

**A.Y 19-20 Even SEM**

**HMI Question Bank: End Semester Examination**

**Class: BE COMP (A+B)**

**1 Marks Sample Questions**

Q.1 HCI not addresses.....

- (a) Psychological
- (b) Cognitive factor
- (c ) physiological factor
- (d) Simulation factor

Q.2 -----is a highly complex activity with a range of physical and perceptual limitations, yet it is the primary source of information for the average person.

- (a) Vision
- (b) Memory
- (c ) Hearing
- (d) Movement

Q.3 We are getting answers of What materials must we use? What standards must we adopt? How much can it cost? How much time do we have to develop it? Using.....

- (a) Goals
- (b) Trade Off
- (c) Constraints
- (d) Goals and Trade Off

Q.4 -----gives the results of observation and interview need to be ordered in some way to bring out key issues and communicate with later stages of design.

- (a) Requirements
- (b) Analysis

( c) Design

(d) Iteration and prototyping

Q.5 -----are stories for design: rich stories of interaction.

(a) Scenarios

(b) Case studies

© Role Played

(d) Prototyping

Q.6 A older text-based screen possessed a-----dimensional look

(a) One

(b) Two

© Three

( d) Multidimensional

Q.7-----disadvantage of graphical system

(a) Replaces national languages

(b) More attractive

(c) Low typing requirements.

(d) Greater design complexity

Q 8 Interface Design Goals are.....

(a) Reduce visual work

(b) Reduce intellectual work

(c) Reduce memory work.

(d) Reduce visual work. Reduce intellectual work. Reduce memory work.

Q 9 -----Use for displaying a message about a particular situation or condition.

(a) Message boxes

(b) Windows

(c) Menus

(d) Toolbar

Q.10 The Elements of Mobile Design .....

(a) Context

(b) Message

(c) Look and Feel

(d) Context, Message, Look & Feel, Layout

11. A \_\_\_\_\_ presents a choice of operations or services that can be performed by the system at a given time. They provide information cues in the form of an ordered list of operations that can be scanned.

a) Menu

b) Windows

c) Icons

d) Pointers

12. A \_\_\_\_\_ interactive system is a system that relies on the use of multiple human communication channels

a) conceptual model

b) mental model

c) multi-modal

d) multi-media

13. Which of the following is not a type of Iterative Design & Prototyping

a) Throw-away

b) Incremental

c) Revolutionary

d) Evolutionary

14. \_\_\_\_\_ is a graphical depiction of the outward appearance of the intended system, without any accompanying system functionality

a) Animation

b) Storyboard

c) Graphic Design

d) Annotations & Scripts

15. Which of the following is not a Principle to support usability

a) Learnability

b) Flexibility

- c) Robustness
- d) Repeatability

16. Which of the following is a general design principle for creating a User Interface?

- a) Aesthetically Pleasing
- b) Visual Order
- c) Viewer Focus
- d) Manipulable Objects

17. Which of the following is a Disadvantage of Graphical Systems

- a) Symbols recognized faster than text
- b) Faster learning
- c) Fosters more concrete thinking
- d) Greater design complexity

18. \_\_\_\_\_ is to describe the effectiveness of human performance

- a) Usability
- b) Effectively
- c) Easily
- d) Comprehensibility

19. \_\_\_\_\_ are used to create applications, such as a game, a web browser, a camera, or media player.

- a) Web Application
- b) Application Frameworks
- c) User Interactivity Framework
- d) Design Framework

20. The \_\_\_\_\_ organization starts with a conclusion or summary of key points and follows with the supporting details or background information.

- a) inverted pyramid
- b) reverse pyramid
- c) converted pyramid
- d) turned pyramid

## **2 Marks: Sample Questions**

Q.21 calculate the multiplication  $35 \times 6$  in your head uses .....

- (a) ROM
- (b) Long term memory
- (c) RAM
- (d) Short term memory

Q 22 -----is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- (a) Problem Solving
- (b) Reasoning
- (c) Perception
- (d) Learning

Q 23 People build their own theories to understand the causal behavior of systems through .....

