# HCI (cs408) Final Term Papers

	Reference By: M.ASIF Khan						
	is like the b	ouilding name fo	r a website. (Page # 2	287)			
► Site ID	Navigation	► Section	► None of the give	en			
	-	•	design. It is excellents a wealth of diagnos	AI W V			
► Co-discorthe given	very <b>Activ</b>	e intervention	Splendid research	None of			
is t (Page# 245)		hat satisfies the r	needs to achieve our o	objective.			
► Evaluatio	on <b>Excise</b>	Testing No	ne of the given				
Panes, frame	es and other con	tainers on screen	n is a kind of(P	age # 206)			
► <b>Function</b> the given			Input method				
difficult and		<u> </u>	collecting data, but it e same time. (Page#				
➤ Audio rec	cording. > T	aking notes.	<b>▶</b> Observation <b>▶</b>	Video			
* . * <b>\</b>		ould contain a bri page. ( <b>Page # 2</b> 9	ief that ac <b>98</b> )	ecurately			
Site ID.	Header	Local Naviga	tion. Search butt	on			
		great platforms for ser. ( <b>Page # 222</b> )	or creating an environ	nment rich,			
► Sovereig	n ► Transi	ent ► Auxili	ary Daemonio	e			

What is the fifth step in defining the requirements with respect to personabased design? (Page # 200)
Brainstorming. Identifying persona expectations. Constructing the context scenario. Identifying needs
are unintentional while occur through
conscious deliberation. (Page# 100)
► Slips, mistakes Errors, slips Mistakes, errors Mistakes, slips
is the process of selecting things to concentrate on, at a point
in time, from the range of possibilities available. (Page# 76)
► Perception and recognition Attention Learning None of these
environments are environments that are user and context aware.
(Page # 418)
► Attentive Non-attentive Visual Sensing
involves watching and listening to users. (Page # 361)
► Observation Evaluation Qualitative research Interaction
The name of the document should be shown on the application's
(Page # 326)
A. Menu bar
B. Title bar
C. Title bar and menu bar
D. Not Title bar and not menu bar
► Only B
► Only D
► A and B
► A and D
The established standard suite of for most applications consists
of the Save As dialog, the Save Changes dialog, and the Open File dialog.
(Page # 325)
► OS management File management Data management Application
management

is the (Page # 310)		le facility th	at lets us	reverse a	previous action.
► Redo	► Undo	► Repeat	► Delet	e	
Explanatory (Page # 312)	_	erally, a mu	ch more p	oleasant f	eature than
► Single Un Undo	do <b>&gt;</b> Mult	iple undo	► Blind	undo	► Incremental
Browser Title	e always cor	ntains the w	ord '	'. ( <b>Pa</b>	ge # 300)
<b>▶</b> Home	Default	Error	Browser		
Interpretation master-appre		_	736.1		tt, is based on a
<ul><li>▶ True</li><li>▶ False</li></ul>			0)6	)	
Roughly color blindne	A 100		e male pop	oulation l	nas some degree of
<b>10</b> 20	30 40	•			
The is a (Page# 306)	a concrete ex	xpression of	the more	abstract s	structure of the site.
Skeleton	Scope	Strategy	Structure	e	
	are the st	reet signs of	the web.	(Page # 2	291)
Site IDs	Home page	es Page	e Names	Section	ons
different pro		-	_	differen	t burdens to bear,
Homepage	Form	Navigatio	n bar	Sections	

