

Que	estion # 3:	refers to how good a system at doing What it is supposed to do?		
C	Safety			
C	Usability			
C	Efficiency			
C	Effectiven	ss Page # 31		
	ctiveness a very general	goal and refers to how good a system at doing what it is suppose to do.		
	estion # 4: m interact?	As a software designer, which aspects guide you to think about the Way in which the user and the		
C	Tactical			
C	Manual			
C	Technical			
C	Strategic	Page # 143		
Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.				
Question # 5: Adeel renders financial services in "ABC" bank .He specialized in his field. What he is called as from the following?				

- Society of manufacturing engineer (SME) 0
- Page # 168 Subject matter expert (SME) 0
- Small and medium enterprise (SME) 0
- Subject master engineering (SME) 0

Subject matter expert (SME)

Question # 6: ______ capture the non-verbal dialogue between artifact and user over time.

Page # 199

o Persona

0

- o Scenario
 - Dialogue
- Design model

Scenarios capture the non-verbal dialogue between artifact and user over time, as well as the structure and behavior of interactive functions.

Question # 7: 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**

Page # 100

Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.

Question # 8: Alia is used to describe design problem /solution by______ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities

o Persona

0

- Scenario PG # 198 or <u>Click Here For More Detail</u>
- Flowchart
- o Brainstorming

Question # 9: Which of the following steps is NOT the process of defining the interaction Framework?

- Defining form factor and input methods
- Defining Images and maps
 Page # 205
- Defining functional and data elements
- Constructing key path scenarios
- 1. Defining form factor and input methods
- 2. Defining views
- 3. Defining functional and data elements
- 4. Determining functional groups and hierarchy
- 5. Sketching the interaction framework
- 6. Constructing key path scenarios

Question # 10: Which of the following is least likely to be revealed by a paper prototype?

- Your users don't know the term algorithm
- Toolbar buttons are too small to press

Click here for more Detail

- The Help menu isn't in the right place
- Radio buttons are too small

Question # 11: Recalling password is _____Work.

- o Logical
- Mnemonic Page # 212
- Physical
- o Structural

Mnemonic work — recall of passwords, command vectors, names and locations of data objects and controls, and other relationships between objects

Que	stion # 12:	patterns can be applied at the conceptual level	
0	Postural	Page # 217	
0	Structural		
0	Behavioral		
0	Mnemonic		
Postu	ral patterns can be applied	at the conceptual level and help determine the overall product stance in relation to the	
user.			
Que study		_suggests identifying goals and questions first before selecting techniques for the	
0	RVM model		
0	DECIDE framework	Page # 367	
0	Usability testing		
0	Field study		
The I	DECIDE framework sugges	sts identifying goals and questions first before selecting techniques for the study	
Question # 14: 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			
0	Usability testing	and the second states and the	
0	Field study	Page # 264	
0	Predictive evaluation		
0	DECIDE framework		
Explo	Exploring how children talk together in order to see if an innovative new groupware product would help them to be		

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 field study.

Question # 15: 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				
0	Field studies	Page # 264		
0	Predictive			
0	Usability testing			
0	Quick and dirty			
Ques	stion # 16:	are the street signs of the Web		
0	Site IDs			
0	Home pages			
0	Page Names	Page # 291		
0	Sections	and the second second second second		
Page 1	names are the street si	igns of the Web		
Ques	tion # 17:	is like the building name for a Website		
0	Site ID	Page # 287		
0	Navigation			
0	Section			
0	Tags			
The S	ite ID or logo is like t	the building name for a Web site.		
Ques	stion # 18: Use of	highlighted tabs in global navigation bar shows this is the ' ' page.		
0	Home	Page # 301		
0	Default			
0	Error			
0	Browser			
Use of highlighted tabs in global navigation bar shows this is the 'Home' page.				

Question # 19: When developing ______, plan to keep them short, straightforward and avoid asking too many.

- o Videos
- Documentation
- Interview questions Page # 371
- Contextual enquiry

When developing interview questions, plan to keep them short, straightforward and avoid asking too many.

Question # 20: Data collection and analysis often occur simultaneously in ______ with analysis happening at many different levels throughout the study

- Observation
- o Interaction
- Ethnography Page # 364
- o Data Collection

Data collection and analysis often occur simultaneously in ethnography, with analysis happening at many different levels Throughout the study.

Question # 21: The biggest limitation of ______, _____ is when the user accidentally short-circuits the capability of the undo facility to rescue him

- Single -level, functional undo Page # 313
- Multi-level, functional undo
- Single-level, non-functional undo
- o Multi-level, non-functional undo

The biggest limitation of single-level, functional undo is when the user accidentally short-circuits the capability of the undo facility to rescue him.

Ques	stion #	22: The function can	ne into being as the result of the implementation model for undo			
0	Redo	Р	age # 314			
0	Undo					
0	Repea					
0	Delete					
Redo	The red	o function came into being as the	result of the implementation model for undo			
-	stion # h time.	23: A study by Human Factors	International indicated that color significantly reduced			
0	One	Page # 358				
0	Two					
0	Three					
0	Many					
<mark>A stu</mark>	A study by Human Factors International indicated that one color significantly reduced search time.					
Ques	stion #	24: A Web site is a collection of	of systems with complex dependencies			
0	Conne	cted				
0	Same					
0	Differe	ent				
0		onnected Page # 4	06 tems with complex dependencies.			

~	distinct objects					
	0	Accessibility				
	0	Controlled vocabularies				
	0	Ubiquitous computing Page # 413				
	0	Thesauri				
	-	itous computing (ubicomp, or sometimes ubiqcomp) integrates computation into the environment, rather than g computers which are distinct objects.				
Qu	Jes	tion # 26: XYZ Ltd is Well reputed software house; they make a significant investment in building that encourages greater customer loyalty				
	0	Visual symbols				
	0	Grouping				
	0	Brand equity Page # 353				
	0	Harmony				
R	BRANDING AND THE USER INTERFACE					

Most successful companies make a significant investment in building brand equity. A company that cultivates substantial brand equity can command a price premium for its products, while encouraging greater customer loyalty.

Question # 27: Political campaigns, marketing department ask users inquires by conducting the following interview technique?

• Focus group

ш

- Walkthroughs
- Heuristics
- Telephonic

Question # 28: Being a programmer you Wrote lot of error messages While coding. Which of the following is not the requirement to Write Well-formed error messages?

- Be polite
- Be harsh Page # 386
- Be helpful
- Be illuminating

A well-formed error message box should conform to these requirements: Be polite, Be illuminating ,Be helpful

Question # 29: ______ computers are especially useful for applications that require computational support While the user's hands, voice, eyes or attention are actively engaged with the physical environment

- Wearable Page # 414
- o Ubiquitous
- Attentive environment
- Tangible bits

Wearable computers are especially useful for applications that require computational support while the user's hands, voice, eyes or attention are actively engaged with the physical environment.

Question # 30: Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.
 - o Only A
 - o Only B

Click here for more Detail

- Both A and B
- Not A and Not B

Question # 31: What are the Most common things you do with the product is a type of _

- Goal- oriented question
- System oriented question Page # 182
- Workflow- oriented question
- Attitude-oriented question

System-oriented questions

Function What are the most common things you do with the product?

Question # 32: What do you procrastinate on? is type of _

- Priorities
- Avoidance Page # 183
- Exceptions
- Preference

Avoidance What would you prefer not to do? What do you procrastinate on?

Question # 33: Early in design, developers Want to meet informally to get feedback on idea about user's need and evaluation is called ______

Quick and dirty

Page # 258

- Usability testing
- Field studies
- Predictive

"Quick and dirty" evaluations can be done at any stage and the emphasis is on fast input rather than carefully documented findings. For example, early in design developers may meet informally with users to get feedback on ideas.

