

## Cs408 - Human Computer Interaction

### For Final Term

By *Miss Kazmi*

\_\_\_\_\_ is like the building name for a website.

- ▶ **Site ID** P/287
- ▶ Navigation
- ▶ Section
- ▶ None of the given

\_\_\_\_\_ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- ▶ Co-discovery
- ▶ **Active intervention** P/276
- ▶ Splendid research
- ▶ None of the given

\_\_\_\_\_ is the extra work that satisfies the needs to achieve our objective.

- ▶ Evaluation
- ▶ **Excise** P/245
- ▶ Testing
- ▶ None of the given

Panes, frames and other containers on screen is a kind of \_\_\_\_\_

- ▶ **Functional and data elements** P/206, Lect#24
- ▶ View
- ▶ Input method
- ▶ None of the given

\_\_\_\_\_ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- ▶ Audio recording
- ▶ **Taking notes** P/365, Lecture # 40
- ▶ Observation
- ▶ Video

Every page within a site should contain a brief \_\_\_\_\_ that accurately describes the content of the page.

- ▶ **Site ID.**
- ▶ Header
- ▶ Local Navigation

- ▶ Search button

\_\_\_\_\_ applications are great platforms for creating an environment rich, in visual feedback for the user.

▶ **Sovereign** P/222

- ▶ Transient
- ▶ Auxiliary
- ▶ Daemonic

What is the fifth step in defining the requirements with respect to persona-based design?

- ▶ Brainstorming.
- ▶ Identifying persona expectations
- ▶ Constructing the context scenario

▶ **Identifying needs** P/200

You can load a VCR tape the right way because of \_\_\_\_\_.

▶ **Physical constraints** (Google)

- ▶ Logical constraints
- ▶ Cultural constraints
- ▶ None of these

\_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation.

▶ **Slips, mistakes** P/100

- ▶ Errors, slips
- ▶ Mistakes, errors
- ▶ Mistakes, slips

What is the main strength of the Problem Space Framework as a model of human problem solving?

▶ **It operates within the constraints of the human processing system** P/91

- ▶ It explains what is involved in insight
- ▶ It allows ill-defined problems to be solved
- ▶ None of these

\_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- ▶ Perception and recognition

▶ **Attention** P/76

- ▶ Learning
- ▶ None of these

Over a short period of time, we find it easier to remember the string of numbers “404 894 6743” because

- ▶ Numbers are easier to remember than arbitrary characters.
- ▶ **The grouping of the numbers is significant**
- ▶ Ten numbers is not that many to have to remember from working memory.
- ▶ None of these

\_\_\_\_\_ environments are environments that are user and context aware.

- ▶ **Attentive** P/418
- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

\_\_\_\_\_ involves watching and listening to users.

- ▶ **Observation** P/361
- ▶ Evaluation
- ▶ Qualitative research
- ▶ Interaction

The name of the document should be shown on the application’s \_\_\_\_\_.

- A. Menu bar
- B. Title bar**
- C. Title bar and menu bar
- D. Not Title bar and not menu bar

- ▶ **Only B** P/326
- ▶ 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.

- ▶ OS management
- ▶ **File management** P/325
- ▶ Data management
- ▶ Application management

\_\_\_\_\_ is the remarkable facility that lets us reverse a previous action.

- ▶ Redo
- ▶ **Undo** P/310
- ▶ Repeat
- ▶ Delete

Explanatory undo is, generally, a much more pleasant feature than \_\_\_\_\_.

- ▶ Single Undo
- ▶ Multiple undo
- ▶ **Blind undo** P/312

- ▶ Incremental Undo

**Browser Title always contains the word '\_\_\_\_\_'.**

- ▶ **Home** P/300
- ▶ Default
- ▶ Error
- ▶ Browser

**Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.**

- ▶ True
- ▶ **False** P/176

Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning:

**Roughly \_\_\_\_\_ percent of the male population has some degree of color blindness.**

- ▶ **10** P/358\_\_ Lecture- 39
- ▶ 20
- ▶ 30
- ▶ 40

The \_\_\_\_\_ is a concrete expression of the more abstract structure of the site.

- ▶ **Skeleton** P/306
- ▶ Scope
- ▶ Strategy
- ▶ Structure

\_\_\_\_\_ are the street signs of the web.

- ▶ Site IDs
- ▶ Home pages
- ▶ **Page Names** P/391
- ▶ Sections

\_\_\_\_\_ is not like other pages; it has different burdens to bear, different promises to keep.