The	suggest	s identifying g	oals and questions f	irst before
	echniques for the			
RVM mod	del <b>DECIDE</b>	framework	Usability testing	Field study
Number o	f keystrokes is _		work. ( <b>Page # 212</b> )	
Logical	Mnemonic	Physical	Structural	
Recalling	password is	wo	ork. ( <b>Page # 212</b> )	
Logical	Mnemonic	Physical	Structural	
-	na is not an actualise refers to	-	product, but is indire Page # 197)	ctly affected by
Primary	Secondary	Served	Negative	
	are perha	os the least-do	cumented patterns, b	out they are
	ss in widespread	- 1 1 10	_	•
Postural	Structural	Behavioral	Mnemonic	
The way p	eople carry out	an activity in t	he real world is sam	e as how it may
be observe	ed in the laborate	ory ( <b>Page</b> # 25	6)	
True <b>F</b>	alse			
Engineerii	ng a user interfac	ce involves a q	uantitative engineer	ing style of
			to judge the quality	y of interface.
Hence	is ap	propriate. (Pa	ge # <b>204</b> )	
<b>Usability</b> framework	_	l study Pred	ictive evaluation	DECIDE
groupware		help them to b	order to see if an inn e more engaged wor Page # 264)	

Usability testing <b>Field study</b> Predictive evaluation DECIDE framework
Beneath the surface is the of the site: the placement of buttons, tabs, photos, and blocks of text. (Page # 306)
Surface Structure Skeleton Scope
Roughly percent of the male population has some degree o color blindness. (Page# 358)
<b>10</b> 20 30 40
are individual and isolated regions within display that can be selected by the user to invoke specific operations. (Page # 133)
Buttons Pointers Menus Windows
The function came into being as the result of the implementation model for undo (Page # 314)
Redo Undo Repeat Delete
If the user wants to place the document somewhere in the file system hierarchy, he can request this function from the menu. (Page # 327)
Explicitly Implicitly Habitually Properly
Design of user interfaces does not entirely aesthetic concerns, but rather it places such' concerns within the constraints of a Framework. (Page # 343)
Include, Functional Exclude, Functional Include, Non-Functional Exclude, Non-Functional
When developing, plan to keep them short, straightforward and avoid asking too many. (Page# 371)
Videos Documentation Interview questions Contextual enquiry

Conventional wisome mistake. (1	_		tell the user wl	nen he has made
Program crash	System stuck	Erro	or messages	Metadata
People frequentl Users don't like	~	ea of	feedback	with arguments that
Audible	Video	Walkthr	oughs Qu	nestions
(Page# 418)	nts are environm		1	
Non-attentive	Visual	Sensing	Attentiv	e
User personas the (Page# 196) Served Neg	-	ary or seco	Supplemen	-
Which of the fol with what we wa	•	1 1 16 /		ned in the world
Action E	valuation		n None of	
rich, multivariate	79L1 49	•	out what, how, i	many and why in
Quantitative	Qualitative	SM	E None	of these
difficult and tiris				ta, but it can be (Page# 365)
Audio recording	g. <b>Taking n</b>	otes.	Observation	Video
Panes, frames ar (Page# 206)	nd other contain	ers on scre	en is a kind of	
Functional and given	data elements	View	Input metho	d None of the

#### **Human Computer Interaction** is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.(Page# 276) Splendid research None of the Co-discovery **Active intervention** given Information sites with daily-updated information will naturally attract users more than a monthly-updated site. (Page# 229) Repeat Infrequent Nonuser None of the given Evaluations done during design to check that product continues to meet user's needs are known as \_\_\_\_\_\_ evaluation. (Page# 258) **Formative** Summative Relative None of the given frequent your primary personas access the site, transient a stance the site needs to take (respectively). (Page# 230) More, Less Less, less Less, more None of the given suggests identifying goals and questions first before selecting techniques for the study (Page# 367) **DECIDE** framework RVM model Usability testing Field study applications are great platforms for creating an environment rich, in visual feedback for the user. (Page# 222)