Question # 34: Like "You are here" indicators

show you Where you are

- o Site IDs
- o Sections
- o Breadcrumbs
- Page Names

Breadcrumbs

Like "You are here" indicators, Breadcrumbs show you where you are. (Sometimes they even include the words "You are here.")

Page # 293

Question # 35: Imagine an artist spraying a drawing with glue. All marks made up to that point are now permanent, locked and cannot be changed but new images can be freely superimposed on the older one. This Process is called?

- Reversion
- Archiving
- Mile stoning
- Freezing

Page # 319

Freezing

Freezing, the opposite of mile stoning, involves locking the data in a document so that it cannot be changed. Anything that has been entered becomes un-modifiable, although new data can be added. Existing paragraphs are untouchable, but new ones can be added between older ones. This method is much more useful for a graphic document than for a text document. It is much like an artist spraying a drawing with fixative. All marks made up to that point are now permanent, yet new marks can be made at will. Images already placed on the screen are locked down and cannot be changed, but new images can be freely superimposed on the older ones. Procreate Painter offers a similar feature with its Wet Paint and Dry Paint commands.

Question # 36: You are typing an application of "sick-leave" in MS Word. You wrongly type purpose of leave " urgent Work" instead of "sick". Which of the following command will help you to reverse one or More previous actions.

- Freezing
- o Redo
- **Undo** Page # 311
- Archiving

Undo is thus the primary tool for supporting exploration in software user interfaces. It allows the user to reverse one or more previous actions if he decides to change his mind.

Question # 37: Ali is a visual interface designer, he organizes interface by ______ visual cues in individual elements or in the background on which the active elements rest.

- Layering Page # 347
- Contrast
- Clutter
- o Figure

LAYERING

Interfaces can be organized by layering visual cues in individual elements or in the background on which the active elements rest. Several visual attributes control the perception of layers.

Question # 38: You might have experienced deleting a file or folder in Windows XP, A dialog box appears "Do you Want to delete file;" having two options "yes" or "no". 'Which of the following error dialog appears?

- Alerts
- Confirmation

Page # 388 and 389

- Feedback
- o Delete

Confirm File Delete		
Are you sure you want to send '42-CommunicatingUsers.ppt' to the Recycle Bin?		
	Yes No	

Question # 39: Cognitive process involves encoding and recalling knowledge and acting appropriately • Attention Reduction • Memory Click here for more Detail and also Read PPT slides
• Reduction
• Memory <u>Click here for more Detail and also Read PPT slides</u>
• Encoding
Memory : Involves encoding and recalling knowledge and acting appropriately
Question # 40: During usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models
• Research
• Modeling Page # 159
• Framework
o Interview
Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.
Question # 41: Unable to edit pdf document, is a type of constraints.
• Physical
• Logical Page # 106
o Cultural
o Update

Question # 42: Learn only a single mode of operation that is applicable to all objects, is a benefit of

- Mapping
- Affordance
- Consistency

<u>Click Here For More Detail</u>

• Reliability

On of the benefits of consistent interfaces, therefore, is that they are easier to learn and use. Users have to learn only a single mode of operation that is applicable to all objects. This principle worked well for simple interfaces with limited operations, like mini CD player with small number of operations mapped onto separate buttons.

Question # 43: As a software designer, which aspects that give us hints and tips about using creating user idioms, like dialog boxes and pushbuttons?

- Strategic
- Tactical Page # 143
- o Manual
- Technical

Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question# 44: _____aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- A. Efficient.
- B. Strategic.
- C. Tactical.
- D. Reliable.
- o Only A
- **Only C Page # 143**
- A and C
- B and D

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.

Question# 45: Social science and usability texts are full of methods and techniques for conducting research. Conceptual 0 Quantitative 0 Qualitative **Click Here For More Detail** 0 Specialized 0 Question # 46: What do you enjoy most about your job (or lifestyle) is an example of Avoidance 0 Page # 183 Motivation 0 Exceptions 0 Attitude-oriented questions 0 Motivation: What do you enjoy most about your job (or lifestyle)? What do you always tackle first? Question # 47: User personas that are not primary or secondary are. personas. Served 0 Negative 0 Customer 0 Supplemental Page # 196 0

Supplemental personas : User personas that are not primary or secondary are supplemental personas

Question # 48: 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?

- o Auxiliary
- o **Transient**

Page # 231

- Information
- Sovereign

If the user requires access via a navigational portal relatively infrequently, the appropriate posture is transient, providing clear, simple navigational controls and getting out of the way.

Question # 49: 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
 Page # 264
- Field study
- Predictive evaluation
- DECIDE framework

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of the interface. Hence usability testing would be appropriate.

Question # 50: To implement ______ in tabs or buttons bar, each button needs to be a separate graphic.

- Rollovers PG # 295
- o Color Code
- o Navigation
- o Site ID

Question # 51: _____are a well-established technique for collecting demographic data and users' opinions.

- **Questionnaires** PG 374
- Feedbacks
- Interviews
- Walkthroughs

Question # 52: 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?

	0	World Wide We	eb PG # 305	
	0	MS world		
	0	Television		
	0	Newspapers		
Qı	ıesti	on # 53: People fi	requently counter the idea of	feedback with arguments that users don't like it
	0	Audible	Page # 393	
	0	Video		
	0	Walkthroughs		
	0	Questions		
<mark>Pe</mark>	ople	e frequently counte	er the idea of audible feedback with a	rguments that users don't like it.
-	ues stem	tion # 54: ¹⁸	_Present a fascinating lens through	which we can view the network relationships between
	0	Metadata	Page # 406	
	0	Thesauri		

- Accessibility
- Ubiquitous Computing

Metadata and controlled vocabularies present a fascinating lens through which to view the network of relationships between systems

Question # 55: Environments are environments that are user and context aware.

• **Attentive**

Page # 418

- Non-attentive
- o Visual
- Sensing

Attentive environments are environments that are user and context aware.

Question # 56: A team of web developer evaluates a website whether user-interface elements, Such as dialog boxes, menus, navigation structure, online help, etc., conform to the principles. Which of the techniques they follow?

- Heuristic PG # 377
- Telephonic
- Focus group
- o walkthroughs

Question # 57: You may view in Microsoft World provide printed documentation, that is used a reference tool for perpetual intermediate. It is called.

- Shortcuts
- The index
- Online help PG # 399
- Splash screen

Online help is just like printed documentation, a reference tool for perpetual intermediates.

Question # 58: when you do search on google.com or any other search engine which of the following will help search engine to match user queries with key words in website?

- Controlled vocabularies
- Thesauri PG # 407
- Accessibility
- o Metadata

Question # 59: ______ computers are especially useful for applications that require computational support while the user's hands, voice, eyes or attention are actively engaged with the physical environment.

• Wearable PG # 414

- o Ubiquitous
- Attentive environment
- Tangible bits

Question # 60: If someone is doing voice chat with his friend, which physical receptor is involved

In this process?

- o <mark>Ear</mark>
- o Eye
- o Nose
- o Finger

Question # 61: Which of the following senses do not play a significant role in HCI?

- Sight and smell
- Hearing and sight
- o Touch and sight
- Taste and smell PG # 54

Input in human is mainly though the senses and output through the motor control of the effectors. There are five major senses: Sight, Hearing, Touch, and Taste, Smell Of these first three are the most important to HCI. Taste and smell do not currently play a significant role in HCI.

