC segregates your project into a different segment, and it becomes easy for develo

b)   It is easy to edit or change some part of your project that makes project less develop

c)   MVC makes your project more systematic

d)   All of the mentioned

Ans :   **d**

ID   150

Que :   **In the Model-View-Controller (MVC) architecture, the model define the**

   a)   Data-access layer

   b)   Physical layer

   c)   Business-logic layer

   d)   Interface layer

Ans :   **c**

ID   151

Que :   **List out few different return types of a controller action method?**

   a)   View Result

   b)   · Javascript Result

   c)   · Redirect Result

   d)   All of these

Ans :   **d**

ID   152

Que :   **_____ can be pencil drawings or sketches on a whiteboard, or they can be produced by means of a broad array of free or commercial software application**

   a)   Wire-Framing

   b)   Interactive-Framing

   c)   Both a & b

   d)   None of the above

Ans :   **a**

ID   153

Que :   **Which of the following is not a secondary colour?**

   a)   Green

   b)   Orange

   c)   Purple

   d)   Blue

Ans :   **d**

ID   154

Que :   _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

a)   Buttons

b)   Pointers

c)   Menus

d)   Windows

Ans :   a

ID   155

Que :   _____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

a)   Scenario

b)   Persona

c)   Prototype

d)   None of these

Ans :   b

ID   156

Que :   What the user interacts with is a collection of elements referred to as _____.

a)   Object

b)   Pointer

c)   Action

d)   User interface

Ans :   a

ID   157

Que :   User with an intermediate skills applies which of the following technique to choose item from menus?

a)   Read all options, then decide

b)   Scan to the desired item then select

c)   Jump to item (knows where it is)

d)   Will never locate the item

Ans :   c

ID   158

Que :   **Assist in navigation through a screen by_____.**

   a)   a newly created concept

   b)   an expert rule

   c)   an organizational rule

   d)   Aligning elements

Ans :   **d**

ID   159

Que :   **What screen navigation used for?**

   a)   Prevent distraction

   b)   Encourage distraction

   c)   Maximize distraction

   d)   Optimize power usage

Ans :   **a**

ID   160

Que :   **A slider box is sometimes called ....**

   a)   container

   b)   scroll area

   c)   handle

   d)   box

Ans :   **c**

ID   161

Que :   **It is the rich stories of the design.**

   a)   program

   b)   criteria

   c)   scenario

   d)   iteration

Ans :   **c**

ID   162

Que :   **What are the colors used in a wireframe?**

  a)   gray, white, and black

  b)   gray

  c)   white

  d)   black

Ans :   a

ID   163

Que :   **Which of the following statements is false?**

  a)   Norman's logical constraints are one way to implement Nielsen's principle of error pre

  b)   The help and documentation called for by Nielsen's usability principle form part of No

  c)   Norman's principle of feedback is one way to implement Nielsen's principle of "recog

  d)   All of the above statements are true.

Ans :   c

ID   164

Que :   **_____ play an important role in achieving the goal of designing HCI.**

  a)   Capability

  b)   Usability

  c)   Accessibility

  d)   Deliverability

Ans :   b

ID   165

Que :   **HCI should always consider about what _____, what physical abilities and limitations they may have, how their perceptual systems work, and what they find attractive and enjoyable when they use computers.**

  a)   achieves efficient and safe interaction

  b)   user interaction

  c)   put people first

  d)   user's aspect and needs

Ans :   d

ID   166

Que :   **The goal of HCI is to produce _____, as well as functional systems.**

  a)   enjoyable to use

  b)   usable and safety systems

  c)   easy to remember how to use

  d)   put people first

Ans :   **b**

ID   167

Que :   **A computer expert produces a solution with HCI which is very efficient in computer resources, based on command-lines. Which one of the following is most likely to be the result when the system is implemented?**

  a)   It will be welcomed by all staff.

  b)   All staff will enjoy using it after mastering the skills of command lines.

  c)   Most staff will want to become computer experts to use it.

  d)   Most staff will feel demoralised and will not want to use the system.

Ans :   **d**

ID   168

Que :   **Which of these films uses futuristic HCI?**

  a)   Speed

  b)   Minority Report

  c)   Terminator

  d)   Bambi

Ans :   **b**

ID   169

Que :   **Which of the following corresponds to the computer interface technology that uses icons, etc?**

  a)   CUI

  b)   CAI

  c)   GDI

  d)   GUI

Ans :   **d**

ID   170

Que :   **What is not true about Model-View-Controller(MVC)?**

a)   Trygve reenskaug introduced MVC into smalktalk while visiting PARC

b)   It evolved to variants such as hierarchical-Model-View-Controller

c)   It is a software design pattern

d)   Code resuability is not the goal of MVC

Ans :   **d**

ID   171

Que :   **Which of the following is not the part of User interface?**

a)   Human-Machine-Interface

b)   Man-Machine-Interface

c)   Human-Computer-Interface

d)   Machine-Machine-Interface

Ans :   **d**

ID   172

Que :   **What is true about software design process?**

a)   If software completely automatred software design may be simple

b)   Software requirnment analysis is not a part of software design process

c)   It involves problem solving and planning a software solution

d)   Both 1 and 3

Ans :   **d**

ID   173

Que :   **Creating effective navigation which are required fundamantal**

a)   Content-Design-Orientation

b)   Content-Audience-Design

c)   Content-Audicance-orientation

d)   Both 1 and 2

Ans :   **c**

ID   174

Que :   **In interaction design process the Persona term refer to the-----**

a)   It describe voculbulary to evaluate and modify design solution

b)   It describe various goals and observed behaviours pattern among user

c)   It answer the question-Can someone use this interface

d)   It is concerened with satisfying the need and desire of the user

Ans :   **b**

ID   175

Que :   **One of the advantageous of of MVC is high Cohension- what does it means.**

a)   It enable logical grouping of related action on a controller together

b)   It enables seperation of responsibility, future development or modification easier

c)   It enables multiple developer to work simultinously

d)   It connect togetger Model-View- Controller together

Ans :   **a**

ID   176

Que :   **Comprehensive – Analytical prototypes are generally-----**

a)   Not feasible

b)   Compulsorily made

c)   3D printing can be used

d)   Solid modelling solves all problems

Ans :   **a**

ID   177

Que :   **What is the core techniques used for Rapid prototyping?**

a)   Adhesive RP or Laminated Object Modelling

b)   CNC Vertical milling

c)   Foam hand carving

d)   Resin casting

Ans :   **a**

ID 178

Que :   **The major advantage of rapid prototyping is?**

a) Cut cost

b) More practical and efficient model

c) Computer based model

d) None of these

Ans :   **a**

ID 179

Que :   **Which of the following is not a design principle that allow the user to maintain control?**

a) Provide for flexible interaction

b) Allow user interaction to be interrupt-able and undo-able

c) Show technical internals from the casual user

d) Design for direct interaction with objects that appear on the screen

Ans :   **c**

ID 180

Que :   **Which of the following is not a user interface design process?**

a) User, task, and environment analysis and modeling

b) Interface design

c) Knowledgeable, frequent users

d) Interface validation

Ans :   **c**

ID 181

Que :   **Choose the odd one activities of interaction design from the following given options**