- ▶ **Homepage** P/287
- ▶ Form
- ▶ Navigation bar
- ▶ Sections

The \_\_\_\_\_ suggests identifying goals and questions first before selecting techniques for the study

- ▶ RVM model

**▶ DECIDE framework****P/367**

- ▶ Usability testing
- ▶ Field study

**Number of keystrokes is \_\_\_\_\_ work.**

- ▶ Logical
- ▶ Mnemonic

**▶ Physical****P/212 \_\_ Lecture-25**

- ▶ Structural

**Recalling password is \_\_\_\_\_ work.**

- ▶ Logical

**▶ Mnemonic****P/212 \_\_ Lecture-25**

- ▶ Physical
- ▶ Structural

**The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona**

- ▶ Primary
- ▶ Secondary

**▶ Served****P/159**

- ▶ Negative

**\_\_\_\_\_ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.**

1. Scenario

**2. Persona**

**P/187 \_\_ Lecture-22**

3. Prototype

**The difference between the intentions and allowable actions is the:**

**1. Gulf of Execution**

**P/103 \_\_ Lecture -12**

2. Gulf of Evaluation

3. None of these

**Attention is the process of selecting things to concentrate on, at a point in time, from the range of**

**1. Possibilities available**

**P/76**

2. Time Available

3. None of these

**The goals of HCI are :**

**1. Usability and User Experience**

2. Learn ability and Comfort

3. Tasks and Goals.

While there can be wide variations in where and how you conduct a usability test, every usability test shares:

1. Three Characteristics

**2. Five Characteristics**

P/270

3. Seven Characteristics

WYSIWYG stands for \_\_\_\_\_.

? Where you see is where you get

**? What you see is what you get**

P/36, Lecture-4

? When you see it when you get

\_\_\_\_\_ is proportional to the amplitude of the sound.

➤ Pitch

**➤ Loudness**

P/70, Lecture-8

➤ Timber

Persona is not context specific, so it can be reused easily.

? True

**? False**

P/189, Lecture\_22

\_\_\_\_\_ is the extra work that satisfies the needs to achieve our objective.

Evaluation

**Excise**

P/245

Testing

In an email application configuring a new email server is a key path activity.

**▶ True**

▶ False

\_\_\_\_\_ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

▶ Postural

**▶ Structural**

P/217

▶ Behavioral

▶ Mnemonic

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

▶ True

**▶ False**

P/256

Hence the way people carry out an activity (e.g., preparing a report) in

the real world is very different from how it may be observed in a laboratory (page:256)

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence \_\_\_\_\_ is appropriate.

- ▶ **Usability testing** P/264
- ▶ Field study
- ▶ Predictive evaluation
- ▶ DECIDE framework

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_.

- ▶ Usability testing
- ▶ **Field study** P/264
- ▶ Predictive evaluation
- ▶ DECIDE framework

Beneath the surface is the \_\_\_\_\_ of the site: the placement of buttons, tabs, photos, and blocks of text.

- ▶ Surface
- ▶ Structure
- ▶ **Skeleton** P/306, Lecture\_35
- ▶ Scope

Roughly \_\_\_\_\_ percent of the male population has some degree of color blindness.

- ▶ **10** P/358\_\_ Lecture- 39
- ▶ 20
- ▶ 30
- ▶ 40

\_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- ▶ **Buttons** P/133
- ▶ Pointers
- ▶ Menus
- ▶ Windows

The \_\_\_\_\_ function came into being as the result of the implementation model for undo

- ▶ **Redo** P/314
- ▶ 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.

- ▶ **Explicitly** P/327
- ▶ Implicitly
- ▶ Habitually
- ▶ Properly

Design of user interfaces does not entirely \_\_\_\_\_ aesthetic concerns, but rather it places such' concerns within the constraints of a \_\_\_\_\_ framework

- ▶ Include, Functional
- ▶ **Exclude, Functional** P/343, Lecture-38
- ▶ Include, Non-Functional
- ▶ Exclude, Non-Functional

When developing \_\_\_\_\_, plan to keep them short, straightforward and avoid asking too many.

- ▶ Videos
- ▶ Documentation
- ▶ **Interview questions** P/371
- ▶ Contextual enquiry

Conventional wisdom says that \_\_\_\_\_ tell the user when he has made some mistake.

- ▶ Program crash
- ▶ System stuck
- ▶ **Error messages** P/382
- ▶ Metadata

People frequently counter the idea of \_\_\_\_\_ feedback with arguments that users don't like it

- ▶ **Audible** P/393
- ▶ Video
- ▶ Walkthroughs
- ▶ Questions

\_\_\_\_\_ environments are environments that are user and context aware.