Question # 62: ______ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- o Postural
- Structural Page # 217
- Behavioral
- o Mnemonic

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

Question # 63: Good examples of ______ are word processors and spreadsheets, these programs use full-screen, monopolizing the user's attention for long periods of time.

- Sovereign posture
 PG # 220
- Transient, posture
- Daemonic posture
- Auxiliary posture

Question # 64: _____ and _____ are the same things

• Excise and Navigation

Page # 248

- Excise and Testing
- Excise and Evaluation
- All of the given

Navigation Is Excise

As discussed earlier, the most important thing to realize about **navigation is that, in almost all cases, it represents pure excise,** or something close to it.

Question # 65: Ali is an HCI specialist, he believes that usability testing works for _____

- Software products
- Hardware products
- All products
 PG # 273
- Consumer products

Question # 66: Version numbers should not give on the _____ of website since it does not attract users.

- Home page
- Main page PG # 302
- Default page
- o Browser

Question # 67: When we tell our word processor to print a document, it doesn't tell us when the paper supply is low, or when forty other documents are queued up before us because software lack the following characteristics.

- Considerate software is deferential
- **Considerate software is forthcoming** PG # 332
- Considerate software takes an interest
- Considerate software anticipates needs

Question # 68: Problem Solving, planning, reasoning and decision-making are all cognitive involving

PG # 88

- Experiential cognition
- **Reflective cognition**
- Simple cognition
- Complex cognition

Question # 69: Ethnography is a method that comes originally from anthropology and literally means

- Writing the culture Page # 173
- Social issues
- Ethical issues
- Ethics

Ethnography is a method that comes originally from anthropology and literally means "writing the culture".

Question # 70: What are the three types of reasoning?

- o Deductive, Productive and Inductive
- Abdicative, Inductive and Deductive Page # 89
- o Inductive, Abdicative and Reproductive
- o Productive, Reproductive and Deductive

Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

Question # 71: Which of the following is not one of the goals of HCI? To produce usable systems Ο To produce safe systems 0 To produce non-functional systems Page # 30 0 To improve effectiveness of the systems 0 The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems Question # 72: Web designers use the term ______to describes the set of navigation elements that appear on every page of a site. **Address Navigation** 0 Penitent navigation or global navigation page # 287 0 Both above 0 None \cap Web designers use the term *penitent navigation* (or global navigation) to describe the set of navigation elements that appear on every page of a site. Question # 73: The human eye has approximately _____rods and _____cones per eye 120 million , 6 million Page # 56 0 190 million, 3 billion 0 150 billion, 6 million 0 None of the given 0

The human eye has approximately 120 million rods 6 million cones per eye

Question # 74: Which of the following is considered as the most complex species?

- Humans Page # 18
- o Computers
- Animals
- o Birds

Human beings are the most interesting and fascinating specie on planet. They are the most complex living being on the earth

Question # 75: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called ______.

- Quality Page # 40 also visit this link <u>click here for more detail</u>
- Effectiveness
- Standard
- o Quantity

Quality is essential in all we do and particularly in our chosen field of work. Quality has been defined by the International Standards Organization (ISO) as: The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.

Question # 76: Which of the following is not true regarding "cones"?

- A type of receptor in eye
- more sensitive to light
 Page # 56
- o different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

Cones

Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.

Question # 77: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered Page # 21
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

Software Engineering and HCI

There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.

Question # 78: Which of the following is not true?

- Utility refers to the functionality of a system
- Usability is concerned with adding complexity to the system page # 30
- o Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

Question # 79: Formal methods are used to represent

- Architecture aspects of software systems only
- Procedural aspects of software systems only
- o Both Architecture and procedural aspects of software systems Page # 21
- None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

Question # 80: Which interface system is based on the question / answer dialogue?				
	0	Command Line Interfaces		
	0	Query interfaces	Page # 127 and 128	
	0	Menus		
	0	Natural Language Interface	es	
Q	ues	tion # 81: Choice of open	rations and services are offered on the screen through	
	0	Pointers		
	0	Toolbars		
	0	Menus	Page # 131	
	0	None of the given		
A	men	u presents a choice of opera	tions or services that can be performed by the system at a given time.	
Q	ues	tion # 82: What will be t	he gulf of execution if the user is able to formulate and perform the actions easily;	
	0	Smaller	Page # 122	
	0	Greater		
	0	Balanced		
	0	None of the Given		
Q	ues	tion # 83: Form-filling in	terfaces are used for	
	0	data entry Pag	e # 128	
	0	data integration		
	0	data manipulation		
	0	data definition		
Fo	orm-	filling interfaces are used pr	imarily for data entry but can be useful in data retrieval applications.	



- **Core** Page # 123
- o Both
- None of the above

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.

Question # 87: User and system has its own unique language the language used by the system is called				
• Core Page # 123				
0 Task				
o Both				
• None of the above				
The system's language is referred as the core language and the user's language is referred as the task language				
Question # 88: Which of the following is used to toggle between two states?				
• check boxes				
o Radio buttons Page # 133				
• Toolbars				
o menus				
Radio Buttons Buttons can also be used to toggle between two states				
Question # 89: Which of the following is a text entry device?				
• Keyboard Page # 110				
o mouse				
o monitor				
o touch pad				
Text entry devices: There are many text entry devices as given below: Keyboard The most common method of entering information into the computer is through a Keyboard QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry				

Ques	stion # 90: "Mistakes" and	"Slips" are two forms of		
0	Errors	Page # 100		
0	goals			
0	evaluation			
0	objectives			
There and a construct of the second s	are various types of errors. No	orman has categorized them into two main types, slips and mistakes:		
Ques	stion # 91: The	model should match the model.		
0	User, conceptual			
0	Conceptual, mental	Page # 94 Click here for more Detail		
0	Mental, central			
0	Conceptual, central			
Ques	stion # 92: Which of the fol	llowing is/are aspect(s) of human action?		
0	execution and evaluation	Page # 99		
0	evaluation and efficiency			
0	efficiency and execution			
0	efficiency			
Human action has two aspects, execution and evaluation. Execution: involves doing something. Evaluation: is the comparison of what happened in the world with what we wanted to happen				

Question # 93: Building things from user's perspective is called

- Functionality
- Usability
- Portability
- None of the given

Usability goals

To recap, usability in generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable from user perspective.

Question # 94: Certain factors that help us to interact with graphical based systems

page # 31

- Indirect manipulation
- Direct manipulation Page # 86
- o Both
- None of the given

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question # 95: The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- o True
- False Page # 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.

Question # 96: What is a semantic network?					
0	A model of long-term memory Page # 82				
0	A record of our memory of events				
0	The part of the brain which allows us to remember things				
0	A mechanism for i	mproving memory			
	term memory strue are two types of lon		emory and semantic memory.		
Ques	tion # 97:	is like the buildir	g name for a website.		
0	Site ID	Page # 287			
0	Navigation				
0	Section				
0	None of the given				
Ques	tion # 98:	is like the buildir	g name for a website.		
0	Site ID or logo	Page # 287			
0	Subsections				
0	Windows				
0	None				
		is a powerful, multipur opment of digital products.	bose design tool that helps overcome several problems that		
0	Scenario				
0	Persona	Page # 187			
0	Prototype				
0	None				
	ersona is a powerful, opment of digital pro		hat helps overcome several problems that currently plague the		

Question # 100: The difference between the intentions and allowable actions is the:			
0	Gulf of Execution Page # 103		
0	Gulf of Evaluation		
0	Both of the above options		
0	None of these		
The difference between the intentions and allowable actions is the gulf of execution.			
Quest	tion # 101: Attention is the process of selecting things to concentrate on, at a point in time, from the range of		
0	Possibilities available Page # 76		
0	Time Available		
0	None of these		
Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.			
Question # 102: The goals of HCI are:			
0	Usability and User Experience Page # 30		
0	Learn ability and Comfort		
0	Tasks and Goals		
0	All of the above options		
Question # 103: WYSIWYG stands for			
0	Where you see is where you get		
0	What you see is what you getPage # 36		
0	When you see it when you get		
WYSIWYG (what you see is what you get)			

Question # 104:

_____ is proportional to the amplitude of the sound.

- o Pitch
- Loudness

Page # 70

- Timber
- None of the given

Loudness is proportional to the amplitude of the sound; the frequency remains constant

Question # 105: 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 suppose to do. Page # 31
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- o It involves protecting the users from undesired situations

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

Question # 106: 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 suppose to do.
- It refers to the way a system supports users in carrying out their tasks. Page # 31
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

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

Question # 107: While there can be wide variations in where and how you conduct usability test, every usability test shares:

- **Two Characteristics** \cap
- **Three Characteristics** 0
- **Five Characteristics** Page # 270 0
- Seven Characteristics 0

What is Usability Testing?