a) identifying needs and establishing requirements for user experience

b) developing alternative designs that meet those requirements

c) building interactive versions of the design

d) Understand user needs

Ans :   **d**

ID 182

Que : **In Model view controller (MVC) architecture , Model defines the --------**

a) Data-access laye

b) Business-logic layer

c) Presentation layer

d) Interface layer

Ans : **b**

ID 183

Que : **Building things from user's perspective is called --------**

a) Functionality

b) Usability

c) Portability

d) None of the given

Ans : **b**

ID 184

Que : **What are the advantageous of Model-View-Controller(MVC)**

a) MVC segregates your project into a different segment, and it becomes easy for develo

b) It is easy to edit or change some part of your project that makes project less develop

c) MVC makes your project more systematic

d) All of the mentioned

Ans : **d**

ID 185

Que : **Which among the following is not belongs to the Shneiderman's Eight Golden Rules**

a) Prevent Errors

b) Permit easy reversal of actions

c) No easy reversal of actions

d) Strive for Consistency

Ans : **c**

ID 186

Que : **Which of the following is true about good design?**

   a) Good design is just cool graphics

   b) Good design is just common sense

   c) Good design comes from an iterative process with the user in loop

   d) Good design can come from fixing the UI at the end

Ans : c

ID 187

Que : **The prototyping phase follows after which of the following steps?**

   a) Evaluation

   b) Building the application

   c) Analysis

   d) Understanding users needs

Ans : d

ID 188

Que : **Paper and pen based sketches used for prototyping signifies which of the followings?**

   a) Low-fidelity prototyping

   b) High-fidelity prototyping

   c) Low-resolution prototyping

   d) Rapid prototyping

Ans : a

ID 189

Que : **The following describes the Iterative Design process:**

   a) Design-Code-Launch

   b) Design-Prototype-Launch

   c) Design-Prototype-Evaluate

   d) Design-Evaluate-Code

Ans : c

ID   190

Que :   **Which of the followings is not the attributes of usability?**

   a)   Learnability

   b)   Usefulness

   c)   Subjective satisfaction.

   d)   efficiency

Ans :   **b**

ID   191

Que :   **The 3D dimensions of interaction design is a useful model for understanding -----**

   a)   Physical objects or space

   b)   Words

   c)   Visual representations.

   d)   Time

Ans :   **a**

ID   192

Que :   **Ignorance about real user and lack of design process are most likely to causes ----- of an interactive product**

   a)   success

   b)   failure

   c)   deployment

   d)   miuse

Ans :   **b**

ID   193

Que :   **UX and UI stands for**

   a)   user experience and user interface

   b)   user exceptions and user interface

   c)   user experience and user intelligence

   d)   None of these

Ans :   **b**

ID   194

Que :   **What is/are advantages of design pattern?**

a)   Design is readily available

b)   User are new to design

c)   Helps in quick prototyping

d)   only 1 and 3

Ans :   **d**

ID   195

Que :   **Why is prototyping essential?**

a)   To get quick feedback on the product/application

b)   Experiment with multiple alternative

c)   It saves money and effort

d)   All of the mentioned

Ans :   **d**

ID   196

Que :   **Which of the following statement are is/are true?**

a)   It require more more effort and resource to incorporte user feedback during high fide

b)   It is easier to incorporte user feedback during low fidility prototyping compared to hig

c)   Boath 1 and 2

d)   None of these

Ans :   **c**

ID   197

Que :   **Which of the following should not be a part of your low fidelity process?**

a)   A black and white layout

b)   Creating a colourful logo for your app

c)   Deciding on colourful scheme

d)   Both 2 and 3

Ans :   **d**

ID   198

Que :   **You want to test weather the colour scheme of the application is appropriate for this task you will use**

   a)   Low-fidelity prototyping

   b)   High-fidelity prototyping

   c)   Both 1 and 2

   d)   none of these

Ans :   **b**

ID   199

Que :   **User center design is important because**

   a)   The deign should be intuitive enough for user

   b)   The design should cater specifically to the need of the user

   c)   It is necessary to know the user environment while while building a design

   d)   All of the mentioned

Ans :   **d**

ID   200

Que :   **Creating paper prototype and wireframe comes under the following design stage**

   a)   Concept design

   b)   Design iteration

   c)   High fidelity design

   d)   Visual communacation design

Ans :   **a**

ID   201

Que :   **A collage generated during conceptual design stage to depict the visual style of the design project is called**

   a)   Moodboard

   b)   Story board

   c)   Persona

   d)   Scenerio

Ans :   **a**

ID   202

Que :   **The target users and potential users for the final product in web design is termed as**

a)   Reviewers

b)   User- group

c)   Persona

d)   Stakeholders

Ans :   c

ID   203

Que :   **Ubiquitous computing is dependent on _____.**

a)   Converging Internet

b)   Wireless Technology

c)   Advanced Electronics

d)   All of the above

Ans :   D

ID   204

Que :   **The term "Ubiquitous Computing" was first conferred by _____.**

a)   Dennis Ritche

b)   Bjarne Stroustrup

c)   Mark Weiser

d)   Linus Torvalds

Ans :   C

ID   205

Que :   **User performs an action which is having primary aim to interact with particularly a computerized system but such a system understands as input is known as_____.**

a)   Implicit Human Computer Interaction

b)   Explicit Human Computer Interaction

c)   Both (1) & (2)

d)   None of the above

Ans :   A

ID   206

Que :   **UbiCom system properties internal model is based upon five basic properties:**

  a)   i) Distributed, ii) IHCI, iii) Autonomy, iv) Artificial Intelligence, v) Context awareness

  b)   i) Smart devices, ii) Smart environment, iii) Smart systems, iv) Smart interactions, v) S

  c)   i) Invisible, ii) Socialization, iii) Decision-making, iv) Emergent Behaviour, v) Convergen

  d)   None of the above

Ans :   **A**

ID   207

Que :   **On behalf of user when UbiCom system mainly adjust with the context of environment then it is called as_____.**

  a)   Passive context awareness system

  b)   Active context awareness system

  c)   User context awareness

  d)   Virtual environment context

Ans :   **B**

ID   208

Que :   **_____ is a process for creating a solution to a problem.**

  a)   Simple Thinking

  b)   Complex Thinking

  c)   Design Thinking

  d)   Artificial Thinking

Ans :   **C**

ID   209

Que :   **First stage of Desing thinking is_____**

  a)   Empathize

  b)   Define (the Problem)

  c)   Ideate

  d)   Prototype

Ans :   **A**

ID   210

Que :   **After you Ideate, next step is_____.**

a)   Empathize

b)   Test

c)   Ideate

d)   Prototype

Ans :   **D**

ID   211

Que :   **During wich stage would you: Want to try to "think outside of the box"**

a)   Empathize

b)   Test

c)   Ideate

d)   Prototype

Ans :   **C**

ID   212

Que :   **During which stage would you: Gain feedback from others on how the solution meets the needs of the problems or concerns they shared with you in interviews.**

a)   Empathize

b)   Test

c)   Ideate

d)   Prototype

Ans :   **B**

ID   213

Que :   **_____ structure of hypertext is very powerful related to finding things on web.**

a)   Linear

b)   Non-linear

c)   Linear and non-linear

d)   None of above

Ans :   **B**

ID   214

Que :   **What is the concept of lost in hyperspace related to finding things on web.**

   a)   It is hard to lose track of where you are.

