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CS 408 Midterm papers Solved by Ali Muaaz

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

► **Slips, mistakes P/100**

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

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

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

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

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

- Perception and recognition

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► **Attention P/76**

- Learning
- None of these

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

- True

► **False P/176**

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

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

- Primary
- Secondary

► **Served P/159**

- Negative

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

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1. Scenario

**2. Persona P/187\_\_ Lecture-22**

3. Prototype

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

**1. Gulf of Execution P/103\_\_ Lecture -12**

2. Gulf of Evaluation

3. None of these

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

**1. Possibilities available P/76**

2. Time Available

3. None of these

**The goals of HCI are :**

**1. Usability and User Experience**

2. Learn ability and Comfort

3. Tasks and Goals.

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

- Where you see is where you get
- **What you see is what you get P/36, Lecture-4**
- When you see it when you get

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

Pitch

**Loudness P/70, Lecture-8**

Timbre

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

- True
- **False P/189, Lecture\_22**

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

► **Buttons P/133**

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- ▶ Pointers
- ▶ Menus
- ▶ Windows

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

- ▶ Served
- ▶ Negative
- ▶ Customer

▶ **Supplemental P/188**

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

- ▶ Action

▶ **Evaluation P/99**

- ▶ Execution
- ▶ None of these

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

▶ **Physical P/106**

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- ▶ Logical
- ▶ Cultural
- ▶ None of these

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

- ▶ Quantitative
- ▶ **Qualitative P/166**
- ▶ SME
- ▶ None of these

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

Select correct option:

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

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

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**Which of the following is not a secondary color?**

**Select correct option:**

Green

Orange

Purple

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

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

**Select correct option:**

a typical keyboard

**a typical monitor**

a typical speaker

a typical processor

**Which of the following requires less cognitive effort than others?**

**Select correct option:**

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

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Speaking  
Hearing  
None of the given

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

Select correct option:

**Process, Tools P/23, Lecture-3**

Tools, Process  
Tools, Methodology  
None of these

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

Select correct option:

**A type of receptor in eye more sensitive to light P/60, Lecture-7**

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

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

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**Select correct option:**

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

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

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

**Select correct option:**

The user's difficulty in understanding the feedback from the system

The system's difficulty in presenting information in the output language

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

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

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

**Select correct option:**

**(i) & (ii)**

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

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

**Select correct option:**

Utility refers to the functionality of a system

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

Usability is concerned with making systems easy to use

Poorly designed computer system can be extremely annoying to users

**The command line interface is used because**

**Select correct option:**

It is easy to understand

It is demanded by DOS

It is offered by Unix systems

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

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

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goals?

Select correct option:

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

**P/31 \_ Lecture-4**

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

It involves protecting the users from dangerous conditions

It involves protecting the users from undesired situations

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

Select correct option:

Red

Yellow

Blue

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

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

Select correct option:

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**Psychology**

Sociology

Statistics

Computer Science

**HCI deals with**

**Select correct option:**

Design of interactive system only

Evaluation of interactive system only

Implementation of interactive system only

**All of the given choices**

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

**Select correct option:**

input channels

output channels

sense of sight

**All of the given P/54**

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

Select correct option:

**Process, Tools P/23, Lecture-3**

Tools, Process

Tools, Methodology

None of these

Visually impaired persons can interact with outside world using their

Select correct option:

Sense of sight

Sense of hearing

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

Sense of touch

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

Reasoning

Decision Making

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**Attention P/76, Lecture-9**

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

**Mapping P/107, Lecture- 12**

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

**Human computer Interaction P/14**

Software Engineering

Human Computer Interfaces

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

**Effectiveness P/31**

Efficiency

Utility

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

**Cognition P/47**

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Learnability  
Memorability

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

Decision Making

**Reasoning P/89**

Problem Solving

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

**Qualitative, Quantitative P/167**

Quantitative, Qualitative

None of them

In an organization individuals may keep their own records, or there may be local gurus. This

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statement concerns with \_\_\_\_\_.