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

1. The primary goal is to improve the usability of a product. For each test, you also have more specific goals and concerns that you articulate when planning the test.

- 2. The participants represent real users.
- 3. The participants do real tasks.
- 4. You observe and record what participants do and say.

5. You analyze the data, diagnose the real problems, and recommend changes to fix those problems.

Question # 108: Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action 0
- **Evaluation** Page # 99 0
- Execution 0
- None of these 0

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something. Evaluation is the comparison of what happened in the world with what we wanted to happen.

Question # 109: Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative 0
- Qualitative Page # 166 0
- **SME** 0
- None of these 0

Qualitative research can tell you about what, how and why in rich, multivariate detail.

Question # 110: Usability testing works for			
0		Software products	
0		Hardware products	
0		All products Page # 273	
0		None of the given	
Testing Applies to All Types of Products : If you read the literature on usability testing, you might think that it is only about testing software for personal computers. Not so. Usability testing works for all types of products.			
		tion # 111: Transactional sites that are used for a significant part of an employee's job should be considered applications.	
0		SovereignPage # 30	
0		Transient	
0		Temporary	
0		None of the given	
		ctional sites that are used for a significant part of an employee's job should be considered full sovereign ations.	
Que	st	tion # 112: "What site is this", Statement represents	
0		Folder	
0		Site ID Page # 296	
0		Scroll bar	
0		None of the given	
W	h	at site is this? (Site ID)	

Question # 113: ______ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- Co discovery
- Active intervention Page # 276
- Trunk test
- None of the given

Active intervention is a technique in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

Question # 114: _________ is needed to check that users can use the product and like it.

- Coding
- Evaluation Page # 256
- o Guideline
- None of the given

Evaluation is needed to check that users can use the product and like it.

Question # 115: Evaluations done during design to check that product continues to meet user's needs are known as ______ evaluation.

• Formative

Page # 258

- o Summative
- Relative
- None of the given

Evaluations done during design to check that the product continues to meet users' needs are known as formative evaluations.
Question # 116: _______ is the extra work that satisfies the needs to achieve our objective.

- Evaluation 0
- Excise Page # 245 0
- Testing 0
- None of the given 0

Excise is the extra work that satisfies either the needs of our tools or those of outside agents as we try to achieve our objectives.

Question # 117: In DECIDE frame work ______ comes just after choosing the evaluation paradigm and techniques.

- Deciding about ethical issues 0
- Exploring the questions 0
- **Identifying the practical issues** page # 264 0
- None of the given 0
- 1. Determine the overall *goals* that the evaluation addresses.
- 2. Explore the specific *questions* to be answered.
- 3. Choose the evaluation paradigm and techniques to answer the questions.
- 4. Identify the *practical issues* that must be addressed, such as selecting participants.
- 5. Decide how to deal with the *ethical issues*.
- 6. Evaluate, interpret, and present the *data*.

Question # 118: In DECIDE framework choosing the evaluation comes just after

- Deciding about ethical issues 0
- Exploring the questions 0
- Identifying the practical issues 0

page # 264

None of the given 0

Ques	tion # 119: Number of ke	eystrokes is the type of work.
0	Logical	
0	Mnemonic	
0	Physical	Page # 212
0	Structural	
	cal/motor work — number of ning between input modes, ex	keystrokes, degree of mouse movement, use of gestures (click, drag, double-click), tent of required navigation.
Ques	tion # 120: h	as a goal of assessing whether the product works according to its specifications.
0	Trunk Test	
0	Quality assurance	Page # 270
0	Both above	
0	None of the above	
	y assurance or function test, vications.	which has a goal of assessing whether the product works according to its
_	stion # 121: In usability to ipants work together to perform	est, which is a technique from given below options, in which you have two rm the tasks.
0	Active Intervention	
0	Co-Discovery	Page # 276
0	Trunk test	
0	None of the given	
Co-discovery is a technique in which you have two participants work together to perform the tasks (Kennedy, 1989). You encourage the participants to talk to each other as they work.		

Question # 122: Information sites with daily-updated information will naturally attract ______ users more than a monthly-updated site.

o **Repeat**

Page # 229

- Infrequent
- Nonuser
- None of the given

Informational sites with daily-updated information will naturally attract repeat users more than a monthly-updated site.

Question # 123: If the user requires access via a navigational portal relatively infrequently, the appropriate posture is ______.

- Sovereign
- Transient Page # 231
- Temporary
- None of the given

If the user requires access via a navigational portal relatively infrequently, the appropriate posture is transient, providing clear, simple navigational controls and getting out of the way.

Question # 124: 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.

- Transient
- o Auxiliary
- Sovereign

Page # 222

o Daemonic

Because the user's interaction with a sovereign program dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible.

Question # 125: ______ 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 Page # 276
- Splendid research
- None of the given

Active intervention is particularly useful early in design. It is an excellent technique to use with prototypes, because it provides a wealth of diagnostic information.

Question # 126: To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.

- Form factor Page # 206
- Input method
- o View
- None of the given

(For example, to make an appointment, you need to see a calendar and possibly contacts), you might consider defining a view that incorporates all these together, assuming the form factor allows it.

Question # 127: Global Navigation system is also called_____

- Site ID
- Persistent Navigation
- o Both
- **None Page** # 287

Web designers use the term *penitent navigation* (or *global navigation*) to describe the set of navigation elements that appear on every page of a site.

Ques the use		applications are great platforms for creating an environment rich, in visual feedback for
0	Sovereign	Page # 222
0	Transient	
0	Auxiliary	
0	Daemonic	
Sovere	eign applications ar	e great platforms for creating an environment rich in visual feedback for the user.
Ques	tion # 129: Ove	erviews serve a similar purpose to in an interface.
0	Navigation	
0	Excise	
0	Signposts	Page # 253
0	None of the given	
Provid	<mark>le overviews:</mark> Over	rviews serve a similar purpose to signposts in an interface: They help to orient the user.
Ques	tion # 130: Pan	es, frames and other containers on screen is a kind of
0	Functional and d	ata elements Page # 206
0	View	
0	Input method	
0	None of the given	

Ques	tion # 131: This is not a characteristic of usability test?
0	The primary goal is to improve usability
0	The participants do not represent real users Page # 270
0	Observe and record what participants do and say
0	None of the given
1. The conce 2. The 3. The	characteristics: e primary goal is to improve the usability of a product. For each test, you also have more specific goals and rns that you articulate when planning the test. e participants represent real users. e participants do real tasks. u observe and record what participants do and say.
	a analyze the data, diagnose the real problems, and recommend changes to fix those problems.
Ques	tion # 132: Figuring out where you are "on the web is called
0	Web Designing
0	Web Navigation PG # 284
0	Both above
	none rm "Web navigation" even though we never talk about "department store navigation" or "library navigation." If
<mark>you</mark>	
	up <i>navigation</i> in a dictionary, it's about doing two things: getting from one place to another, and figuring out you are.
Ques	tion # 133: Desktop applications fit into categories of posture.
0	Two
0	Four Page # 220
0	Five
0	Three
<mark>Deskt</mark>	op applications fit into four categories of posture: sovereign, transient, daemonic, and auxiliary.