   b)   It is easy to lose track of where you are.

   c)   It is neither easy to lose track of where you are nor hard.

   d)   None of above

Ans :   **B**

ID   215

Que :   **What is hub and spoke browsing?**

   a)   The back button allows you to backtrack through previously visited web pages

   b)   The forward button allows you to go back from previously visited web pages to curent

   c)   Both (1) and (2)

   d)   None of above

Ans :   **C**

ID   216

Que :   **The concept of deep linking related to finding things on web is_____.**

   a)   It is bookmarking of favorite pages.

   b)   It is external links from other people's sites.

   c)   Both (1) and (2)

   d)   None of above

Ans :   **C**

ID   217

Que :   **A field of technology that deals with a combination of real world and the data generated from computer.**

   a)   Machine Learning

   b)   Artificial Intellegence

   c)   Augmented Reality

   d)   Internet of Thing

Ans :   **C**

ID   218

Que :   **Technologies that allow the user to see the real world, with virtual objects composited in the real world.**

a)   AR

b)   VR

c)   AI

d)   SR

Ans :   **A**

ID   219

Que :   **Augmented reality (AR) provides features that are_____.**

a)   Visual, interactive, and 3D

b)   Collaborative, virtual, and simulated

c)   Computer-generated, sensory, and virtual

d)   Sounds, sensory, and cost-efficient virtual

Ans :   **A**

ID   220

Que :   **Which definition best fits to Augmented Reality ?**

a)   Technology that turns physical objects into digital objects

b)   Technology that overlays digital information on top of real world items

c)   Technology that puts users in a new digital environment

d)   Technology that can achieve a human-level understanding of images

Ans :   **B**

ID   221

Que :   **AR technology allows students to interact with the physical world by _____.**

a)   Moving around to change perspectives

b)   Moving closer/further to change scale

c)   Select virtual objects by pointing to them

d)   All of the above

Ans :   **D**

ID   222

Que :   **How do most people use AR currently?**

a)   Their computers

b)   Their phones

c)   Their TV's

d)   AR Goggles

Ans :   **B**

ID   223

Que :   **HMD stands for**

a)   Head Mounted Display

b)   Head Masked Display

c)   Head Made Display

d)   Head Mounted Detection

Ans :   **a**

ID   224

Que :   **It is a mediated environment which creates the sensation in a user of being present in a (physical) surrounding.**

a)   WWW

b)   VR

c)   HMD

d)   GUI

Ans :   **b**

ID   225

Que :   **which of the factor in the physical environment will not directly affect the quality of the interaction and the user's performance?**

a)   Physical position

b)   Temperature

c)   Humidity

d)   Noise

Ans :   **c**

ID   226

Que :   **For a product to be successful, it must be:**

a)   Used by humans

b)   Useful by humans

c)   Usable by humans

d)   All of the above

Ans :   **d**

ID   227

Que :   **Handheld Barcode Scanner is an example for**

a)   Usability Study

b)   Acceptance Testing

c)   Usability Testing

d)   None of these

Ans :   **b**

ID   228

Que :   **_____ help us to understand what is going on in the interaction between user and system.**

a)   Interaction models

b)   Ergonomics

c)   Analysis Models

d)   Design Models

Ans :   **a**

ID   229

Que :   **_____ address the translations between what the user wants and what the system does.**

a)   Analysis Models

b)   Interaction models

c)   Design Models

d)   User Interface

Ans :   **b**

ID   230

Que :   **Conventional wisdom says that tell the user when he has made some mistake.**

a)   program crash

b)   system stuck

c)   error messages

d)   metadata

Ans :   **c**

ID   231

Que :   **Which one of these is a good reason for taking care to design a good computer human interface?**

a)   Well designed HCIs use less computer resources

b)   Not every user is a computer expert

c)   Both a & b

d)   None of the above

Ans :   **b**

ID   232

Que :   **Organization's using model _____ are very successful in the era of Globalization**

a)   Supportive

b)   Delegative

c)   Both a & b

d)   None of the above

Ans :   **a**

ID   233

Que :   **Traditionally, the purpose of an_____ is to aid a user in accomplishing goals from some application domain.**

a)   Interactive system

b)   Operating System

c)   System Software

d)   Application Software

Ans :   **a**

ID   234

Que :   _____defines an area of expertise and knowledge in some real-world activity.

   a)   Application domain

   b)   System Domain

   c)   Pronlem domain

   d)   none of these

Ans :   a

ID   235

Que :   **Combination of Toggle Selection and Object Selection is:**

   a)   Hybrid Selection

   b)   Collected Selection

   c)   Both a & b

   d)   None of the above

Ans :   a

ID   236

Que :   **In this type of VR environment, the subjects can perform both in the real and virtual environment.**

   a)   Immersive

   b)   Semi immersive

   c)   Non immersive

   d)   Augmented

Ans :   b

ID   237

Que :   **who invented the VR headset**

   a)   Ivan Sutherland

   b)   John Forrest

   c)   Brian Sanog

   d)   Bob Garrey

Ans :   a

ID 238

Que : **What are the 3 types of VR?**

a) Immersive, 3D, non-immersive

b) Immersive, semi-immersive, non-immersive

c) Digital, semi-immersive, projective

d) 3D, non-immersive, digital

Ans : **b**

ID 239

Que : **In Interaction model the only way the user can manipulate the machine is through the _____, and so the task must be articulated within the input language**

a) Input

b) Input and the Output.

c) Mouse

d) Keyboard

Ans : **a**

ID 240

Que : **Pokémon Go is an example of...?**

a)

b) A Fast-Food franchise

c) An augmented reality game

d) A YouTube channel

Ans : **c**

ID 241

Que : **An example of non-immersive VR device is**

a) An IMAX

b) An iPad

c) A virtual reality headset

d) A screen projection

Ans : **b**

ID   242

Que :   **VR may be useful for students with special needs because**

   a)   It allows them to escape from difficult social situations

   b)   They can attend class from home

   c)   Teachers can develop personalized lessons for students

   d)   none of these

Ans :   c

ID   243

Que :   **_____ and displays are organized to reflect the order of their use in a typical interaction.**

   a)   functional controls

   b)   sequential controls

   c)   frequency controls

   d)   none of these

Ans :   **b**

ID   244

Que :   **_____ and displays are organized according to how frequently they are used, with the most commonly used controls being the most easily accessible.**

   a)   functional controls

   b)   sequential controls

   c)   frequency controls

   d)   none of these

Ans :   c

ID   245

Que :   **There are a number of factors like Physical position, Temperature, Lighting, Noise and Time that may affect the use of more general computers for _____**

   a)   Comfort of user

   b)   Usability of user

   c)   Health of user

   d)   none of these

Ans :   c

ID   246

Que :   **The colors used should also correspond to common conventions and user expectations. Red, green and yellow are colors frequently associated with stop, go and standby respectively. Therefore, red may be used to indicate_____; green, ; and yellow,**

a)   emergency and alarms

b)   normal activity

c)   standby and auxiliary function

d)   none of these

Ans :   a

ID   247

Que :   **Ergonomic factors are in general well established and understood and are therefore used as the basis for _____**

