

## **HCI Quiz**

**1. HCI focus on ..... of computer technology, the interaction of users and computer.**

- a. Design
- b. Strategy
- c. Interaction
- d. Observation

**2. Eye is the mechanism for receiving light and transforming it into**

- a. Power
- b. Light
- c. Sound
- d. Electrical energy

**3. The Muller Illusion?**

- a. Top
- b. Bottom
- c. None
- d. Equal

**4. Touch is also called.....**

- a. Haptic perception
- b. Echoic perception
- c. Visual perception
- d. None

**5. Humans can hear frequencies from**

- a. 21Hz to 14kHz
- b. 22Hz to 16kHz
- c. 20Hz to 15kHz
- d. 19Hz to 15kHz

**6. Reaction time of visual stimulus is .....**

- a. 150ms
- b. 250ms
- c. 200ms
- d. 700ms

**7. Fitts law  $Mt = a + b \log_2(D/S + 1)$  , here D and S stands for**

- a. Difference and Size
- b. Distance and Size
- c. Distance and shape
- d. Difference and shape

**8. In an interaction with a computer the user receives information that is .....by the computer, and responds by providing ..... to the computer**

- a. Output, output
- b. Output, input
- c. Input, output
- d. Input, input

**9. Short-term memory or working memory acts as a ..... for temporary recall of information.**

- a. Sparkle trail
- b. Cocktail party phenomenon
- c. Scratch-pad
- d. Interference

**10. 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

**11. Problem solving is**

- a. Productive
- b. Reproductive
- c. Both
- d. None

**12. Name the Problem solving theory which involves generating states using legal operators.**

- a. Problem space theory
- b. Gestalt theory
- c. Both
- d. None

**13. .... is the process by which we use the knowledge we have to draw conclusions?**

**a. Reasoning**

b. Problem Solving

c. Emotion

d. All of the above

**14. The method we use to derive explanations for the events we observe.**

a. Deductive reasoning

b. Inductive reasoning

**c. Abductive reasoning**

d. None

**15. Capacity of STM in computer**

a. 256 Mbytes

**b. 256 Gbytes**

c. 246 Mbytes

d. 246 Gbytes

**16. Radom Access Memory is**

**a. Volatile**

b. Non-Volatile

c. Both

d. None

**17. ROM is**

- a. Volatile
- b. Non-Volatile
- c. Both
- d. None

**18. Which is fastest memory?**

- a. Virtual Memory
- b. Main memory
- c. Secondary Memory
- d. None

**19. Which keyboard uses right hand rule?**

- a. Qwerty Keyboard
- b. Dvorak Keyboard
- c. Chord Keyboard
- d. Special Keyboard

**20. The cognitive walkthrough mainly evaluates a product's?**

- A. Utility
- B. Efficiency
- C. Likeability
- D. learnability

**21. Which of the following define Donald & Norman's model is incorrect?**

**A. Testing the system**

B. Formulates intention

C. Interprets system state

D. Execute action

**22. Which of the following corresponds to the computer interface technology that uses icon, etc?**

A. CUI

B. CAI

C. GDI

**D. GUI**

**23. Which of the following is the appropriate term to represent the processing mode in which computer user exchange information with the computer by selecting the icons displayed on the screen, and entering commands using the keyboard, adding human judgment to the information processing?**

A. Time sharing processing

B. Online transaction processing

**C. Batch processing**

D. Interactive processing

**24. Which of the following does not include in Shneiderman's 8 golden rules?**

A. Support internal locus control

**B. Maintain the system frequently**

C. Permit easy reversal actions

D. Offer informative feedback

**25. How many main categories of principles to support usability?**

- A. 5
- B. 4
- C. 6
- D. 3**

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- C. CUI
- D. GUI**

**27. Which of the following does not include in Shneiderman's 8 golden rules?**

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**28. In a heuristic evaluation:**

- A. a group of psychologists administer a questionnaire
- B. A group of usability experts review a user interface according to a small set of principles**
- C. a group of test users conduct a formal experiment
- D. A group of usability experts judge an interface with a detailed checklist of guidelines

**29. Which of the following does not include in Shneiderman's 8 golden rules?**

- A. Offer informative feedback
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