- (a) Conceptual Model
- (b) Mental Model
- (c) Representational Model
- (d) Mental Model and Representational Model

Q24 -----looks at the physical characteristics of the interaction and how these influence its effectiveness.

- (a) Interaction model
- (b) Ergonomics
- ( c) Interaction Framework
- (d ) Ubiquitous computing

Q25 -----is not paradigm for Interaction

- (a) The world wide web
- (b) Agent-based interfaces
- (c) Sensor-based and context-aware interaction
- (d) Linguistics Intelligence

Q26 Application functional hierarchy not includes.....

- (a) Info and help
- (b) Messages
- © Management
- (d) Computer organization

Q27 The basic principles at the screen level reflect those in other areas of interaction design:-----  
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- (a) Ask, think and Design
- (b) Simplicity, learnability ,supportability
- (c) Affordance, Perception and signifiers
- (d) Analyze, prototype, Evaluate

Q28 -----provides a decomposition of the system description that allows for isolated development of separate components which will later be integrated.

- (a) Architectural design
- (b) Requirements specification
- (c) Detailed design
- (d) Integration and testing

Q29 Usability metrics are .....

- (a) Suitability for the task
- (b) Appropriate for trained users
- (c) Learnability
- (d) Error tolerance , Suitability for the task, Appropriate for trained users and Learnability

Q30----- which is a graphical depiction of the outward appearance of the intended system, without any accompanying system functionality.

- (a) Storyboards
- (b) Limited functionality simulations
- (c) High-level programming support
- (d) Blueprint

Q31----- the level of support provided to the user in determining successful achievement and assessment of goals.

- (a) Robustness
- (b) Flexibility
- (c) Learnability

(d) Simplicity

Q32 Reduce short-term memory load is.....guideline.

- (a) Shneiderman's Eight Golden Rules of Interface Design
- (b) Norman Guideline
- (c) Heuristic guidelines
- (d) Usability guidelines

Q33 Evaluation has main goals:-----

- (a) to assess the extent and accessibility of the system's functionality
- (b) to assess users' experience of the interaction
- (c) to identify any specific problems with the system.
- (d) to assess the extent and accessibility of the system's functionality, to assess users' experience of the interaction, and to identify any specific problems with the system.

Q34 ----- is a guideline that can guide a design decision or be used to critique a decision that has already been made.

- (a) Heuristic
- (b) Usability
- (c) Norman
- (d) Gestalt

Q35 Quantitative research is carried out through-----

- (a) Survey
- (b) Interview of end user
- (c) Natural Observation
- (d) Interview of experts

Q36 The motor activity required of a person to identify this element for a proposed action is commonly referred to as-----, the signal to perform an action as-----.

- (a) Pick and Click
- (b) Drag and drop
- (c) Push and pull
- (d) Push and pop

Q37 . -----GUI characteristics consist of such activities as clicking menu choices, pressing buttons, selecting choices from list, keying data, and cutting, copying, or pasting within context established by an open window and an active program.

- (a) Device
- (b) Interaction
- (c) Visual style
- (d) Conceptual elements

Q38 GUI systems are about well-defined applications and data, about transactions and processes to keep -----

- (a) Developer focus
- (b) Designer focus
- (c) User Focus
- (d) Tester focus

Q39----- is a special set of intranet Web pages that can be accessed from inside an organization or company.

- (a) An extranet
- (b) Lan
- (c) Wan
- (d) An Internet

Q40-----is not GUI general principle

- (a) Aesthetically Pleasing
- (b) Compatibility
- ( c)Clarity
- (d)Signifier

Q 41. \_\_\_\_\_ is the ability of a person to perceive fine detail

- a) Visual acuity
- b) Visual perception
- c) Visual attention
- d) Visual description

Q 42. Which of the following is not a feature of Touchpads:

- a) They are usually around 2–3 inches (50–75 mm) square.
- b) They were first used extensively in Apple Powerbook portable computers
- c) They are operated by stroking a finger over their surface, rather like using a simulated trackball
- d) They are huge & may require minimal strokes to move the cursor across the screen



Q 43. WYSIWYG means:

- a) the appearance of the document on the screen should not be the same as its eventual appearance on the printed page.
- b) the appearance of the document on the screen should be the same as its eventual appearance on the printed page.
- c) the appearance of the document on the screen should be exactly the reverse as its appearance on the printed page.
- d) the appearance of the document on the screen should not be exactly the reverse as its appearance on the printed page.