a)   standardizing hardware designs

b)   standardizing software designs

c)   Look and feel

d)   Decoratioin

Ans :   a

ID   248

Que :   **The _____ was the first interactive dialog style to be commonly used and, in spite of the availability of menu-driven interfaces**

a)   command line interface

b)   Graphical User Interface

c)   natural language Interface

d)   Touch Pad

Ans :   a

ID   249

Que :   **The command line interface are better for _____**

a)   Expert users

b)   Novice Users

c)   Both Expert Users and novice users

d)   Typist

Ans :   a

ID   250

Que :   **In a _____, the set of options available to the user is displayed on the screen.**

a)   Menu-driven interface

b)   Command Level Interface

c)   Graphical User Interface

d)   Natural Language Interface

Ans :   a

ID   251

Que :   **_____ interface understanding, both of speech and written input, is the subject of much interest and research.**

a)   Natural language

b)   Command Level Interface

c)   Graphical User Interface

d)   Natural Language Interface

Ans :   a

ID   252

Que :   **Form-filling interfaces are used primarily for_____and can also be useful in data retrieval applications.**

a)   Data entry

b)   Validation

c)   Information Processing

d)   Data Deletion

Ans :   a

ID   253

Que :   **In most multimedia systems and in web browsers, virtually all actions take only a single click of the mouse button we call it as _____**

a)   Point-and-click interfaces

b)   Mouse Pointer

c)   Click Interface

d)   Pointers

Ans :   a

ID   254

Que :   **Key features of the WIMP interface that give it its name _____**

  a)   windows

  b)   pointers and menus

  c)   Icons

  d)   All of these

Ans :   **d**

ID   255

Que :   **Shrinking a window to its icon is known as _____**

  a)   iconifying the window

  b)   Minimising window

  c)   Resizing Windows

  d)   Closing Windows

Ans :   **a**

ID   256

Que :   **Pointer cursors are like icons, being small bitmap images, location to which they point called as _____**

  a)   Area

  b)   hot-spot

  c)   Image

  d)   Icon

Ans :   **b**

ID   257

Que :   **_____ are a mechanism for making the set of possible modes and the active mode visible to the user.**

  a)   Palettes

  b)   pointers and menus

  c)   icons

  d)   images

Ans :   **a**

ID   258

Que :   **VDU stands for _____**

a)   Vidual display Unit

b)   video display unit

c)   virtual display unit

d)   Virtual Device Unit

Ans :   **b**

ID   259

Que :   **According to Engelbart the secret to producing computing equipment that aided human problem solving ability was in providing the right _____**

a)   Toolkit

b)   JDK

c)   .Net Framework

d)   HTML controls

Ans :   **a**

ID   260

Que :   **The _____ is the common mechanism associated with these physically and logically separate display spaces**

a)   Window

b)   Menus

c)   Dialog Box

d)   Tool Box

Ans :   **a**

ID   261

Que :   **In developing the LOGO language to teach children, Papert used the _____ of a turtle dragging its tail in the dirt**

a)   Metaphor

b)   Mouse

c)   Joystick

d)   Menus

Ans :   **a**

ID   262

Que :   **Rapid feedback is just one feature of the interaction technique known as _____**

   a)   Direct manipulation

   b)   Indirect Manipulation

   c)   Prototype

   d)   GUI Design

Ans :   **a**

ID   263

Que :   **Appropriate use of the model-world metaphor can create the sensation in the user of acting upon the objects of the task domain themselves. We call this aspect of directness _____**

   a)   Direct engagement

   b)   Direct manipulation

   c)   Indirect Manipulation

   d)   Prototype

Ans :   **a**

ID   264

Que :   **www, often referred to as just the web, or _____**

   a)   World wide web

   b)   Wide world web

   c)   web of wide

   d)   None of these

Ans :   **a**

ID   265

Que :   **Which of the following is an example of mediated communication?**

   a)   A newscaster delivers the weather report on the six o'clock news.

   b)   wo friends gossip with one another..

   c)   Students work on a class project together.

   d)   A politician addresses a nominating convention.

Ans :   **a**

ID   266

Que :   **Before a process can be designed and implemented, a detailed deconstruction of the task is needed.
This can be referred as –**

a)   Project Analysis

b)   Implementation Analysis

c)   Goal Analysis

d)   Task Analysis

Ans :   **d**

ID   267

Que :   **Future of HCI is--**

a)   Self driving Car

b)   Smart Bulb

c)   Smart Lock

d)   All of the Above

Ans :   **d**

ID   268

Que :   **Examples of direct manipulation system donot include--**

a)   Command Line editors

b)   WYSIWYG word processor

c)   Computer aided design Software

d)   None

Ans :   **d**

ID   269

Que :   **GOMS stands for**

a)   Goals, Operators, Methods and Selection

b)   Goals, Operations, Methods and System

c)   Goals, Operators, Methods and Systems

d)   Goals, Operations, Methods and Selections

Ans :   **a**

ID   270

Que :   **Which one of thsese would not be found in a good HCI?**

a)   ICONS with specific meaning

b)   Command Shortcut

c)   Sounds that convey meaning

d)   A long command line to achieve a function

Ans :   **d**

ID   271

Que :   **Concept in software Engineering and computer science where computing is made to appear anytime and everywhere is –**

a)   desktop computing

b)   Parallel Computing

c)   Ubiquitous Computing

d)   Device Computing

Ans :   **c**

ID   272

Que :   **.----------------------is the recording of physical and perceptual actions of the user while executing the task**

a)   Task Analysis

b)   Goal Analysis

c)   Time Analysis

d)   User Analysis

Ans :   **a**

ID   273

Que :   **A model can be used to stimulate or predict human behavior or performance on tasks simillar to the ones modeled and improve Human Computer Interaction**

a)   Cognitive Modelling

b)   Goal Analysis based Modelling

c)   Intelliegnce Modelling

d)   None

Ans :   **a**

ID   274

Que :   ----------------------is understanding the user's behavior and cognitive difficulty based on analysis of language between user and system

a)   Linguistic Notations

b)   Natural Coding

c)   User Programming

d)   None

Ans :   a

ID   275

Que :   **Which of the following techniques can teach you a few things about a thousand people?**

a)   Congnitive Walkthrough

b)   Marketing Research

c)   Afinity Diagram

d)   Contextual Inquiry

Ans :   **b**

ID   276

Que :   **Choose the option with the correct order**

a)   Cognitive walkthrough -> Affinity diagram -> Contextual inquiry

b)   Cognitive walkthrough -> Contextual inquiry -> Affinity diagram

c)   Contextual inquiry -> Affinity diagram -> Cognitive walkthrough

d)   Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

Ans :   **b**

ID   277

Que :   **What are the steps involved in designing**

a)   Communication

b)   Validation of models

c)   Time constraints

d)   All of the above

Ans :   **d**

ID   278

Que :   **Elementary linguistic units that are smaller than words are?**

   a)   allophones

   b)   phonemes

   c)   syllables

   d)   all of the mentioned

Ans :   **d**

ID   279

Que :   **An expert system differs from a database program in that only an expert system _____**

   a)   contains declarative knowledge

   b)   contains procedural knowledge

   c)   features the retrieval of stored information

   d)   expects users to draw their own conclusions

Ans :   **b**

ID   280

Que :   **-----are unintentional while_____ occur through conscious deliberation.**