▶ **Paper work and computer work**

- ▶ Spatial and temporal organizations
- ▶ Organizational memory
- ▶ None of these

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

- ▶ Physical
- ▶ Logical

▶ **Cultural (Google)**

- ▶ 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 P/105**

- ▶ Constraint
- ▶ None of these

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

- ▶ Affordance

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► **Visibility**

- Constraints
- None of these

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

- Pitch

► **Loudness P/70, Lecture-8**

- 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 P/14**

- None of these

The persona's needs are sufficiently unique to require a distinct interface form and behavior is

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type of Persona.

► **Primary P/159**

- Secondary
- Supplement
- Negative

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

- Button
- Pointer

► **Palette P/133**

- 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 P/159**

- Negative

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

► **Modeling, analysis P/159**

- Analysis, modeling
- Testing, modeling
- Testing, Analysis

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

► Incremental

► **Linear P/149**

- Iterative
- Analytical

**Models are used in design to**

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (Google)**
- None of the given

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**What is a semantic network?**

▶ **A model of long-term memory P/82**

- ▶ A record of our memory of events
- ▶ The part of the brain which allows us to remember things
- ▶ A mechanism for improving memory

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

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

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

**Efficiency P/31**

Effectiveness

Utility

\_\_\_\_\_ are GUIs that consists of electronic counterparts to physical objects in the real

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world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

**Interface Metaphors P/51**

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

**Written, spoken P/87**

Spoken, written

None of the given choices

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

Strategic

**Tactical P/143**

None of the given choices

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

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

**Deborah Mayhew P/153**

Websterfg

Barry Boehm

Hartson

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

**MS World**

Worldwide Web

Television Newspaper

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

**Analytic mode, synthetic mode P/153**

Evaluation mode, testing mode

Analyze mode, feedback mode

Implementation mode, task mode

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

Modeling, Implementation

Modeling, Research

Research, Implementation

**Research, Modeling**

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

Auxiliary

**Transient**

Information

Sovereign

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

**Pull Down Menus**

Main Menus

Icons

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Buttons

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

Focused Attention

**Voluntary Attention P/78**

Involuntary attention

Divided Attention

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

Focused Attention

Voluntary Attention

Involuntary attention

**Divided Attention P/78**

**GOMS stands for**

**Goals operation methods and selection rules P/50**

Goals objects models and selection rules `

Goals operations methods and state rules

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Goals operations models and state rules

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

Hue

Intensity

Saturation

**All of the given P/59**

**Hue**

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

**Intensity**

Intensity is the brightness of the color.

**Saturation**

Saturation is the amount of whiteness in the colors.

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

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Non-user goals

**End goals P/192**

Experience goals

Life goals

**FINALTERM EXAMINATION**  
**Spring 2010**  
**CS408- Human Computer Interaction (Session - 4)**

**Time: 90 min**

**M a r k s: 58**

**(Note Solution is not confirmed so please solve it yourself)**

**CS408 Question No: 1**

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

► **True**

► **False**

**CS408 Question No: 2**

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

- ▶ **True**
- ▶ False

**CS408 Question No: 3**

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

- ▶ Postural
- ▶ **Structural**
- ▶ Behavioral
- ▶ Mnemonic

**CS408 Question No: 4**

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

- ▶ **True**
- ▶ False

**CS408 Question No: 5**

Engineering a user interface involves a quantitative engineering style of working in which

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measurements are used to judge the quality of interface. Hence \_\_\_\_\_ is appropriate.

- ▶ **Usability testing**
- ▶ Field study
- ▶ Predictive evaluation
- ▶ DECIDE framework

**CS408 Question No: 6**

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**
- ▶ Predictive evaluation
- ▶ DECIDE framework

**CS408 Question No: 7**

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

- ▶ Surface
- ▶ Structure
- ▶ **Skeleton**

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► Scope

**CS408 Question No: 8**

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

- 10
- 20
- 30
- 40

**CS408 Question No: 9**

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

- Buttons
- Pointers
- Menus
- Windows

**CS408 Question No: 10**

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

- Redo

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- ▶ Undo
- ▶ Repeat
- ▶ Delete

**CS408 Question No: 11**

If the user wants to \_\_\_\_\_ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- ▶ Explicitly
- ▶ Implicitly
- ▶ Habitually
- ▶ Properly

**CS408 Question No: 12**

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

- ▶ Include, Functional
- ▶ Exclude, Functional
- ▶ Include, Non-Functional
- ▶ Exclude, Non-Functional