Qı	Question # 134: Navigation represents excise except in				
	0	Web			
	0	Games	Page # 248		
	0	Windows			
	0	Menus	and the second sec		
Οι	ies	tion # 135:	_is an early release of a product to a few users.		
	0	Surveys			
	0	Beta test	Page # 271		
	0	Focus			
	0	None of the above	Contraction of the second s		
A			nical trial, user acceptance test) is an early release of a product to a few users.		
			is the process of selecting things to concentrate on, at a point in time, from the		
		of possibilities available.	is the process of selecting unings to concentrate on, at a point in time, from the		
	0	Perception and recognition	on		
	0	Attention	Page # 76		
	0	Learning			

• None of these

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

Question # 137: Name of the document should be shown on the application's

- Menu bar
- Title bar Page # 326
- Title bar and menu bar
- Not Title bar and not menu bar

Naming and renaming the document The name of the document should be shown on the application's title bar.

Question # 138: 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 Page # 264
- 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 field study.

Question # 139: ______ is the remarkable facility that lets us reverse a previous action.

- o Redo
- o <mark>Undo</mark>

Page # 310

- o Repeat
- o Delete

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

	Jes ep.	tion # 140:	is not like other pages; it has different burdens to bear, different promises to
	0	Homepage	Page # 287
	0	Form	
	0	Navigation bar	
	0	Sections	
Th	le H	ome page is not like the other p	bages—it has different burdens to bear, different promises to keep.
	ues Idy.	tion # 141: s	uggests identifying goals and questions first before selecting techniques for the
	0	RVM model	
	0	DECIDE framework	Page # 367
	0	Usability testing	
	0	Field study	
Th	e D	ECIDE framework suggests ide	entifying goals and questions first before selecting techniques for the study
Q	Jes	tion # 142: Conventional w	isdom says that tell the user when he has made some mistake.
	0	Program crash	
	0	System stuck	
	0	Error messages	Page # 382
	0	Metadata	
C		ntional windom cave that amon	messages tell the user when he has made some mistake

Question # 143: HCI deals with _ Design of interactive system only 0 Evaluation of interactive system only 0 Implementation of interactive system only 0 All of the given choices **Click Here For More Detail** 0 Ouestion # 144: frequent your primary personas access the site, transient a stance the site needs to take (respectively). More, Less 0 Page # 230 Less, more 0 Less, less 0 None of the given Ο The less frequently your primary personas access the site, the more transient a stance the site needs to take. In an informational site, this manifests itself in terms of ease and clarity of navigation. Question # 145: Design of user interfaces does not entirely ______ aesthetic concerns, but rather it places such' concerns within the constraints of a Framework. Include, Functional 0 **Exclude, Functional** Page # 343 0 Include, Non-Functional 0

• Exclude, Non-Functional

Graphic Design and Visual Interface Design Design of user interfaces does not entirely exclude aesthetic concerns, but rather it places such' concerns within the constraints of a functional framework. Question # 146: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Page # 78

- Voluntary Attention
- Involuntary attention
- Divided Attention

Focused Attention

For example, when engaged in a conversation it is usual to attend to what the other person is saying.

Question # 147: Drive a vehicle while holding a conversation with a passenger is the example of _

- Focused Attention
- Voluntary Attention
- Involuntary attention
- Divided Attention

Page # 78

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to mire than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive** while holding a conversation with a passenger.

Question # 148: _____ minimize errors.

- Affordance
- Visibility
- Constraints Page # 106
- Affordance and Visibility

Constraints, on the other hand, are the *inverse* of affordances. They limit the way an object can be used. Constraints can be used to avoid usage **errors or minimize** the information to be remembered.

Que	st	tion # 149:	are dragged down from the title at the top of the screen.
0)	Pull Down Menus	Page # 132
0)	Main Menus	
0)	Icons	
0)	Buttons	
		own menus are dragged d a and pressing the button.	own from the title at the top of the screen, by moving the mouse pointer into the title
_		tion # 150:	aspect (s) gives us hints and tips about using and creating user interface idioms, like
0)	Efficient	
0)	Strategic	
0)	Tactical	Page # 143
0)	Reliable	
Tacti	ic		nd tips about using and creating user interface idioms, like dialog boxes and
<mark>Tact</mark> pushl	<mark>ic</mark> bu	al aspects give us hints ar attons.	nd tips about using and creating user interface idioms, like dialog boxes and ity Engineering lifecycle was proposed by
<mark>Tact</mark> pushl	<mark>ic</mark> bu st:	al aspects give us hints ar attons.	
<mark>Tacti</mark> pushl Que	<mark>ic:</mark> bu st	al aspects give us hints ar attons. tion # 151: The Usabil	
Tacti pushl Que °	ic: bu st	al aspects give us hints an attons. tion # 151: The Usabil Hartson	
Tacti pushl Que o	ica bu st	al aspects give us hints an attons. tion # 151: The Usabil Hartson Webster	

Question # 152: 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 Page # 153 0 Evaluation mode, testing mode 0 Analyze mode, feedback mode 0 Implementation mode, task mode 0 Two different modes of activity: analytic mode and synthetic mode. Question # 153: The ______ is a concrete expression of the more abstract structure of the site. Skeleton Page # 306 0 Scope Ο Strategy 0 Structure 0 The skeleton is a concrete expression of the more abstract structure of the site. Question # 154: Beneath the surface is the ______ of the site: the placement of buttons, tabs, photos, and blocks of text. Surface 0 Structure 0
 - Skeleton Page # 306
 - o Scope

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

Question # 155: ______ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- Buttons Page # 133
- Pointers
- o Menus
- Windows

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

Question # 156: The ______ function came into being as the result of the implementation model for undo.

- o Redo
- Page # 314

- o Undo
- o Repeat
- o Delete

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

Question # 157: Around 63% of software projects exceed their cost estimates. The top four reasons for This are:

- A-Frequent requests for changes from users
- B- Overlooked tasks
- C-Users' lack of understanding of their own requirements
- D- Insufficient user-analyst communication and understanding
 - Only A
 - Only B
 - o Only D
 - **A B C & D**

Page # 27

Around 63% of software projects exceed their cost estimates. The top four reasons for this are:

- Frequent requests for changes from users
- Overlooked tasks
- Users' lack of understanding of their own requirements
- Insufficient user-analyst communication and understanding

Ques lookin	tion # 158: _	of the potential sales from a site are lost because people cannot find the item they are
0	<mark>50%</mark>	Page # 141
0	40%	
0	30%	
0	10%	
<mark>50% c</mark>	of the potential sa	es from a site are lost because people cannot find the item they are looking for
Ques	tion # 159: H	aman eye is very sensitive to
0	Air	
0	Smoke	
0	Light	Page # 55 and 56
0	Sand	
Ques	tion # 160: T	pp of the web page contain the
0	Menu	
0	Title bar	PG # 10
0	Home icon	
0	Back button	
	tion # 161: In a guest this function	the user wants to place the document somewhere in the file system hierarchy, he from the menu.
0	Explicitly	Page # 327
0	Implicitly	
0	Habitually	
0	Properly	
	user wants to exp he menu.	icitly place the document somewhere in the file system hierarchy, he can request this function

Question # 162: _______ 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

Page # 365

- Observation
- o Video

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

Question # 163: Every page within a site should contain a brief ______ that accurately describes the content of the page.

o Site ID

Page # 287

- o Header
- Local Navigation
- Search button

Question # 164: What is the fifth step in defining the requirements with respect to persona based design?