   a)   Slips, mistakes

   b)   Errors slips

   c)   Mistakes, errors

   d)   Mistakes, slips

Ans :   **a**

ID   281

Que :   **Which of the following is the comparison of what happened in the world with what we wanted to happen?**

   a)   Action

   b)   Evaluation

   c)   Execution

   d)   None of these

Ans :   **b**

ID   282

Que :   **The goals of HCI are:**

a)   Usability and User Experience

b)   Learn ability and Comfort

c)   Tasks and Goals

d)   none

Ans :   **a**

ID   283

Que :   **Which of the following is the comparison of what happened in the world with what we wanted to happen?**

a)   Action

b)   Evaluation

c)   Execution

d)   None of these

Ans :   **b**

ID   284

Que :   **Which of the following is not a secondary color?**

a)   Green

b)   Orange

c)   Purple

d)   Blue

Ans :   **d**

ID   285

Que :   **Which of the following device can not be useful for a visually impaired person?**

a)   typical processor

b)   typical keyboard

c)   typical monitor

d)   typical speaker

Ans :   **c**

ID   286

Que :   _____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

   a)   Decision Making

   b)   Reasoning

   c)   Problem Solving

   d)   none

Ans :   b

ID   287

Que :   _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

   a)   Human computer Interaction

   b)   Software Engineering

   c)   Human Computer Interfaces

   d)   none

Ans :   a

ID   288

Que :   _____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

   a)   Utility

   b)   Effectiveness

   c)   Efficiency

   d)   none

Ans :   b

ID   289

Que :   In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

   a)   Paper work and computer work

   b)   Spatial and temporal organizations

   c)   Organizational memory

   d)   none

Ans :   c

ID 290

Que : **Which of the following is/are the main component(s) of color?**

a) Hue

b) Intensity

c) Saturation

d) All of the given

Ans : **d**

ID 291

Que : **Which of the following field is an influence on HCI**

a) Ergonomics

b) Cognitive psychology

c) Computer science

d) All of above are influence on HCI

Ans : **d**

ID 292

Que : **'Ergonomics' is related to human**

a) Comfort

b) Safety

c) Both 'a' and 'b'

d) none

Ans : **c**

ID 293

Que : **The following subject(s) is (are) related to 'Ergonomics'**

a) Anthropology

b) Physiology

c) Psychology

d) All of the above

Ans : **d**

ID   294

Que :   **In Human Vision System, the ganglion cells are subdivided into**

a)   Three types

b)   Four types

c)   Two types

d)   Five types

Ans :   c

ID   295

Que :   **For a product to be successful, it must be:**

a)   Useful by human

b)   Usable by humans

c)   Used by humans

d)   All of above

Ans :   d

ID   296

Que :   **What is the primary interactive method of communication used by humans?**

a)   reading

b)   writing

c)   speaking

d)   watching

Ans :   c

ID   297

Que :   **Design involves**

a)   achieving goals within constraints and trade-off between these

b)   understanding the raw materials: computer and human

c)   accepting limitations of humans and of design

d)   All of the above

Ans :   d

ID   298

Que :   **In specifying user and organisational requirements, the task itself needs to be deconstructed. Hierarchical task analysis (HTA) is a well-known technique and can be used to deconstruct large tasks into levels of sub-tasks. It is functional in identifying**

a)   HTA charts and tables are difficult to follow which leads to additional training costs

b)   It is very time-consuming to break a task down into its constituent parts where operat

c)   HTA is of limited use where jobs are cognitive in nature

d)   None of the above

Ans :   c

ID   299

Que :   **Specifying the requirements for new equipment involves asking what are the skills, knowledge and abilities required to use it, and also what operational and organisational context it will be used in. To deal with these issues, an early human-centred desig**

a)   human factor integration document.

b)   target audience description.

c)   KSA context plan.

d)   ergonomic task analysis.

Ans :   b

ID   300

Que :   **HTA stands for**

a)   Hierarchical Task Analysis

b)   Hierarchical Talent Analysis

c)   Hypothetical Task Analysis

d)   Hierarchical Task Arrangement

Ans :   a

ID   301

Que :   **A search engine depends on _____to find information on the web.**

a)   resturants

b)   computers

c)   humans

d)   grocery stores

Ans :   b

ID   302

Que :   **Ubiquitous computing is the method of ....**

  a)   enhancing computer use by making many computers available throughout the physic

  b)   wireless communication and carry-around computers.

  c)   allowing transmission of data, voice and video via a computer

  d)   interact with a variety of users via the Internet.

Ans :   a

ID   303

Que :   **Which of the following is not a key characteristic of Ubicomp System ?**

  a)   Distributed

  b)   iHCI

  c)   Context-Awareness

  d)   Pay as you go

Ans :   d

ID   304

Que :   **Among the various wireless options for wearable devices, which one needs to connect to a smart phone and is the most popular?**

  a)   Bluetooth

  b)   WiFi

  c)   RFID

  d)   None of the above

Ans :   a

ID   305

Que :   **KLM stands for---**

  a)   Keystroke-level model

  b)   Keyfight-level model

  c)   Keystroke-layer model

  d)   Keystroke-level media

Ans :   a

ID   306

Que :   **STN stands for---**

a)   Super Transition Network

b)   State Transition Network

c)   State Transition Name

d)   State Transport Network

Ans :   **b**

ID   307

Que :   **In STN Circles are used to represent ---**

a)   Events

b)   properties

c)   States

d)   area

Ans :   **c**

ID   308

Que :   **Usability testing works for _____**

a)   Software products

b)   Hardware products

c)   All products

d)   None of these

Ans :   **c**

ID   309

Que :   **_____ plays a role to bridge up the gape between the interfaces of machines and human understanding**

a)   Human

b)   Computer

c)   Human Computer Interaction

d)   None of these

Ans :   **c**

ID   310

Que :   _____ involves watching and listening to users

   a)   Observation

   b)   Evaluation

   c)   Qualitative research

   d)   Interaction

Ans :   a

ID   311

Que :   Which of the following are the elementary linguistic units that are smaller than words?

   a)   allophones

   b)   phonemes

   c)   syllables

   d)   all a, b and c

Ans :   d

ID   312

Que :   BNF is --

   a)   Backus-Naur Form

   b)   Black-Naur Form

   c)   Back and Front form

   d)   Backus-Null Form

Ans :   a

ID   313

Que :   Which one of these would not be found in a good HCI?

   a)   Icons that can have specific meanings

   b)   Common shortcuts, like CTRL+Z for undo.

   c)   Sounds that convey meanings.

   d)   A long command line to achieve a function

Ans :   d

ID   314

Que :   **Learnability Principles that support usability states that**

a)   the ease with which new users can begin effective interaction and achieve maximal p

b)   the multiplicity of ways in which the user and system exchange information

c)   the level of support provided to the user in determining successful achievement and

d)   Support for the user to determine the effect of future action based on past interacti