**CS408 Question No: 13**

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

- ▶ Videos
- ▶ Documentation
- ▶ **Interview CS408 Questions**
- ▶ Contextual enquiry

**CS408 Question No: 14**

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

- ▶ Program crash
- ▶ System stuck
- ▶ **Error messages**
- ▶ Metadata

**CS408 Question No: 15**

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

- ▶ **Audible**
- ▶ Video
- ▶ Walkthroughs
- ▶ CS408 Questions

**CS408 Question No: 16**

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

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing
- ▶ **Attentive**

**CS408 Question No: 17**

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

- ▶ Served
- ▶ Negative
- ▶ Customer
- ▶ **Supplemental**

**CS408 Question No: 18**

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**

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**CS408 Question No: 19**

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

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

**CS408 Question No: 20**

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

- ▶ Quantitative
- ▶ **Qualitative**
- ▶ SME
- ▶ None of these

**CS408 Question No: 21**

\_\_\_\_\_ 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.

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- ▶ **Taking notes.**
- ▶ Observation
- ▶ Video

**CS408 Question No: 22**

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

- ▶ **Functional and data elements**
- ▶ View
- ▶ Input method
- ▶ None of the given

**CS408 Question No: 23**

\_\_\_\_\_ 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

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**CS408 Question No: 24**

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

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

**CS408 Question No: 25**

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

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

**CS408 Question No: 26**

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

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- ▶ More, Less
- ▶ **Less, more**
- ▶ Less, less
- ▶ None of the given

**CS408 Question No: 27 ( Marks: 2 )**

**Give two examples of “Avoidance” with respect to Attitude-oriented CS408 Questions. [2]**

**CS408 Question No: 28 ( Marks: 2 )**

**Write any two common ways to Improve Navigation? [2]**

**CS408 Question No: 29 ( Marks: 2 )**

**What are Controlled Vocabularies? [2]**

**CS408 Question No: 30 ( Marks: 2 )**

**List down any four principles that can help make your visual interface as easy and pleasurable to use as possible.**

**CS408 Question No: 31 ( Marks: 3 )**

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**Explain “Participants Represent Real Users” in context of usability testing.**

**CS408 Question No: 32 ( Marks: 3 )**

**By breaking down Skeleton plane into its component elements then how all the pieces fit together to create this as a whole user experience? [3]**

**CS408 Question No: 33 ( Marks: 3 )**

**When is it useful to observe in context to observation process? [3]**

**CS408 Question No: 34 ( Marks: 5 )**

**Discuss the model problems of multiple undo.**

**CS408 Question No: 35 ( Marks: 5 )**

**How can we improve data retrieval through “storage and retrieval Systems”?**

**CS408 Question No: 36 ( Marks: 5 )**

**Does it is necessary for evaluation team to have the expertise needed to do the evaluation? Justify your answer with example.**

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**MIDTERM EXAMINATION**  
**Fall 2008**  
**CS408- Human Computer Interaction (Session - 2)**

**Time: 60 min**  
**M a r k s: 38**

**Question No: 1 ( M a r k s: 1 )**

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

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

**Question No: 2 ( Marks: 1 )**

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

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**Question No: 3 ( Marks: 1 )**

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

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

**Question No: 4 ( Marks: 1 )**

\_\_\_\_\_ 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

**Question No: 5 ( Marks: 1 )**

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

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

**Question No: 6 ( Marks: 1 )**

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

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

**Question No: 7 ( Marks: 1 )**

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

- ▶ Human
- ▶ Computer
- ▶ Human Computer Interaction

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► None of these

**Question No: 8 ( Marks: 1 )**

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

► Primary

► Secondary

► Supplement

► Negative

**Question No: 9 ( Marks: 1 )**

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

► Button

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- ▶ Pointer
- ▶ Palette
- ▶ Title bar

**Question No: 10 ( Marks: 1 )**

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

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**Question No: 11 ( Marks: 1 )**

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

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

**Question No: 12 ( Marks: 1 )**

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

- ▶ Deborah Mayhew
- ▶ Webster
- ▶ Barry Boehm.

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► Hartson.

**Question No: 13 ( Marks: 1 )**

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

- Incremental
- Linear
- Iterative
- Analytical

**Question No: 14 ( Marks: 1 )**

Models are used in design to

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

**Question No: 15 ( Marks: 1 )**

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

**Question No: 16 ( Marks: 1 )**

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

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computer?

