**University of Mumbai**

**Examination 2020 under Cluster5(APSIT)**

Program: BE Information Engineering

Curriculum Scheme: Revised 2016

Examination: Final Year Semester VIII

Course Code: ITDLO8041 and Course Name: User Interaction Design

**SAMPLE QUESTION BANK**

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|  | **MODULE 1** |
| Q1. | **Actual programming of software code is done during the \_\_\_\_\_\_\_\_\_\_\_\_ step in the SDLC.** |
| Option D: | Development and documentation |
|  |  |
| Q2. | **What is interaction design?** |
| Option A: | Designing interactive products to support the way people communicate and interact in their everyday and working lives. |
|  |  |
| Q3. | **A good place to start thinking about how to design usable interactive products is to compare examples of \_\_\_\_\_\_\_\_\_\_\_\_\_\_.** |
| Option C: | Well and poorly-designed products |
|  |  |
| Q4. | **What is the key concern at the start while designing an interactive product ?** |
| Option C: | To understand the kind of activities people are doing when interacting with the products. |
|  |  |
| Q5. | **Which interface design principles does not allow user to remain in control of interaction with a system?** |
| Option C: | Only provide one rigidly defined method for accomplishing a task |
|  |  |
| Q6. | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is increasingly being accepted as the umbrella term, covering all of the aspects designing a product.** |
| Option B: | Interaction design |
|  |  |
| Q7. | **The focus of interaction design is very much concerned with practice which means** |
| Option B: | How to design user experiences. |
|  |  |
| Q8. | **In designing team there are many benefits of bringing together people with different backgrounds and training . What is the drawback of this ?** |
| Option B: | More cost is involved. |
|  |  |
| Q9. | **The user experience focuses on** |
| Option C: | How a product behaves and is used by people in the real world. |
|  |  |
| Q10. | **Which of the following is a desirable user experience goals?** |
| Option A: | Enjoyable |
|  |  |
| Q11. | **Which of the following is not a part of process of interaction design?** |
| Option C: | The manufacturing side |
|  |  |
| Q12. | **Term utility refers to \_\_\_\_\_\_\_\_\_\_\_.** |
| Option C: | The extent to which the product provides the right kind of Functionality so that users can do what they need or want to do. |
|  |  |
| Q13. | **Which of the following is not a usability goals?** |
| Option D: | Marketing |
|  |  |
| Q14. | **Which of the following is not a desirable user experience goals?** |
| Option D: | Making one feel guilty |
|  |  |
| Q15. | **Which of the following is not an undesirable user experience goals?** |
| Option A: | Enjoyable |
|  |  |
| Q16. | **\_\_\_\_\_\_\_\_\_\_ refers to determining ways of restricting The kinds of user interaction that can take place at a given moment.** |
| Option C: | Constraints |
|  |  |
| Q17. | **To afford means \_\_\_\_\_\_** |
| Option B: | To give a clue |
|  |  |
| Q18. | **As per Mccarthy and Wright propose four core threads that make up our holistic Experiences are \_\_\_\_\_\_\_** |
| Option C: | Sensual, emotional, compositional, and spatio-temporal |
|  |  |
| Q19. | **Full form of SRS** |
| Option B: | Software requirements specification |
|  |  |
| Q20. | **An interaction design is \_\_\_\_\_\_\_\_\_\_** |
| Option C: | A creative activity and a goal-directed problem solving activity |
|  |  |
| Q21. | **Which is a third stage of waterfall model** |
| Option A: | Coding |
|  |  |
| Q22. | **Why red text should not be used on a blue background** |
| **Option B:** | It will be fuzzy to read |
|  |  |
| Q23. | **Upto how many colours to use for highlighting objects** |
| **Option C:** | 5 |
|  |  |
| Q24. | **Best kind of help is:** |
| Option D: | Self Learning |
|  |  |
|  | **MODULE 2** |
| Q25. | **"a design principle is to try to make systems transparent so people can understand them better and know what to do "which example it is ?** |
| Option A: | Mental models & system design |
|  |  |
| Q26. | **Driving a car, Reading a book, having a conversation, and playing a video game are examples of which cognition?** |
| Option A: | Experiential cognition |
|  |  |
| Q27. | **Which of the following is a type of emotional interface?** |
| Option D: | Expressive interface |
|  |  |
| Q28. | **Designing, learning, and writing a Book are example of which cognition?** |
| Option B: | Reflective cognition |
|  |  |
| Q29. | **"This is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available." Given definition suites to** |
| Option B: | Attention |
|  |  |
| Q30. | **Mental processing is considered to be constrained by two influences:** |
| Option A: | Mental maturity and life opportunities. |
|  |  |
| Q31. | **Which of the following is related to conceptual models** |
| Option C: | Requirement analysis |
|  |  |
| Q32. | **Diversity of techniques now used to change what customer do or think, is found in** |
| Option A: | Perception |
|  |  |
| Q33. | **Which interaction type to choose does not depend on?** |
| Option C: | The number of users |
|  |  |
| Q34. | **While designing what things you need to take into account:** |
| Option D: | what users are doing |
|  |  |
| Q35. | **Which technology is broadly defined as technology that is designed to change attitudes or behaviors of the users through persuasion and social influence, but not through coercion.** |
| Option A: | Persuasive technology |
|  |  |
| Q36. | **Cognitive development is influenced by all of the following except:** |
| Option C: | Language |
|  |  |
| Q37. | **"A design principle is to try to make systems transparent so people can understand them better and know what to do "which example it is ?** |
| Option A: | Mental models & system design |
|  |  |