- o Brainstorming
- Identifying persona expectations.
- Constructing the context scenario
- o **Identifying needs**

Page # 200

The following five steps comprise this process:

- 1. Creating problem and vision statement
- 2. Brainstorming
- 3. Identifying persona expectations
- 4. Constructing the context scenario
- 5. Identifying needs

Ques	ion # 165: You can load a VCR tape the right way because of	
0	Physical constraints Page # 106	
0	Logical constraints	
0	Cultural constraints	
0	None of these	
Physical constraints: Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.		
Ques	ion # 166: are unintentional while occur through conscious deliberation.	
C	Slips, mistakes Page # 100	
C	Errors, slips	
C	Mistakes, errors	
C	Mistakes, slips	
menu Mista Mista examj	re unintentional . They happen by accident, such as making typos by pressing the wrong key or selecting wrong em by overshooting. The most frequent errors are slips, especially in well-learned behavior. es es es occur through conscious deliberation. An incorrect action is taken based on an incorrect decision. For e, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing ting files from the disk is a mistake. A menu option to erase the disk is appropriate action.	
	ion # 167: What is the main strength of the Problem Space Framework as a model of human problem	

- It operates within the constraints of the human processing system Pa
- Page # 91

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

Reference: Click here for more detail Question # 168:

0

Patterns can be applied at the conceptual level.

- Postural Page # 217
- o Structural
- o Behavioral
- Mnemonic

Postural patterns can be applied at the conceptual level and help determine the overall product stance in relation to the user.

Question # 169: 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.

Page # 361

• None of these

Question # 170: _____ involves watching and listening to users.

- **Observation**
- Evaluation

0

- Qualitative research
- o Interaction

Observation involves watching and listening to users.

Question # 171: The established standard suite of for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.			
10			
The established standard suite of file management for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.			
6.7			
× 20			
100			
Browser Title always contains the word 'Home'			
1			

Question # 174: Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

o True

o <mark>False</mark>

Contextual inquiry: Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

Question # 175: Roughly ______ percent of the male population has some degree of color blindness.

Page # 176

0	10	Page # 358
0	20	
0	30	
0	40	

Inadequate attention to color impairment. Roughly ten percent of the male population has some degree of color blindness.

Question # 176: The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

o Primary

• Secondary

• Served Page # 159

o Negative

Served: the persona is not an actual user of the product, but is indirectly affected by it and its use

Ques	sti	ion # 177: Which of the	following is not a secondary color?
0	(Green	
0		Orange	
0		Purple	
0		Blue Page #	63
Secor		ary Colors: These are the o SECONDARY COLORS Green, orange and purple	colors formed by mixing the primary colors.
Ques	sti	ion # 178: Which of the	following requires less cognitive effort than others?
0		Listening	Page # 87
0		Speaking	
0]	Hearing	
0	I	None of the given	
Lister	nin	ng require less cognitive eff	ort than reading or speaking.
		ion # 179: We are deficitively).	ent in our development, not in our development
0		Process, Tools	Page # 23
0		Tools, Process	
0		Tools, Methodology	
0		None of these	
We ai	e (deficient in our developme	nt process, not in our development tools.

Question # 180: 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 Page # 127

Command line interface are powerful in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

Question # 181: Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- Psychology Page # 43
- Sociology
- Statistics
- Computer Science

Psychology is concerned primarily with understanding human behavior and the mental processes that underlie it.

Question # 182: _____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- o Human
- o Computer
- Human Computer Interaction Page # 14
- None of these

HCI plays a role to bridge up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

Question # 183: The persona's needs are sufficiently unique to require a distinct interface form and behavior is type of Persona.				
0	Primary	Page # 159		
0	Secondary			
0	Supplement			
0	Negative			
Prim	ary: the persona's needs a	re sufficiently unique to require a distinct interface form and behavior		
Ques mode		is usually a collection of icons those are reminiscent of the purpose of the various		
0	Button			
0	Pointer			
0	Palette	Page # 133		
0	Title bar			
<mark>A pal</mark>	ette is usually a collection	of icons that are reminiscent of the purpose of the various modes.		
Ques	stion # 185: If the produ	time is usually invested in market research.		
0	Less			
0	Moderate			
0	More			
0	None of the given	PG # 257		

Ques	stion # 186: During	phase, usage and workflow patterns discovered through
0	Modeling, analysis	Page # 159
0	Analysis, modeling	
0	Testing, modeling	Set Subject to a set of the set o
0	Testing, Analysis	
Mada	line. During the modeling pho-	as uses and userbflow nettoms discovered through analysis of the field
	ch and interviews are synthesize	se, usage and workflow patterns discovered through analysis of the field
resear	ch and interviews are synthesize	a mo domani and user models.
Ques	stion # 187: The Star lifecycl	e was proposed by
0	Deborah Mayhew	
0	Webster	
0	Barry Boehm	
0	Hartson Page	# 152
In 198	39, the Star lifecycle model was	proposed by Hartson and Hix.
		and the second
Ques	tion # 188: Waterfall model	is basically a model in which each step must be completed before the
next s	tep can be started.	
0	Incremental	
0	Linear	Page # 149
0	Iterative	

• Analytical

The waterfall lifecycle was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is **basically a linear model** in which each step must be completed before the next step can be started.



Question # 192: Goal-oriented context scenarios aretask-oriented than key path Scenario.				
	0	Less	Page # 208	
	0	Alike		
	0	More		
	0	None of the given		
<mark>Un</mark>	<mark>like</mark>	the goal-oriented contex	t scenarios, key path scenarios are more	task-oriented;
Qı	ies	tion # 193:	represent the user's expectations of the	tangible outcomes of using a specific product.
	0	Non-user goals		
	0	End goals	Page # 192	
	0	Experience goals		
	0	Life goals		
En	d go	als represent the user's e	xpectations of the tangible outcomes of u	using specific product.
Qı	ies	tion # 194: The	_ phase sets the stage for the core of the	e design effort.
	0	Requirement definition	Page # 205	
	0	Modeling		
	0	Implementation		
	0	None of the given		ion offerts defining the interaction fromework

The Requirements Definition phase sets the stage for the core of the design effort: defining the interaction framework of the product.

Question # 195: If the product is new then ______ time is usually invested in market research.

- o Less
- o Less
- o More
- None of the given Page # 257

If the product is new, then **considerable time** is usually invested in market research.

Question # 196: What is the fourth step in defining the requirements with respect to persona-based design?

- Creating problem and vision statement
- o Brainstorming
- Identifying persona expectations
- Constructing the context scenario

Page # 200

The following five steps comprise this process:

- 1. Creating problem and vision statement
- 2. Brainstorming
- 3. Identifying persona expectations
- 4. Constructing the context scenario
- Identifying needs

Question # 197: Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are _____ posture application.

- o Transient
- Sovereign

Page # 220

- o Auxiliary
- None of the given

Sovereign posture

Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are sovereign posture application.