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

**Question No: 17 ( Marks: 1 )**  
**Define Attention. [1]**

**Question No: 18 ( Marks: 1 )**  
**Define Recognition. [1]**

**Question No: 19 ( Marks: 2 )**  
**What is the difference between Tertiary and Analogous colors? [2]**

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**Question No: 20 ( Marks: 3 )**

**Comment to justify the following statement.**

**“Most users are neither beginners nor experts; instead they are intermediates”**

**Question No: 21 ( Marks: 5 )**

**What are the pointing devices? Explain trackball as pointing device? [2+3]**

**Question No: 22 ( Marks: 10 )**

**Consider the vertical scroll bar of a web browser or word processor. For each of Norman’s five principles below, give one way that the scroll bar uses the principle for effective design. Describe the interface model of the scroll bar in one sentence.**

**[2\*5]**

**Affordance:**

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- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**

**Question No: 1 ( Marks: 1 )**

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

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

**Question No: 2 ( Marks: 1 )**

Currently many common environments for interactive computing are examples of the

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\_\_\_\_\_ interface style, often simply called windowing systems.

- ▶ Three-dimensional
- ▶ WIMP
- ▶ Point and click
- ▶ None of these

**Question No: 3 ( Marks: 1 )**

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

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

**Question No: 4 ( Marks: 1 )**

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\_\_\_\_\_ 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

**Question No: 5 ( Marks: 1 )**

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

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

**Question No: 6 ( Marks: 1 )**

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

- ▶ Pitch
- ▶ Loudness

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- ▶ Timber
- ▶ None of these

**Question No: 7 ( Marks: 1 )**

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

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

**Question No: 8 ( Marks: 1 )**

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

- ▶ Primary
- ▶ Secondary

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► Supplement

► Negative

**Question No: 9 ( Marks: 1 )**

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

► Button

► Pointer

► Palette

► Title bar

**Question No: 10 ( Marks: 1 )**

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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

**Question No: 11 ( Marks: 1 )**

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

- ▶ Modeling, analysis
- ▶ Analysis, modeling

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- ▶ Testing, modeling
- ▶ Testing, Analysis

**Question No: 12 ( Marks: 1 )**

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

- ▶ Deborah Mayhew
- ▶ Webster
- ▶ Barry Boehm.
- ▶ Hartson.

**Question No: 13 ( Marks: 1 )**

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

- ▶ Incremental

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- ▶ Linear
- ▶ Iterative
- ▶ Analytical

**Question No: 14 ( Marks: 1 )**

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**Define Attention. [1]**

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**[2\*5]**

- **Affordance:**
- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**

**Question No: 1 ( Marks: 1 ) - Please choose one**

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

- ▶ **Visibility**

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

Question No: 2 ( Marks: 1 ) - Please choose one

What is a semantic network?

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Question No: 4 ( Marks: 1 ) - Please choose one

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

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

Question No: 5 ( Marks: 1 ) - Please choose one

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A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of \_\_\_\_\_ Design Principle.

- ▶ Visibility.
- ▶ Affordance
- ▶ **Mapping**
- ▶ None of these

**Question No: 17 ( Marks: 2 )**

What are Design Edge Cases?

**Question No: 18 ( Marks: 2 )**

What are the Pointing Devices?

**Question No: 19 ( Marks: 3 )**

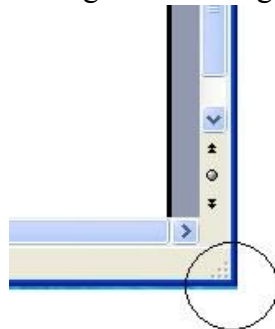
Define following in relation to Ethnographic Interviews.

- Early Phase
- Mid Phase

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**Question No: 20 ( Marks: 3 )**

Define following in context of resizing button given at the right bottom corner of any Windows:-



- Natural Mapping
- Feedback

**Question No: 22 ( Marks: 5 )** *(Lucky enough to get additional 2 marks due to repetition :P)*

What are the pointing devices? Explain Touch Pad as pointing device? [2+3]

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**Question No: 23 ( Marks: 5 )**

Explain following:-

- Supplemental Persona.
- Customer Persona.