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

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

(i) & (ii)

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_\_\_\_\_\_\_\_. (Page # 176)

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

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

Which of the following does not count as one of the advantages of computers?

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 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (page no 122)

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

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

It is a very general goal and refers to how good a system at doing what it is supposed 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/are goal(s) of usability?

Effectiveness

Efficiency

Safety

All of the given

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

Hue

Intensity

Saturation

All of the given

Which of the following is not one of the primary colors?

Red

Yellow

Blue

Green

PRIMARY COLORS

Red, yellow and blue

SECONDARY COLORS

Green, orange and purple

TERTIARY COLORS

Yellow-orange, red-orange, red-purple, blue-purple, blue-green and yellow-green

Which of the following is considered as the most complex species?

Humans

Computers

Animals

Birds

The colors, which are directly opposite to each other are said to be

Complementary colors  
Analogous colors  
Primary colors  
Secondary colors

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

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

Formal methods are used to represent

Architectural aspects of software systems only

Procedural aspects of software systems only

Both architectural and procedural aspects of software systems

None of the given

Currently many common environments for interactive computing are examples of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ interface style, often simply called windowing systems.

Three-dimensional  
WIMP  
Point and click  
None of these

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

Physical  
Logical  
Cultural  
None of these

\_\_\_\_\_\_\_\_\_\_\_\_ 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

\_\_\_\_\_\_\_\_\_\_\_\_ 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

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

Human  
Computer  
Human Computer Interaction  
None of these

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

Primary  
Secondary  
Supplement  
Negative

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

Button  
Pointer  
Palette  
Title bar

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

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

Modeling, analysis  
Analysis, modeling  
Testing, modeling  
Testing, Analysis

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

Deborah Mayhew  
Webster  
Barry Boehm.  
Hartson

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

Incremental  
Linear  
Iterative  
Analytical

Models are used in design to

Generate the design  
Evaluate the design  
Generate and evaluate the design  
None of the given

What is a semantic network?

A model of long-term memory  
A record of our memory of events  
the part of the brain which allows us to remember things  
a mechanism for improving memory

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

Site ID   
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   
Splendid research  
None of the given

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

Physical constraints   
Logical constraints  
Cultural constraints  
None of these

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

Slips, mistakes  
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   
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  
Learning  
None of these

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

Menu bar  
Title bar  
Title bar and menu bar  
Not Title bar and not menu bar

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

True  
False

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

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

Scenario  
Persona  
Prototype

The difference between the intentions and allowable actions is the:

Gulf of Execution  
Gulf of Evaluation  
None of these

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

Possibilities available  
Time Available  
None of these

The goals of HCI are:

Usability and User Experience  
Learn ability and Comfort  
Tasks and Goals.

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

Where you see is where you get  
What you see is what you get   
When you see it when you get

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

Pitch  
Loudness   
Timber

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

True  
False

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

Buttons   
Pointers  
Menus  
Windows

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

Served  
Negative  
Customer  
Supplemental

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

Action  
Evaluation  
Execution  
None of these

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

Physical  
Logical  
Cultural  
None of these

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

Quantitative  
Qualitative  
SME  
None of these

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

It is a very general goal and refers to how good a system at doing what it is supposed 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 requires less cognitive effort than others?

Listening

Speaking

Hearing

None of the given

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

Process, Tools

Tools, Process

Tools, Methodology

None of these

Which of the following is not true?

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

It is easy to understand

It is demanded by DOS

It is offered by UNIX systems

It is powerful and flexible

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

Cognitive Psychology

Sociology

Statistics

Computer Science

HCI deals with

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

input channels  
output channels  
sense of sight  
All of the given

Visually impaired persons can interact with outside world using their

Sense of sight

Sense of hearing

Both sense of touch and sense of hearing

Sense of touch

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

Visibility

Affordance

Mapping

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

Effectiveness

Efficiency

Utility

\_\_\_\_\_\_\_\_is what goes on in out heads when we carry out our everyday activities?

Cognition

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  
Problem Solving

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

Qualitative, Quantitative

Quantitative, Qualitative

None of them

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

Efficiency

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

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

Written, spoken

Spoken, written

None of the given choices

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

Strategic

Tactical

None of the given choices

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

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

\_\_\_\_\_\_\_\_\_\_\_ 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

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

GOMS stands for

Goals operation methods and selection rules   
Goals objects models and selection rules  
Goals operations methods and state rules  
Goals operations models and state rules

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

Non-user goals  
End goals   
Experience goals  
Life goals

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

Postural  
Structural  
Behavioral  
Mnemonic