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing
- ▶ **Attentive** P/418

User personas that are not primary or secondary are \_\_\_\_\_ personas.

- ▶ Served
- ▶ Negative



- ▶ Customer

▶ **Supplemental** P/188

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

- ▶ Action

▶ **Evaluation** P/99

- ▶ Execution

- ▶ None of these

The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

▶ **Physical** P/106

- ▶ Logical

- ▶ Cultural

- ▶ None of these

\_\_\_\_\_ Research can tell you about what, how, many and why in rich, multivariate detail

- ▶ Quantitative

▶ **Qualitative** P/166

- ▶ SME

- ▶ None of these

\_\_\_\_\_ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- ▶ Audio recording.

▶ **Taking notes.** P/365

- ▶ Observation

- ▶ Video

Panes, frames and other containers on screen is a kind of \_\_\_\_\_

▶ **Functional and data elements** P/206

- ▶ View

- ▶ Input method

- ▶ None of the given

\_\_\_\_\_ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- ▶ Co-discovery

▶ **Active intervention** P/276

- ▶ Splendid research

- ▶ None of the given

Information sites with daily-updated information will naturally attract \_\_\_\_\_ users more than a monthly-updated site.

▶ **Repeat** P/229

- ▶ Infrequent
- ▶ Nonuser
- ▶ None of the given

Evaluations done during design to check that product continues to meet users' needs are known as \_\_\_\_\_ evaluation.

▶ **Formative** P/258

- ▶ Summative
- ▶ Relative
- ▶ None of the given

\_\_\_\_\_ frequent your primary personas access the site, \_\_\_\_\_ transient a stance the site needs to take (respectively).

▶ More, Less

▶ **Less, more** P/232

- ▶ Less, less
- ▶ None of the given

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

Select correct option:

**It is a very general goal and refers to how good a system at doing what it is suppose to do.** P/31\_\_ Lecture-4

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?

Select correct option:

Green

Orange

Purple

**Blue** P/63\_- Lecture-8

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

Select correct option:

a typical keyboard

**a typical monitor**

a typical speaker

a typical processor

Which of the following requires less cognitive effort than others?

Select correct option:

**Listening** P/87\_- Lecture -10

Speaking  
Hearing  
None of the given

We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).

Select correct option:

**Process, Tools**

**P/23, Lecture-3**

Tools, Process  
Tools, Methodology  
None of these

Which of the following is not true regarding “cones”?

Select correct option:

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

**P/60, Lecture-7**

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?

Select correct option:

Computers are enabling new discoveries  
Leading to efficiencies  
Making our life convenient

**Depending so much on computers may give fatal results**

The gulf of execution refers to \_\_\_\_\_ .

Select correct option:

The user’s difficulty in understanding the feedback from the system  
The system’s difficulty in presenting information in the output language

**The system’s difficulty in converting an input expression into the correct system state transition**

The user’s difficulty in formulating and articulating an intention to the system

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Satisfaction

Select correct option:

**(i) & (ii)**

(i), (ii) & (iv)  
(ii) & (iii)  
(ii) & (iv)

**Which of the following is not true?**

**Select correct option:**

Utility refers to the functionality of a system

**Usability is concerned with adding complexity to the system** P/30 \_ Lecture-4

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**

**Select correct option:**

It is easy to understand

It is demanded by DOS

It is offered by Unix systems

**It is powerful and flexible** (Google)

**Which of the given statements correctly defines effectiveness in terms of one of the usability goals?**

**Select correct option:**

**It is a very general goal and refers to how good a system at doing what it is suppose to do.** P/31\_\_ Lecture-4

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 one of the primary colors?**

**Select correct option:**

Red

Yellow

Blue

**Green** P/63\_ - Lecture-8

**Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?**

**Select correct option:**

**Psychology**

Sociology

Statistics

Computer Science

**HCI deals with**

**Select correct option:**

Design of interactive system only

Evaluation of interactive system only

Implementation of interactive system only

**All of the given choices**

**Human beings interact with outside world, using their**

**Select correct option:**

- input channels
- output channels
- sense of sight

**All of the given**

**P/54**

**We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).**

**Select correct option:**

**Process, Tools**

**P/23, Lecture-3**

- Tools, Process
- Tools, Methodology
- None of these

**Visually impaired persons can interact with outside world using their**

**Select correct option:**

- Sense of sight
- Sense of hearing

**Both sense of touch and sense of hearing**

Sense of touch

\_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

- Reasoning
- Decision Making

**Attention**

**P/76, Lecture-9**

\_\_\_\_\_ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance

**Mapping**

**P/107, Lecture- 12**

• \_\_\_\_\_ plays a role to bridge up the gap between the interfaces of machines and human understanding.