Q44. Which of the following are not a stage in Norman's model of interaction?

- a) Establishing the goal
- b) Forming the intention
- c) Specifying the action sequence
- d) Apply the action

Q45. Which of the following is not a characteristic of Scrollbars?

- a) allowing the user to move the contents of the window up and down,
- b) allowing the user to move the contents of the window or from side to side.
- c) a small picture is used to represent a closed window
- d) It makes the window behave as if it were a real window onto a much larger world

Q46. Which of the following are correct with respect to *Affordances*:

- a) things may suggest by their shape and other attributes what you can do to them
- b) affordances are intrinsic
- c) affordances cannot be used when designing novel interaction elements
- d) affordances do not depend on the background and culture of users.

Q47. Which of the following is not a *style of evaluation* technique?

- a) Laboratory studies
- b) Field studies
- c) Heuristic evaluation
- d) Implementation testing

Q48. Which one of the following is not one of the Nielsen's Ten Heuristics Principles?

- a) Visibility of system status
- b) Match between system and the real world
- c) User control and freedom
- d) Manual Study of Interfaces

Q49. Which of the following is not a method for recording user actions in Protocol analysis in observational techniques

- a) Audio Recording

- b) Prototyping
- c) Paper & Pencil
- d) Video Recording

Q50. \_\_\_\_\_ allows simultaneous communication of information pertaining to separate tasks

- a) Consistent multi-threading
- b) Concurrent multi-threading
- c) Interleaved multi-threading
- d) Non- Interleaved multi-threading

Q51. Select the correct option wrt to “Interviews” as a Query Technique

- a) provides a direct and structured way of gathering information
- b) the level of questioning cannot be varied to suit the context
- c) they are not useful means of clarifying an event
- d) is intended to be a controlled experimental technique

Q52. Which of the following are not the styles of question that can be included in the questionnaire

- a) General
- b) Open-ended
- c) Close-ended
- d) Scalar

Q53. Which of the following is true about “*quantitative measurement*”

- a) Not easily analyzed
- b) No usage of scale
- c) Usually Numeric
- d) Subjective in nature

Q54. Which of the following is not a classification type of analytic evaluation technique

- a) Cognitive Walkthrough
- b) Heuristic evaluation
- c) Review based
- d) Multi-model based

Q55. Which of the following is not a classification of experimental & query evaluation techniques

- a) Experiment
- b) Interviews

- c) Questionnaire
- d) Protocol

Q56. Visual presentation is the \_\_\_\_\_ of the interface.

- a) visual aspect
- b) visual perception
- c) visual comprehension
- d) visual design

Q57. Which of the following is not a typical property/attribute specification sequence:

- a) The user selects an object—for example, several words of text.
- b) The user then selects an action to apply to that object, such as the action BOLD
- c) The selected words are made bold and will remain bold until selected and changed again
- d) Not performing a series of actions on an object

Q58. \_\_\_\_\_ navigate through structured menus, lists, trees, dialogs, and wizards.

- a) GUI users
- b) Naïve users
- c) Expert users
- d) Ignorant users

Q59. \_\_\_\_\_ control their own navigation through links, bookmarks, and typed URLs.

- a) GUI Users
- b) Web Users
- c) Intermediate Users
- d) Naïve Users

Q60. An \_\_\_\_\_ is a special set of intranet Web pages that can be accessed from outside an organization or company.

- a) Extranet
- b) Intranet
- c) Internet
- d) Ethernet