Ques	stion # 198: What is the second step in defining the requirements with respect to persona-based design?
0	Brainstorming Page # 200
0	Creating problem and vision statement
0	Identifying persona expectations
0	Constructing the context scenario
1. Cre 2. Bra 3. Ide 4. Con 5. Ide	blowing five steps comprise this process: eating problem and vision statement ainstorming ntifying persona expectations nstructing the context scenario ntifying needs
	stion # 199:personas address the needs of customers, not end users.
0	Negative
0	Customer Page # 197
0	Supplemental
	mer personas address the needs of customers, not end users. Typically, customer personas are treated like dary personas.
Ques	stion # 200: Persona is not context specific, so it can be reused easily.
0	True

0

False

Page # 189

Personas and reuse – Personas context-specific • Cannot be reused across products Slide No. 22 Page # 21/61 Question # 201: In an email application configuring a new email server is a key path activity.

- o True
- **False** Page # 207

In an e-mail application, for example, viewing and composing mail are key path activities; configuring a new mail server is not.

Question # 202: The size and shape of a compact disk, is a type of ______ constraint.

- Physical Page # 106
- o Logical
- Cultural
- None of these

Physical constraints

Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

Question # 203: Which of the following device can not be useful for a visually impaired person?

- o a typical keyboard
- o a typical monitor
- a typical speaker
- o a typical processor

Monitors are useless to the visually impaired or blind person.

Question # 204: The gulf of execution refers to _____

- 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 Click Here

Question # 205: 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

Select correct option:

o (i) & (ii)

Page # 31

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

usability is broken down into the following goals:

- Effective to use (effectiveness)
- Efficient to use (efficiency)
- Safe to use(safety)
- Have good utility (utility)
- Easy to learn (learnability)
- Easy to remember how to use (memorability)

Question # 206: Which of the following is not one of the primary colors?

- o Red
- o Yellow
- o Blue
- o <mark>Green</mark>

Page # 62

Primary Colors

In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues **PRIMARY COLORS PRIMARY COLORS Red, yellow and blue**

Questi	n # 207: Human beings interact with outside world, using their
o i	put channels
0 0	atput channels
o s	nse of sight
0 <mark>/</mark>	ll of the given Page # 54
Sight ma	s interaction with the outside world occurs through information being received and sent: input and output. be used primarily in receiving information from the computer, but it can also be used to provide information oputer, for example by fixating on a particular screen point when using an eye gaze system.
Questi	n # 208: Visually impaired persons can interact with outside world using their
0 S	ense of sight
0 S	ense of hearing
o <mark>I</mark>	oth sense of touch and sense of hearing (Blind Person can interact with sense of touch and hearing)
0 S	ense of touch
Questi	n # 209: refers to the relationship between controls and their effects in the world.
	isibility
0 A	ffordance
0	Iapping Page # 107
o]	one of the given
Mappin	: This refers to the relationship between controls and their effects in the world

	stion # 210: se to do.	is a very general goal of Usability and refers to how good a system at doing what it is
0	Effectiveness	Page # 31
0	Efficiency	
0	Utility	
0	None of the given	
Ques	stion # 211:	is what goes on in out heads when we carry out our everyday activities?
0	Cognition	Page # 47
0	Learnability	
0	Memorability	
0	None of the given	
	tion # 212:	is the process by which we use the knowledge we have to draw conclusions or infer nain of interest.
0	Decision Making	

• Reasoning

Page # 89

- Problem Solving
- None of the given

Question # 213: ______research helps us understand the domain, context and constraints of a product in different, more useful ways than ______research do.

• Qualitative, Quantitative

Page # 167

- Quantitative, Qualitative
- Qualitative, Deductive
- None of them

Question # 214: In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with			
0	Paper work and computer	work	
0	Spatial and temporal orga	nizations	
0	Organizational memory	Page # 176	
0	None of these		
<mark>Form</mark>	nizational memory al documents are not the onl own records, or there maybe	ly way in which things are remembered within an organization. Individuals may keep local gurus.	
Que	stion # 215: Using icons	on the desktop to represent operations is a type of constraint.	
0	Physical		
0	Logical		
0	Cultural	Page # 106	
0	None of these		
Que use it	stion # 216:	_ is a term used to refer to an attribute of an object that allows people to know how to	
0	Visibility		
0	Affordance	Page # 105	
0	Constraint		
0	None of these		

Question # 217: _____ minimize errors.

- Affordance
- Visibility
- Constraints

Page # 106

o None

Constraints, on the other hand, are the *inverse* of affordances. They limit the way an object can be used. Constraints can be used to avoid usage **errors or minimize** the information to be remembered.

Question # 218: Models are used in design to:

- o Generate the design
- Evaluate the design
- Generate and evaluate the design

Click here for more Detail

• None of the given

models are used to generate and evaluate forecasts and decision alternatives.

Question # 219: 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

Click here for more Detail

The major senses in human interaction are vision, hearing and touch.

Question # 220: ______ refers to the way a system supports users in carrying out their tasks.

Efficiency 0

Page # 31

- Effectiveness 0
- Utility 0
- None of the given 0

Efficiency

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

Question # 221: ______ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models 0
- **Conceptual Models** 0
- **Interface Metaphors** 0
- None of the given 0

Interface metaphors are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

Page # 51

Question # 222: _____language tends to be grammatical while ______ language is often Ungrammatical.

Written, spoken 0

Page # 87

- Spoken, written 0
- Verbal, non-verbal 0
- None of the given 0

Written language tends to be grammatical while spoken language is often ungrammatical.

Question # 223: Aspect gives us hints and tips about using and creating user interface idioms.

- o Strategic
- Tactical Page # 143
- Operational
- 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.

Question # 224: Faisal 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 Page # 305
- Television Newspaper
- None of the given

It would be true to say that the Web is in fact a super medium which incorporates all of the above media. Today's we pages and applications incorporate elements of the following media:

- Print
- Video
- Audio
- Software applications

Question # 225: Faisal 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

Page # 153

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

Two different modes of activity: analytic mode and synthetic mode.
Question # 226: ______ are dragged down from the title at the top of the screen.

• Pull Down Menus

Page # 132

- Main Menus
- o Icons
- o Buttons

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title par area and pressing the button.

Question # 227: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- Focused Attention Page # 78
- Voluntary Attention
- Involuntary attention
- Divided Attention

Focused Attention: For example, when engaged in a conversation it is usual to attend to what the other person is saying.

Question # 228: Drive a vehicle while holding a conversation with a passenger is the example of

- Focused Attention
- Voluntary Attention
- o Involuntary attention
- **Divided Attention**

Page # 78

Divided Attention

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to mire than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive** while holding a conversation with a passenger.

Question # 229: 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

Question # 230: Which of the following is/are the main component(s) of color?

- o Hue
- o Intensity
- Saturation
- All of the given

Page # 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.

Page # 50

Question # 231: ______ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

- Learnability
- Memorability

Page # 32

- o Utility
- None of the given

Memorability: It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

Question # 232: A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of ______ Design Principle.

- o Visibility
- Affordance Page # 105
- Mapping
- None of the given

Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.

Question # 233: Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- o Redo
- Archiving PG # 321
- o Undo
- Milestoning

Question # 234: If you want to find out whether adding a bulletin board to an ecommerce websites increases the number of visitors, which of the following analysis will help?

- Qualitative
- Evaluative Page # 367
- Quantitative
- o Scientific

Question # 235: When you try to log on yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- Alerts
 Confirmation
 Feedback
- -
- o Delete.

Question # 236: With the help of _____Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system.

• **GOMS** PG # 50

- Human Processor model
- o Quantum model
- Quality Model

Question # 237: ________ is an iterative process that is best performed with a small, collaborative group of one or two iteration designers and a visual or industrial designer.