Ans :   **a**

ID   315

Que :   **Generalizability sub-principal comes under which principal?**

a)   Predictability

b)   Synthesizability

c)   Learnability

d)   Familiarity

Ans :   **c**

ID   316

Que :   **How many basic categories of the Smith and Mosier guidelines are?**

a)   4

b)   6

c)   5

d)   7

Ans :   **b**

ID   317

Que :   **Which principle is this - Use both knowledge in the world and knowledge in the head?**

a)   Shneiderman's Eight Golden Rules of Interface Design

b)   Norman's Seven Principles

c)   Principles that support usability

d)   Principles of HCI

Ans :   **b**

ID 318

Que : **What is the goal of evaluation of the system?**

a) To evaluate usability of a user-interface design

b) To learn to do design and evaluate effective human-computer-interactions

c) to assess the extent and accessibility of the system's functionality

d) To understand HCI design processes

Ans : **d**

ID 319

Que : **Which Golden Rules of Interface Design from Shneiderman's Eight Golden Rules states that users are prevented from making mistakes and, if they do, they are offered clear and nformative instructions to enable them to recover?**

a) Offer error prevention and simple error handling

b) Enable frequent users to use shortcuts

c) Design dialogs to yield closure

d) Support internal locus of control

Ans : **a**

ID 320

Que : **A complete, written list of the actions needed to complete the task with the proposed system is the requirement of?**

a) heuristic evaluation

b) the use of models

c) use of previous work

d) cognitive walkthrough

Ans : **d**

ID 321

Que : **Nielsen's which heuristics states that Users should not have to wonder whether words, situations or actions mean the same thing in different contexts. Follow platform conventions and accepted standards?**

a) Consistency and standards

b) User control and freedom

c) Recognition rather than recall

d) Visibility of system status

Ans : **a**

ID 322

Que : **What is the advantage of query technique?**

a) Eliciting detail of the user's view of a system

b) evaluation and more widely to collect information about user requirements and tasks

c) they get the user's viewpoint directly and may reveal issues that have not been consid

d) to get accurate feedback about alternative designs if the user has not experienced the

Ans : **c**

ID 323

Que : **How much time cognitive walkthrough required?**

a) Low

b) Medium

c) Low–medium

d) High

Ans : **b**

ID 324

Que : **Which evaluation technique will be considered for low expertise?**

a) heuristic evaluation

b) the use of models

c) review based

d) cognitive walkthrough

Ans : **c**

ID 325

Que : **Which type of observational evaluation techniques considered for high expertise?**

a) Think aloud

b) Protocol analysis

c) Post-task walkthrough

d) None of the above

Ans : **b**

ID 326

Que : **Which of the following is not protocol analysis?**

  a) Paper and pencil

  b) Storyboard

  c) Audio recording

  d) Computer logging

Ans : **b**

ID 327

Que : **What is UIMS?**

  a) User Interface Management System

  b) User Input Management System

  c) Universal Interface Management System

  d) Universal Input Management System

Ans : **a**

ID 328

Que : **What is the full form of EVA?**

  a) External Video Audio

  b) Experimental Video Annotator

  c) Experience Value Assessment

  d) Evaluation Value Assessment

Ans : **b**

ID 329

Que : **What is multi-threading principle of that affect flexibility?**

  a) Allowing the user freedom from artificial constraints on the input dialog imposed by t

  b) Allowing equivalent values of input and output to be arbitrarily substituted for each o

  c) Modifiability of the user interface by the user or the system

  d) Ability of the system to support user interaction pertaining to more than one task at a

Ans : **d**

ID   330

Que :   **Support for the user to determine the effect of future action based on past interaction history - Which sub-principle of Learnability Principle that support Usability?**

a)   Familiarity

b)   Consistency

c)   Predictability

d)   Synthesizability

Ans :   **c**

ID   331

Que :   **Identify Norman's Principle - The interface should make clear what the system can do and how this is achieved, and should enable the user to see clearly the effect of their actions on the system.**

a)   Get the mappings right

b)   Make things visible

c)   Exploit the power of constraints

d)   None of the above

Ans :   **b**

ID   332

Que :   **Which of the following is not expert analysis?**

a)   cognitive walkthrough

b)   heuristic evaluation

c)   use of models

d)   use of technology

Ans :   **d**

ID   333

Que :   **Who developed Heuristic evaluation?**

a)   Jakob Nielsen and Rolf Molich

b)   Alan Dix

c)   Ben Shneiderman and Catherine Plaisant

d)   Alan Cooper

Ans :   **a**

ID   334

Que :   **Which is the style of evaluation?**

a)   Field studies

b)   Laboratory studies

c)   Both

d)   None

Ans :   **c**

ID   335

Que :   **Who suggest that usability testing with a single participant will find about a third of the usability problems, and that there is little to be gained from testing with more than five?**

a)   Alan Cooper

b)   Jakob Nielsen and Rolf Molich

c)   Ben Shneiderman and Catherine Plaisant

d)   Nielsen and Landauer

Ans :   **d**

ID   336

Que :   **What is manipulated variable?**

a)   Independent variable

b)   Dependent variable

c)   Constant Variable

d)   Global Variable

Ans :   **a**

ID   337

Que :   **What is hypothesis?**

a)   Sample size chosen

b)   Prediction of the outcome of an experiment

c)   Choice of participants is vital to the success of any experiment

d)   Participants are not actual users

Ans :   **b**

ID 338

Que : **What is the full form of ANOVA?**

a) Accordance of Variance

b) Analysis of Variable

c) Analysis of Variance

d) Accordance of Variable

Ans : **c**

ID 339

Que : **Which is the popular way to gather information about actual use of a system?**

a) Manual information gathering

b) Making system autonomous

c) Adding middleware in the system

d) Observing user's interaction with system

Ans : **d**

ID 340

Que : **In a heuristic evaluation:**

a) A group of usability experts judges an interface with a detailed checklist of guidelines

b) A group of test users conducts a formal experiment

c) A group of psychologists administers a questionnaire.

d) A group of usability experts reviews a user interface according to a small set of genera

Ans : **d**

ID 341

Que : **Which of the followings is not the attributes of usability**

a) Learnability

b) Usefulness

c) Subjective satisfaction

d) efficiency

Ans : **b**

ID   342

Que :   **Paper and pen based sketches used for prototyping signifies which of the followings?**

a)   Low

b)   High-fidelity prototyping

c)   Low-resolution prototyping

d)   Rapid prototyping

Ans :   **a**

ID   343

Que :   **Which among the following is not belongs to the Shneiderman's Eight Golden Rules**

a)   Prevent Errors

b)   Permit easy reversal of actions

c)   No easy reversal of actions

d)   Strive for Consistency

Ans :   **c**

ID   344

Que :   **What is the process of computer logging?**

a)   This process allows the analyst to note interpretations and extraneous events as they

b)   Remote authentication for user interface access through the network

c)   Process of recording audio visuals of user during interaction with system

d)   Process of automatically recording user actions at a keystroke level

Ans :   **d**

ID   345

Que :   **What is the full form of MUSiC?**

a)   Memorandum of Understanding for Scientific in Computing

b)   Metrics for Usability Standards in Computing

c)   Matrix for Usability Standards in Computing

d)   Measures in User System Interaction Computation

Ans :   **b**

ID 346

Que : **Which are the two main types of query technique?**

a) Interviews and Questionnaires

b) Command Line Execution

c) IDE Based

d) User Interface Query Execution

Ans : **a**

ID 347

Que : **The main distinction between evaluation of a design and evaluation of an implementation is**