Auxiliary

Attention

is like the building name for a website. (Page# 287)

in time, from the range of possibilities available. (Page# 76)

is the process of selecting things to concentrate on, at a point

Daemonic

Learning

Sovereign

Transient

Perception and recognition

None of these

Site ID	Navigation	Section	None of the gi	iven
i	s the extra work	that satisfie	s the needs to achi	eve our objective
(Page# 245)				
			None of the give occur through co	
Slips, mistal	kes Errors,	slips N	listakes, errors	Mistakes, slips
	main strength of em solving? ( <b>Pa</b>		Space Framework	k as a model of
		straints of th	e human process	sing system
None of thes It explains v solved		in insight I	t allows ill-defined	d problems to be
in time, from	_	8 B 10	things to concentrate allable. (Page# 70	_
Perception a	and recognition	Attention	Learning	None of these
	_ involves watc	hing and list	ening to users. (Pa	nge# 361)
Observation	n Evaluation	n Qualita	tive research I	nteraction
	the document s		wn on the	
Menu bar . menu bar	Title bar Ti	itle bar and n	nenu bar Not Tit	le bar and not
			for most applidialog, and the Op	
OS managen management		agement Da	ata management	Application

is the (Page# 310		le facility	that lets u	is reverse	a previous action.
` •	*	Repeat	Delete		
Explanatory		•	, a much 1	more pleas	ant feature than
Single Und	o Mu	ltiple und	o <b>Bli</b> i	nd undo	Incremental Undo
Browser Ti	tle always	s contains	the word	·	. (Page# 300)
Home	Default	Erro	r Bro	owser	.1.
Interpretation					tzblatt, is based on a
True	False			6	9
	are th	e street si	gns of the	web. (Pa	ge# <b>290</b> )
Site IDs	Home	pages	Page Na	mes	Sections
	is 1	not like otl	ner pages:	; it has diff	ferent burdens to bear,
different pr					
Homepage	e Forn	n Navi	gation ba	r Sect	ions
Number of	keystroke	es is		work. (Pa	ge# 212)
Logical	Mnem	onic l	Physical	Structur	ral
Recalling p	assword i	S	we	ork. ( <mark>Page</mark>	# 212)
Logical	Mnemo	<b>nic</b> Ph	ysical	Structura	al
The person it and its us			-		at is indirectly affected by 7)
Primary	Second	ary S	Served	Nega	ative

is a p	oowerful, mu	ltipurpose design	tool that helps over	come
-			development of digi	
Scenario	Persona	Prototype	none	
The difference (Page# 103)	ce between th	e intentions and a	allowable actions is	the:
Gulf of Exec	cution C	fulf of Evaluation	None of these	M
	the process of ne range of (P		to concentrate on, a	t a point in
Possibilities	s available	Time Available	None of these	
The goals of	HCI are: (Pa	age# 30)		
<b>Usability an</b> Goals.	nd User Expo	erience Learn al	oility and Comfort	Tasks and
		rariations in wher nares: (Page# 270	e and how you cond	luct usability
Three Chara	acteristics 1	Five Characteris	stics Seven Cha	racteristics
WYSIWYG	stands for	(Pa	age# 36)	
	ee is where y ee it when you	_	at you see is what y	ou get
31	is proporti	onal to the ampli	tude of the sound. (1	Page# 70)
Pitch I	Loudness	Timber		
		<b>_</b>	ocument somewhere on from the menu. (	
Explicitly	Implicitly	/ Habitually	Properly	

Which of the following is the comparison of what happened in the world with what we wanted to happen? (Page# 99)

Action **Evaluation** Execution None of these

Evaluations done during design to check that product continues to meet user's needs are known as \_\_\_\_\_\_ evaluation. (Page# 258)

**Formative** Summative Relative None of the given

Which of the given statements correctly defines effectiveness in terms of one of the usability goals? (Page# 31)

## It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks.

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

Which of the following is not a secondary color? (Page# 63)

Green Orange Purple Blue

Which of the following requires less cognitive effort than others? (Page# 87)

**Listening** speaking hearing None of the given

**Process, Tools** Tools, Process Tools, Methodology None of these

Which of the following is not true regarding "cones"? (Page# 56)

#### A type of receptor in eye more sensitive to light

Different types of cones are sensitive to different wavelengths of light Eye has approximately 6 million cones