**Human computer Interaction**

**P/14**

Software Engineering  
Human Computer Interfaces

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

**Effectiveness**

**P/31**

Efficiency  
Utility

. \_\_\_\_\_ is what goes on in our heads when we carry out our everyday activities.

**Cognition**

**P/47**

Learnability  
Memorability

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

Decision Making

**Reasoning**

**P/89**

Problem Solving

\_\_\_\_\_ research helps us understand the domain, context and constraints of a product in different, more useful ways than \_\_\_\_\_ research do.

**Qualitative, Quantitative**

**P/167**

Quantitative, Qualitative  
None of them

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

- ▶ **Paper work and computer work**
- ▶ Spatial and temporal organizations
- ▶ Organizational memory
- ▶ None of these

Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

- ▶ Physical
- ▶ Logical
- ▶ **Cultural**
- ▶ None of these

(Google)

\_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ▶ Visibility
- ▶ **Affordance**
- ▶ Constraint
- ▶ None of these

P/105

\_\_\_\_\_ minimizes errors.

- ▶ Affordance
- ▶ **Visibility**
- ▶ Constraints
- ▶ None of these

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ▶ Pitch
- ▶ **Loudness**
- ▶ Timber
- ▶ None of these

P/70, Lecture-8

\_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ **Human Computer Interaction**
- ▶ None of these

P/14

The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- ▶ **Primary**
- ▶ Secondary
- ▶ Supplement
- ▶ Negative

P/159

A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ▶ Button
- ▶ Pointer
- ▶ **Palette**
- ▶ Title bar

P/133

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- ▶ Primary
- ▶ Secondary
- ▶ **Served**
- ▶ Negative

P/159

During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- ▶ **Modeling, analysis**
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

P/159

Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started

- ▶ Incremental
- ▶ **Linear**
- ▶ Iterative
- ▶ Analytical

P/149

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ **Generate and evaluate the design**
- ▶ None of the given

(Google)



**What is a semantic network?**

- ▶ **A model of long-term memory** P/82
- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

**Which are the most significant senses for the average person when it comes to interacting with a computer?**

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ **Sight, hearing and touch**

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

**Efficiency** P/31

Effectiveness

Utility

\_\_\_\_\_ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

**Interface Metaphors** P/51

\_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

**Written, spoken** P/87

Spoken, written

None of the given choices

**Aspect gives us hints and tips about using and creating user interface idioms.**

Strategic

**Tactical** P/143

None of the given choices

**Strategic aspect** guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

**Deborah Mayhew**

P/153

Websterfg  
Barry Boehm  
Hartson

XYZ Ltd is well reputed software house; they make a significant investment in building ----- that encourages greater customer loyalty.

Visual Symbols  
Grouping

**Brand Equity**

P/353

Harmony

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

**MS World**

Worldwide Web  
Television Newspaper

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_ .

**Analytic mode, synthetic mode**

P/153

Evaluation mode, testing mode  
Analyze mode, feedback mode  
Implementation mode, task mode

Scenario content and context are derived from information gathered during the \_\_\_\_\_ phase and analyzed during the \_\_\_\_\_ phase (respectively)

Modeling, Implementation  
Modeling, Research  
Research, Implementation

**Research, Modeling**

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

Auxiliary

**Transient**

Information

Sovereign

\_\_\_\_\_ are dragged down from the title at the top of the screen.

**Pull Down Menus**

Main Menus

Icons

Buttons

**When you engaged in a conversation you are more attentive what the other person is saying. It is called?**

Focused Attention

**Voluntary Attention**

**P/78**

Involuntary attention

Divided Attention

**Drive a vehicle while holding a conversation with a passenger is the example of**

\_\_\_\_\_ .

Focused Attention

Voluntary Attention

Involuntary attention

**Divided Attention**

**P/78**

**GOMS stands for**

**Goals operation methods and selection rules**

**P/50**

Goals objects models and selection rules

Goals operations methods and state rules

Goals operations models and state rules

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

Hue

Intensity

Saturation

**All of the given**

**P/59**

**Hue**

Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

**Intensity**

Intensity is the brightness of the color.

## Saturation

Saturation is the amount of whiteness in the colors.

\_\_\_\_\_ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

**End goals**

**P/192**

Experience goals

Life goals

 pdfelement  
<https://www.vustudy.com/>  
Miss Kazmi