a) Level of subjectivity or objectivity of the technique

b) Immediacy of the response

c) Type of measures provided

d) In the latter case a physical artifact exists

Ans : **d**

ID 348

Que : **One way to decrease the possibility of bias is**

a) Do not allow control over user activity

b) Include both styles of evaluation

c) to use more than one evaluator

d) None of the above

Ans : **c**

ID 349

Que : **What is the major problem with both audio and video recording?**

a) Storage

b) Transcription

c) Execution

d) Type conversion

Ans : **b**

ID   350

Que :   **Who proposed Cognitive walkthrough?**

a)   Polson and colleagues

b)   Alan Cooper

c)   Jakob Nielsen and Rolf Molich

d)   Ben Shneiderman and Catherine Plaisant

Ans :   **a**

ID   351

Que :   **What is the basis for the walkthroughs?**

a)   Step through

b)   Detailed review of a sequence of actions

c)   Coding style

d)   Establish how easy a system is to learn

Ans :   **b**

ID   352

Que :   **What will be a representative task that most users will want to do in walkthroughs?**

a)   A specification or prototype of the system.

b)   A complete, written list of the actions needed to complete the task with the proposed

c)   A description of the task the user is to perform on the system.

d)   An indication of who the users are and what kind of experience and knowledge the ev

Ans :   **c**

ID   353

Que :   **In severity rating on a scale of 0–4, what does 2 indicates?**

a)   Usability catastrophe: imperative to fix this before product can be released (Nielsen)

b)   Major usability problem: important to fix, so should be given high priority

c)   Cosmetic problem only: need not be fixed unless extra time is available on project

d)   Minor usability problem: fixing this should be given low priority

Ans :   **d**

ID 354

Que : **Nielsen's which heuristics states that Allow users to tailor frequent actions. Accelerators – unseen by the novice user – may often speed up the interaction for the expert user to such an extent that the system can cater to both inexperienced and experie**

a) Consistency and standards

b) Error prevention

c) Flexibility and efficiency of use

d) Recognition rather than recall

Ans : **c**

ID 355

Que : **Which are the two main methods in experimental method?**

a) above-subjects and below-subjects

b) between-subjects and within-subjects

c) beyond-subjects and around-subjects

d) None of the above

Ans : **b**

ID 356

Que : **When to perform non-parametric tests?**

a) When we cannot assume that data are normally distributed

b) When the data in sorted on the basis of parameters

c) When the data is big data

d) All of the above

Ans : **a**

ID 357

Que : **Which type of observational evaluation technique can be used for medium time?**

a) Questionnaire

b) Think aloud

c) Protocol analysis

d) Post-task walkthrough

Ans : **d**

ID   358

Que :   **Is Eye tracking, monitoring evaluation technique, Intrusive?**

a)   Yes

b)   No

c)   May be

d)   Not sure

Ans :   **b**

ID   359

Que :   **What is Robustness Principle?**

a)   The ease with which new users can begin effective interaction and achieve maximal p

b)   The multiplicity of ways in which the user and system exchange information.

c)   The level of support provided to the user in determining successful achievement and

d)   None of the above

Ans :   **c**

ID   360

Que :   **Which principle allows the user to explore the current internal state of the system via the limited view provided at the interface?**

a)   Browsability

b)   Observability

c)   Robustness

d)   Responsiveness

Ans :   **a**

ID   361

Que :   **What is Persistence Principle?**

a)   The level of support provided to the user in determining successful achievement and

b)   The ease with which new users can begin effective interaction and achieve maximal p

c)   It efers to the possibility of navigation through the observable system states.

d)   It deals with the duration of the effect of a communication act and the ability of the u

Ans :   **d**

ID 362

Que : **What is the full form of PAC related with UIMS?**

  a)   Presentation– Abstraction– Communication

  b)   Presentation– Abstraction– Control

  c)   Presentation– Attraction– Control

  d)   Preparation– Abstraction– Control

Ans :   **b**

ID 363

Que : **What are the Two stages in vision?**

  a)   Physical reception of stimulus

  b)   Processing and interpretation of stimulus

  c)   Virtual reception of stimulus

  d)   A and B

Ans :   **d**

ID 364

Que : **Images are focused_____on the retina**

  a)   Upside down

  b)   upward

  c)   downward

  d)   in the center

Ans :   **a**

ID 365

Que : **Moving icons, however impressive they are, will be _____ even when the user is not looking directly at them.**

  a)   Attracting

  b)   distracting

  c)   confusing

  d)   appealing

Ans :   **b**

ID 366

Que : _____ indicates how much of view object occupies

a) Eyesight

b) Colour vision

c) visual angle

d) Height of object

Ans : **c**

ID 367

Que : _____increases with luminance as does flicker

a) saturation

b) visual acuity

c) visual length

d) Height of object

Ans : **b**

ID 368

Que : **The visual system compensates for--------------------**

a) movement

b) changes in luminance

c) a and b

d) color

Ans : **c**

ID 369

Que : **Negative contrast is-**

a) dark characters on a dark screen

b) dark characters on a light screen

c) colored characters on a light screen

d) yellow characters on a yellow screen

Ans : **b**

ID 370

Que : **function of outer ear is to**

a) Transmitts sound vibration

b) amplify

c) Protect inner ear

d) b and c

Ans : **d**

ID 371

Que : **chemical transmitters are released by**

a) Inner ear

b) middle ear

c) outer ear

d) bigger ear

Ans : **a**

ID 372

Que : **Timbre in the sound means-**

a) sound frequency

b) type or quality

c) Angle

d) pitch

Ans : **b**

ID 373

Que : **Which one of these would not be found in a good HCI?**

a) Icons that can have specific meanings

b) Common shortcuts, like CTRL+Z for undo

c) Sounds that convey meanings

d) All of these

Ans : **d**

ID   374

Que :   **Which of the following statements is true?**

a)   A good UI design doesn't save money as it is expensive

b)   Bad UI design doesn't really affect the reputation of the company

c)   A good UI design saves time and effort

d)   The UI design doesn't matter as long as the product is great

Ans :   **c**

ID   375

Que :   **In brightness perception the ratio of flicker increases with the**

a)   Luminance ratio

b)   Object Size

c)   Object distance

d)   Object height

Ans :   **a**

ID   376

Que :   **Regardless of the objects distance, the size of object in human remains constant is called the law of**

a)   Vision constancy

b)   Angle constancy

c)   Size constancy

d)   Distance constancy

Ans :   **c**

ID   377

Que :   **In reading a standard size given by scientist for equally legible is**

a)   7 to 8 points

b)   7 to 9 points

c)   6 to 9 points

d)   9 to 12 points

Ans :   **d**

ID   378

Que :   **Users conceptual space is control and constrained by programs in _____**

a)   Graphical user interface

b)   Web interface

c)   Command line

d)   Direct manipulation

Ans :   **a**

ID   379

Que :   **What does HMI stand for?**

a)   Human Machine Interface

b)   Human Machine Interaction

c)   Human Machine Implementation

d)   Human Machine Industry

Ans :   **b**

ID   380

Que :   **Which is not a principal of User interface design**

a)   Compatibility

b)   Predictability

c)   Forgiveness

d)   Robustness

Ans :   **d**

ID   381

Que :   **Interface design is also affected and constrained by characteristic of the hardware being used and the interface's controlling_____**

a)   Machine

b)   Computer

c)   Software

d)   Design

Ans :   **c**

ID 382

Que : **Pick-and-Click Interaction can be done with the use of which hardware device**

a) hard disk

b) monitor

c) mouse

d) RAM

Ans : **c**

ID 383

Que : **What is true about software design process?**

a) If software completely automatred software design may be simple

b) Software requirnement analysis is not a part of software design process

c) It involves problem solving and planning a software solution.