Which of the following does not count as one of the advantages of computers? (Page# 9) Computers are enabling new discoveries Leading to efficiencies Making our life convenient Depending so much on computers may give fatal results Which of the following is not true? (Page# 30) ☐ Utility refers to the functionality of a system ☐ Usability is concerned with adding complexity to the system ☐ Usability is concerned with making systems easy to use ☐ Poorly designed computer system can be extremely annoying to users The command line interface is used because (Page# 127) It is demanded by DOS It is easy to understand It is offered by Unix systems It is powerful and flexible Which of the given statements correctly defines effectiveness in terms of one of the usability goals? (Page# 31) It is a very general goal and refers to how good a system at doing what it is suppose to do. It refers to the way a system supports users in carrying out their tasks. It involves protecting the users from dangerous conditions It involves protecting the users from undesired situations

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it? (Page# 43)

Psychology Sociology Statistics Computer Science

Which of the given statements correctly defines efficiency in terms of one of the usability goals? (Page# 31)

It is a very general goal and refers to how good a system at doing what it is suppose to do.

It refers to the way a system supports users in carrying out their tasks. It involves protecting the users from dangerous conditions

It involves p	protecting the u	users from undes	ired situations	
		bridge up the garstanding. (Page	ape between the	interfaces of
macmines and	i numan unuc	istanding. (1 age	π <b>14</b> )	
Human	Computer 1	Human Comput	er Interaction	None of these
-		• •	to require a dist of Persona. (Pag	And the second s
Primary	Secondary	Supplement	Negative	0,
		ollection of icondes. (Page# 133)	s those are remin	iscent of the
Button	Pointer P	<b>alette</b> Title b	oar	
		al user of the pro persona	duct, but is indire (Page# 159)	ectly affected
Primary	Secondary	Served	Negative	
During through	ph	ase, usage and w (Page# 159)	vorkflow patterns	s discovered
<b>O</b> ,	- / W W	nalysis, modeling sting, Analysis	5	
The Usability	y Engineering	lifecycle was pro	oposed by	(Page# 153)
Deborah Ma	ayhew Wo	ebster Barry	Boehm. Hartso	on.
			nodel in which earted ( <b>Page# 149</b>	
Incremental	Linear	Iterative A	nalytical	
and	a	re the same thing	gs ( <b>Page# 248</b> )	
Excise and N	Navigation	Excise and	Testing	

Excise and Evaluation	All of the given
	t are derived from information gathered during lanalyzed during the phase
Research, modeling Research, implementation	Modeling, implementation Modeling, Research
What do you enjoy most about the control of the con	out your job (or lifestyle) is an example of
Avoidance <b>Motivation</b>	Exceptions Attitude-oriented questions
renresents the Far	rly-phase of ethnographic interviews.
(Page# 181)	Ty phase of eamographic interviews.
· •	iors. Confirm patterns of use.
	Focused on domain knowledge.
, , ,	
There can only be one	persona per interface for a product
(Page# 196)	
<b>Primary</b> Secondary	Supplemental Customer
capture the n	on-verbal dialogue between artifact and user
over time. (Page# 199)	
Persona <b>Scenario</b> D	ialogue Design model
Number of keystrokes is the	type of work. (Page# 212)
Logical Mnemonic	Physical Structural
What are the most common (Page# 182)	things you do with the product is a type of
Goal-oriented question.	System-oriented question.
Workflow-oriented question	. Attitude-oriented question.
Desktop applications fit into (Page# 220)	categories of posture.

