Human Computer and Interaction

Midterm Examination
1st Semester
October 16- 18,2024
Name: _____ **Year /Section:** _____**Score:** _____

General Instructions:
1. Write all your answers in the space provided.
2. Write neatly and legibly.
3. Erasure or change of answer in any way is strictly not allowed

Test I: True or False (40 pts.)
Direction: Write True if the Statement is True and False if it is False

_____1. A human computer interaction tries to provide with all the understanding of the computer and the person using it.

_____2. A detailed design is a principle of learnability wherein likeness input/output behaviour arising from similar situations or task objectives.

_____3. This is a result of observation and interviews that need to be ordered in some way to bring out the key issues and communicate with later stages of design and knows to be predictability.

_____4. Independent variable is known as the characteristic that changed to produce different conditions.

_____5. It is used a number of different media to communicate information is a called a multi-media system.

_____6. A optical illusions is a concept part of a normal UI Language.

_____7. Models of interaction provide a framework to compare different interaction style to examine interaction problem.

_____8. Windowing system is a core support for separate and simultaneous user system activity.

_____9. Dual mode displays a commonly used for warnings and alarms.

_____10. The Multi-media systems use a number of different media to communicate information.

_____11. It is a level of support provided the user in determining successful achievement and assessment of goal directed behaviour is called standard.

_____12. Does a cognitive walkthrough is usually performed by expert in cognitive psychology.

_____13. Using a PAC model, It manage the hierarchy and multiple views.

_____14. The human ear can hear frequencies between 20Hz to 15hz.

_____15. A resource sharing is achieving simultaneity of user task.

_____16. A detailed design is achieving goals within the constraints.

_____17. Simplify task structures is one of Schnierdermans eight golden rule.

_____18. A human computer interaction is an evaluation in a methodical procedure to check user interface for usability problems.

_____19. A physical and intellectual abilities are long term individual differences.

_____20. A quantification is a user classified into a particular category.

Test II. Selection Type (20pts.)
Direction: Select the correct answer from the box below that best describe the statements.

Psychology	Null Hypothesis	Multi-Threading	Human and computer
Retina	Multi-media System	Storyboard	Experimental evaluation
Overlay	Availability	Independent Variable	Episodic
Process	Sensory memory	ISO 9241	Recoverability
Ear Icon	3D Effects		

_____21. It applies for a different media to communicate information.
_____22. What is a technique for prototyping that can be animated?
_____23. What is evaluator that chooses hypothesis to be tested?
_____24. What is an idealized model of expert?
_____25. It is a requirement for the user support.
_____26. What is a characteristic that is changed to produce different conditions?
_____27. What is a long-term memory that consists of serial memory of events?
_____28. It is one of the concerned of HCI that include design, evaluation and implementation.
_____29. What is a conceptual architecture for separation?
_____30. It is one of the approaches of user support.
_____31. What is a type of memory that buffers for stimuli received through senses?
_____32. What is a type of standards that define usability as effectiveness, efficiency and satisfaction with which users accomplish task?
_____33. What is the principle of robustness wherein the ability of user to the corrective action once an error has been recognized?
_____34. What type of an icon which is synthetic sound, used to convey information?
_____35. What type of effects which is good for physical information and graphs?
_____36. It contains the rods for low light vision and comes from color vision.
_____37.HCI is a multidisciplinary field of study focusing on the design of computer technology and interaction.
____38. What is a principle of flexibility with the ability of the system to support user interaction for more than one task at a time.
____39. What are the states with no difference between conditions.
____40. What kind of discipline wherein it can apply the theories and analytical purposes.

III. **Matching Type (40 pts.)**
 Direction: Match Column A to Column B. Write the letter of your answer before the number

Column A	Column B
__41. Occurred due to over compensation	A. Requirement specification
__42. Operation Visibility	B Interaction Tools
__43. An activity in the Life Cycle	C. Lexical
__44. Layers of development tools	D. Optical illusions
__45. A type or quality of sound	E. Tactic Sensation
__46. Derives to logically necessary conclusion from given premises	F. Learnability
__47. Physical apparatus that protects inner and amplifies sound	G. Outer ear
__48. A different kind of feedback	H. Seeheim
__49. A type of user support	I. Predictability
__50. A cutaneous Perception	J. Analysis
__51. Schiederman Golden Rule	K. Windowing System

__52. A memory that buffers for stimuli received through senses.   L. Deduction

__53. Type of design rationale   M. QWERTY

__54. Principle to support usability   N. Stakeholder

__55. Concept part of Normal UI language   O. Sensory Memory

__56. Result of observation and interview and bring out the key stages of design   P. Syntax

__57. Core Support to separate the user system activity   Q. Structured Oriented

__58. People directly or indirectly affected by a system   R. Strive for Consistency

__59. A structure of sentences   S. Quick Reference

__60. A standard layout of keyboard   T. Timbre

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