d) Both 1 and 3

Ans : **d**

ID 384

Que : **Creating effective navigation which are required fundamantal**

a) Content-Design-Orientation

b) Content-Audience-Design

c) Content-Audicance-orientation

d) Both 1 and 2

Ans : **c**

ID 385

Que : **In interaction design process the Persona term refer to the-----**

a) It describe voculbulary to evaluate and modify design solution

b) It describe various goals and observed behaviours pattern among user

c) It answer the question-Can someone use this interface

d) It is concerened with satisfying the need and desire of the user.

Ans : **b**

ID 386

Que : **One of the advantageous of of MVC is high Cohension- what does it means.**

a) It enable logical grouping of related action on a controller together

b) It enables seperation of responsibility, future development or modification easier.

c) It enables multiple developer to work simultinously.

d) It connect togetger Model-View- Controller together

Ans : a

ID 387

Que : **Comprehensive – Analytical prototypes are generally-----**

a) Not feasible

b) Compulsorily made

c) 3D printing can be used

d) Solid modelling solves all problems

Ans : a

ID 388

Que : **What is the core techniques used for Rapid prototyping?**

a) Adhesive RP or Laminated Object Modelling

b) CNC Vertical milling

c) Foam hand carving

d) Resin casting

Ans : a

ID 389

Que : **The major advantage of rapid prototyping is?**

a) Cut cost

b) More practical and efficient model

c) Computer based model

d) None of these

Ans : a

ID   390

Que :   **A software engineer designs the user interface by applying an iterative process that draws on predefined design principles.**

a)   TRUE

b)   FALSE

c)

d)

Ans :   **a**

ID   391

Que :   **Which of the following is not a design principle that allow the user to maintain control?**

a)   Provide for flexible interaction

b)   Allow user interaction to be interrupt-able and undo-able

c)   Show technical internals from the casual user

d)   Design for direct interaction with objects that appear on the screen

Ans :   **C**

ID   392

Que :   **Which of the following is not a user interface design process?**

a)   User, task, and environment analysis and modeling

b)   Interface design

c)   Knowledgeable, frequent users

d)   Interface validation

Ans :   **C**

ID   393

Que :   **Which principle is this - Use both knowledge in the world and knowledge in the head?**

a)   Shneiderman's Eight Golden Rules of Interface Design

b)   Norman's Seven Principles

c)   Principles that support usability

d)   Principles of HCI

Ans :   **b**

ID   394

Que :   **What is the goal of evaluation of the system?**

a)   To evaluate usability of a user-interface design

b)   To learn to do design and evaluate effective human-computer-interactions

c)   to assess the extent and accessibility of the system's functionality

d)   To understand HCI design processes

Ans :   c

ID   395

Que :   **Which Golden Rules of Interface Design from Shneiderman's Eight Golden Rules states that users are prevented from making mistakes and, if they do, they are offered clear and nformative instructions to enable them to recover?**

a)   Offer error prevention and simple error handling

b)   Enable frequent users to use shortcuts

c)   Design dialogs to yield closure

d)   Support internal locus of control

Ans :   a

ID   396

Que :   **A complete, written list of the actions needed to complete the task with the proposed system is the requirement of?**

a)   heuristic evaluation

b)   the use of models

c)   use of previous work

d)   cognitive walkthrough

Ans :   c

ID   397

Que :   **Nielsen's which heuristics states that Users should not have to wonder whether words, situations or actions mean the same thing in different contexts. Follow platform conventions and accepted standards?**

a)   Consistency and standards

b)   User control and freedom

c)   Recognition rather than recall

d)   Visibility of system status

Ans :   a

ID 398

Que : **What is the advantage of query technique?**

a) Eliciting detail of the user's view of a system

b) evaluation and more widely to collect information about user requirements and tasks

c) they get the user's viewpoint directly and may reveal issues that have not been consid

d) to get accurate feedback about alternative designs if the user has not experienced the

Ans : **c**

ID 399

Que : **How much time cognitive walkthrough required?**

a) Low

b) Medium

c) Low–medium

d) High

Ans : **b**

ID 400

Que : **Which evaluation technique will be considered for low expertise?**

a) heuristic evaluation

b) the use of models

c) review based

d) cognitive walkthrough

Ans : **c**

ID 401

Que : **Which type of observational evaluation techniques considered for high expertise?**

a) Think aloud

b) Protocol analysis

c) Post-task walkthrough

d) None of the above

Ans : **b**

ID   402

Que :   **Which of the following is not protocol analysis?**

a)   Paper and pencil

b)   Storyboard

c)   Audio recording

d)   Computer logging

Ans :   **b**

ID   403

Que :   **A human order taker can be bypassed when using a(n)**

a)   Automation system

b)   Management information system

c)   Transaction processing system

d)   decision support system

Ans :   **c**

ID   404

Que :   **Select correct answerSelect one:**

a)   HCI is wider than Interaction Design.

b)   HCI and Interaction Design are the same.

c)   HCI and Interaction Design haven't any relationship.

d)   Interaction Design is wider than HCI

Ans :   **d**

ID   405

Que :   **A website is being designed. Which one of the following will not be an improvement of the HCI**

a)   The user being able to change the size of the text

b)   The user being able to alter the colour scheme for the pages

c)   The user being able to alter the language in which the webpages appear

d)   Increasing the number of mouse clicks that need to be made to achieve a task

Ans :   **d**

ID   406

Que :   **Elementary linguistic units that are smaller than words are?**

a)   Allophones

b)   Phonemes

c)   Syllables

d)   All of the mentioned

Ans :   **d**

ID   407

Que :   **What is an ideal composition of tasks in a task analysis?**

a)   All easy tasks

b)   All difficult tasks

c)   A mix of easy, moderate and difficult tasks

d)   More easy tasks and less difficult tasks

Ans :   **c**

ID   408

Que :   **UML class diagrams and DFD are examples of**

a)   Formal model

b)   Informal model

c)   Semi- formal model

d)   Hybrid mode

Ans :   **c**

ID   409

Que :   **A Non-Functional Software testing done to check if the user interface is easy to use and understand_____**

a)   Usability Testing

b)   Software Testing

c)   System Testing

d)   Evaluation Testing

Ans :   **a**

ID 410

Que : which of the following are principles of support usability?

   a) Learnability

   b) Flexibility

   c) robustness

   d) all the above

Ans : d

ID 411

Que : Which of the following is not a key characteristic of Ubicomp System ?

   a) Distributed

   b) -iHCI

   c) Context Awareness

   d) Pay as you go

Ans : d

ID 412

Que : For a Product to be successfull it must be --

   a) Useful by Humans

   b) Usable by humans

   c) Used by Humans

   d) All of above

Ans : d