Two	Four	Five	Three		
	ented conte enario ( <b>Page</b>		os are	task-0	oriented than key
Less	Alike	More	None of	the given	
	patte	erns can b	e applied at th	ne conceptual le	evel. ( <b>Page# 217</b> )
Postura	l Struc	ctural	Behavioral	Mnemonic	
	repr		-	ations of the tan	gible outcomes of
Non-use	er goals	End goa	als Expe	rience goals	Life goals
	_		_	al portal relative ( <b>Page# 231</b> )	ely infrequently,
Soverei	gn <b>Tran</b>	sient	Temporary	None of the	ne given
The	phase sets	the stage t	for the core of	f the design effo	ort ( <b>Page# 205</b> )
Require	ement defin	ition N	Modeling I	mplementation	None of the
-	oduct is new esearch. (P	A A		time is usually	invested in
Less	Less Mo	ore No	one of the giv	ren .	
Which o	of the follow	ing is lea	st likely to be	revealed by a p	paper prototype?
Toolba	r buttons a	re too sm	rm algorithm all to press. ght place.	None of the g	given
	_ and	are	the same thing	gs ( <b>Page# 248</b> )	
	and Naviga he given	<b>tion</b> E	Excise and Tes	sting Excise	and Evaluation

Human Computer Interaction								
is 1	needed to check	k that users	can use th	ne product ar	nd like it.			
(Page# 256)				-				
Coding I	Evaluation	Guideline	None	of the given				
	ifth step in defin ? (Page# 200)	ning the req	uirements	s with respec	et to persona			
<ul><li>Brainstorming.</li><li>Constructing the context scenario.</li></ul>			Identifying persona expectations.  Identifying needs					
What is the main strength of the Problem Space Framework as a model of human problem solving? (Page# 91)								
It operates within the constraints of the human processing system It explains what is involved in insight It allows ill-defined problems to be solved  None of these								
of the Save A (Page# 325)	ned standard suit As dialog, the Sannent File man	ave Changes	s dialog, a	and the Oper	r File dialog.			
management								
Explanatory undo is, generally, a much more pleasant feature than (Page# 312)								
Single Undo	Multiple und	do <b>Blin</b> o	d undo	Incrementa	al Undo			
Browser Title	e always contain	ns the word		_'. (Page# 3	00)			
Home D	Default Erro	or Brows	er					
	appointment yo might incorpor			-	-			

Input method

View

What is the fourth step in defining the requirements with respect to

Form factor

None of the given

persona-based design? (Page# 200)							
Creating problem and vision statement. Brainstorming.  Identifying persona expectations. Constructing the context scenario.							
Navigation represents excise except in (Page# 248) Web Games Windows Menus							
If the user requires access via a navigational portal relatively infrequently, the appropriate posture is (Page# 231)							
Sovereign <b>Transient</b> Temporary None of the given							
Because the user's interaction with a program dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible. (Page# 222)							
Transient Auxiliary Sovereign Daemonic							
Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are posture application. (Page# 220)							
Transient Sovereign Auxiliary None of the given							
Evaluations done during design to check that product continues to meet users' needs are known as evaluation. (Page# 258)							
Formative Summative Relative None of the given							
What is the second step in defining the requirements with respect to persona-based design? (Page# 200)							
Brainstorming Identifying persona expectations.  Creating problem and vision statement.  Constructing the context scenario.							
patterns can be applied at the conceptual level. (Page# 217)							
Postural Structural Behavioral Mnemonic							
Overviews serve a similar purpose to in an interface. (Page# 253)							

Navigation	Excise Si	gnposts	None of the	e given	
p	ersonas address	the needs	of customers,	not end users.	
(Page# 197)					
Served N	fegative Cust	omer S	upplemental		
Navigation re	presents excise	except in _	( <b>P</b>	age# 248)	
Web Gan	nes Windov	vs Menu	S	M	
Desktop appl	ications fit into		categories	of posture.	
(Page# 220)			&	1 0	
	r Five Th	ree		1.	
1	represent the us	er's expecta	tions of the t	angible outcomes of	
	ic product. (Pa	-	M		
Non-user goa	ls <b>End goals</b>	Experi	ence goals	Life goals	
WYSIWYG 9	stands for		Page# 36)		
•	ee is where you e it when you g	ATT	hat you see	is what you get	
	_ is proportiona	ol to the am	plitude of the	sound. (Page# 70)	
Pitch	Loudness	Timber			