- o Defining functional and data elements
- o Determining functional groups and hierarchy
- Sketching the interaction framework
- Constructing key path scenarios

Sketching the framework is an iterative process that is best performed with a small, collaborative group of one or two interaction designers and a visual or industrial designer.

Page # 207

Question # 238: Physical objects are said to have____affordance.

o <mark>Real</mark>

Page # 105

- Perceived
- o Logical
- o Intuitive

Physical objects are said to have real affordances, like grasping, that are perceptually obvious and do not have to be learned.

Ques	ion # 239: Which of these specialists is user centered?
0	HCI Page # 21
0	Software engineer
0	Computing technology
0	Web Designer
<mark>Huma</mark>	-computer interface specialists are user-centered and software engineers are system-centered.
	tion # 240: Companies ABC market its product in a traditional way. Which of the following research method ny will follows for successful traditional marketing campaign?
0	Stake holders interview
0	Usability and user testing
0	Market demographics and segments
0	Focus groupPG # 183
Ques	tion # 241: The missing ingredient in scenario-based method is the use of
0	Persona Page # 199
0	Context Scenario
0	Design model
0	Simple scenario
The m	ssing ingredient in scenario-based methods is the use of personas.

Question # 242: _____are concise narrative descriptions of one or more personas using a product to achieve a specific goal.

Personal-based scenario

Page # 199

- Context scenario
- Simple scenario
- Dialogue

Persona-based scenarios are concise narrative descriptions of one or more personas using a product to achieve specific goals.

Question # 243: As you know that WWW is a combination of many different mediums of communication. Which of the following is not the part of WWW?

- o Print
- o Video
- o Audio
- Conceptual

Page # 305

Nature of the Web Medium

The World Wide Web is a combination of many different mediums of communication

- Print
- Video
- Audio
- Software applications

Question # 244: HCI specialists want to measure the typical user's performance on carefully prepared tasks that are typical of those for which the system was designed. Which of the following evaluation paradigms will be used?

- Quick and dirty
- Usability testing Page # 259
- o Field studies
- Predictive

Usability testing involves measuring typical users' performance on carefully prepared tasks that are typical of those for which the system was designed.

Question # 245: Laboratory experiments are strongly controlled and are quite different from workplace, home and leisure environments so therefore have low ecological _____

- o Scope
- Validity

Page # 269

- o Reliability
- o Biases

Laboratory experiments are strongly controlled and are quite different from workplace, home, or leisure environments. Laboratory experiments therefore have **low ecological validity** because the results are unlikely to represent what happens in the real world.

Question # 246: ______are the links to the main portions of the site the top level of the site hierarchy

• Sections

Page # 288

- Site IDS
- Homepage
- o Form

The Sections: The Sections—sometimes called the *primary navigation*—are the links to the main sections of the site: the fop level of the site's hierarchy

Question # 247: Browser title always contain the word

- **Home PG # 300**
- o Default
- o Error
- o Browser

Question # 248: Adding seven or more additional colors_____ search performance.

• Degraded Page # 358

- o Improved
- Have no effect on
- Enhanced

Adding additional colors provides less value, and at seven or more, search performance degraded significantly.

Question # 249: Brick (TMG 1990-95) is a graphical user interface that allows ______control of virtual objects through handles called "Bricks".

- o Random
- o <mark>Direct</mark>

Page # 417

- In-direct
- Temporary

Bricks (TMG, 1990-95) is a graphical user interface that allows direct control of virtual objects through handles called "Bricks".

Question # 250: _____Computing is to enable devices to sense changes in their environment and to automatically adapt and act based on these changes

- Wearable
- Attentive environment
- Tangible bits
- Ubiquitous

Page # 413

One of the goals of ubiquitous computing is to enable devices to sense changes in their environment and to automatically adapt and act based on these changes based on user needs and preferences.

Question # 251: According to the law of many European and western countries, organizations with a website must ensure that their website is (with in certain limits) accessible by

- Disabled persons.
- Non-disabled persons.

PG # 29

- Disabled and Non-disabled persons
- Healthy Persons

Question # 252: Interactive features, safety features and reliability are all examples of the requirements of a system.

- Functional
- Non-functional
- Multi-functional
- Uni-functional

Question # 253: ______ are people who do not currently use the product but who are good candidates for using it in the future.

- Developers
- Stakeholder
- **Potential users**

PG # 170

• Shareholders

Question # 254: ______are the visible representations of functions and data in the Interface like Panes, frames, and other containers on screen, Individual buttons, knobs, and other physical affordances on a device etc.

- **Defining Functional and data elements** PG # 206
- Determining functional groups and hierarchy
- Sketching the interaction framework
- Defining form factor and input methods

Question # 255: Evaluations done during design to check that product continues to meet user's needs are known as ______ evaluation.

• Formative

Page # 258

- Summative
- Relative
- Creative

Evaluations done during design to check that the product continues to meet users' needs are known as formative evaluations.

Question # 256: You have a cell phone that has alarms, email, and web browsers applications. Which of the following posture cell phone have?

- Auxiliary
- o Sovereign
- Transient PG # 232
- Information

Question # 257: A student is asked to conduct a survey of a form .He will have interview with the manager of firm and also few questions about the domain of firm related to survey In interview, student will ask a questions about domains in ______.

- Mid phase
- o Early phase PG # 181
- Late phases
- Can ask in any phase

Question # 258: ________ techniques are used individually or in combination and are often supplemented with photos from a still camera.

- Observation
- Evaluation
- Qualitative research.
- **Data collection.**

PG # 365

Data collection techniques (i.e., taking notes, audio recording, and video recording) are used individually or in combination and are often supplemented with photos from a still camera.

Question # 259: 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
 - o Only B

PG # 326

- o Only D
- o A and B
- $\circ~$ A and D

Question # 260: The term _____ derives from systems theory and refers not only to the hardware and software but to the entire environment.

- Operating system
- o Processor
- System

PG # 30

o Monitor

Question # 261: Graphic designer uses ________ test to ensure that visual interface design employs contrast effectively.

- o Visual
- Squint

PG # 347

- o Graphic
- Trunk

Question # 262: Suppose you are an interface designer, while designing a visual interface which of the following will be more effective to understand for human?

- Use of too many colors
- Use of capitalized word
- Use of branding
- Use of visual symbols

Question # 263: You might have experienced deleting a file or folder in Windows XP = A dialog box appears "Do you want to delete file having two option " yes" or " no". Which of the following error dialog appears?

PG # 352

- Alerts
- Confirmation

PG # 388 & 389

- Feedback
- Delete

Question # 264: A student assigned a task to make presentation on "Introduction to HCI", he doesn't know how to make PowerPoint's slides in Microsoft power point. Which of the following dialog will help to make presentation?

- The index
- Shortcuts
- Wizards

PG # 400

Splash screen

Question # 265: According to Juran, the fitness for purpose or use, is said to be

- Usability
- Efficiency
- Reliability
- Quality

PG # 39

Question # 266: An interface designer creating a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of the interface. Which of the following evaluation paradigm will be appropriate here?

• Usability testing

PG # 264

- Predictive
- Field studies
- Quick and dirty

Question # 267: Why people are less able to distinguish fine detail in blue?

- Blue does not contrast well with other colours
- There are fewer cones in the centre of the retina that are sensitive to blue light
 PG # 60
- The rods in the periphery of the retina are not sensitive to blue light
- Some people are blue colour blind

Note: Give me a feedback and your Suggestion also If you find any mistake in mcqz plz inform me Via Contact us Page on our Site. And tell me your answer with references.

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Winning is not everything, but wanting to win is everything..... Go Ahead..... Best Of Luck !