| Q38. | **HCI is acronym of** |
| Option A: | Human computer interaction |
|  |  |
| Q39. | **Which kind of cognition leads to new ideas and creativity** |
| Option B: | Reflective cognition |
|  |  |
| Q40. | **Interaction design is a process for designing interactive \_\_\_\_\_\_ to support the way people communicate and interact in their everyday and working lives** |
| Option B: | Products |
|  |  |
|  | **MODULE 3** |
| Q41. | **Which of the following is a disadvantage of qualitative interviewing relative to participant observation?** |
| Option C: | It may not provide access to deviant or hidden activities. |
|  |  |
| Q42. | **Which of the following is a key premise when designing your questionnaire?** |
| Option A: | Remember your research questions |
|  |  |
| Q43. | **A question bank is a useful resource for:** |
| Option A: | Studying the way questions have been successfully used in previous surveys. |
|  |  |
| Q44. | **Why is data analysis concerned with data reduction?** |
| Option B: | Because we need to make sense of the data |
|  |  |
| Q45. | **The \_\_\_\_\_\_\_\_ and control systems should be altered to support the strategic human resource function.** |
| Option B: | Reward |
|  |  |
| Q46. | **Why is it helpful to prepare an interview guide before conducting semi-structured interviews?** |
| Option A: | So that the data from different interviewees will be comparable and relevant to your research questions |
|  |  |
| Q47. | **Which one of these is a self-administered questionnaire?** |
| Option A: | Postal questionnaire. |
|  |  |
| Q48. | **Which of the following is not included in the data gathering during requirement analysis?** |
| Option A: | Hiring authority. |
|  |  |
| Q49. | **\_\_\_\_\_\_\_ is an approach that emerged from the ethnographic approach to data gathering** |
| Option C: | Contextual inquiry |
|  |  |
| Q50. | **Which of the following is not data gathering guidelines for requirements ?** |
| Option D: | Select items for the final questionnaire and reword as necessary to make them clear |
|  |  |
| Q51. | **What is brainstorming for innovation ?** |
| Option C: | It is a generic technique used to generate, refine, and develop ideas |
|  |  |
| Q52. | **In task description users are involved \_\_\_\_\_\_** |
| Option A: | Throughout development |
|  |  |
| Q53. | **Use cases are associated with \_\_\_\_\_\_\_\_\_** |
| Option B: | An actor, and it is the actor's goal in using the system that the use case wants to capture. |
|  |  |
| Q54. | **What is ful form of HTA?** |
| Option B: | Hierarchical task analysis |
|  |  |
| Q55. | **How many data gathering techniques are there in user interaction design** |
| Option B: | 5 |
|  |  |
| Q56. | **How many problems are associated with data gathering techniques** |
| Option A: | 3 |
|  |  |
|  | **MODULE 4** |
| Q57. | **What does user-centered approach emphasize on?** |
| Option B: | Real users and their goals |
|  |  |
| Q58. | **What is empirical measurement?** |
| Option B: | Early in development, the reactions and performance of intended users to printed scenarios, manuals, etc., are observed and measured. |
|  |  |
| Q59. | **What is iterative design?** |
| Option C: | When problems are found in user testing, they are fixed and then more tests and observations are carried out to see the effects of the fixes. |
|  |  |
| Q60. | **The best way to ensure that development continues to take users’ activities into account is to involve \_\_\_\_\_\_\_\_\_\_\_ throughout development.** |
| Option B: | Real users |
|  |  |
| Q61. | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the process of making sure that the users’ expectations of the new product are realistic.** |
| Option B: | Expectation management |
|  |  |
| Q62. | **\_\_\_\_\_\_\_\_\_\_\_ is normally used to describe the activity of investigating and analyzing an initial set of requirements that have been gathered elicited, or captured.** |
| Option C: | Requirements analysis |
|  |  |
| Q63. | **In \_\_\_\_\_\_\_\_\_\_\_when problems are found in user testing, they are fixed and then more tests and observations are carried out to see the effects of the fixes.** |
| Option D: | Iterative design |
|  |  |
| Q64. | **These are: establishing requirements for the user experience, \_\_\_\_\_\_\_\_\_\_\_\_\_\_, prototyping the alternative designs so that they can be communicated and assessed, and evaluating what is being built throughout the process and the user experience it offers** |
| Option A: | Designing alternatives that meet those requirements |
|  |  |
| Q65. | **Establishing requirements is \_\_\_\_\_\_\_\_\_\_\_\_ approach.** |
| Option D: | User-centered |
|  |  |
| Q66. | **Two sub activities of core designing are conceptual design and \_\_\_\_\_\_\_\_** |
| Option B: | Concrete design |
|  |  |
| Q67. | **Which are the two sub activities of core designing?** |
| Option B: | Conceptual design and concrete design |
|  |  |
| Q68. | **A \_\_\_\_\_\_\_\_\_\_\_\_ does not look very much like the final product and does not provide the same functionality** |
| Option B: | Low-fidelity prototype |
|  |  |
| Q69. | **A \_\_\_\_\_\_\_\_\_\_\_ is an outline of what people can do with a product and what concepts are needed to understand how to interact with it.** |
| Option D: | Conceptual model |
|  |  |
| Q70. | **What are the types of compromises in prototyping?** |
| Option C: | Vertical and horizontal |
|  |  |
| Q71. | **Paper, cardboard, sketches of screens, are examples of which fidelity prototyping?** |
| Option A: | Low |
|  |  |
|  |  |
| Q72. | **Which of the following is the most likely interface metaphor used by a smartphone calendar?** |
| Option C: | Mobile technology |
|  | **MODULE 5** |
| Q73. | **The ability of the user to assess the effect of past operations on the current state.** |
| Option A: | Synthesizability |
|  |  |
| Q74. | **What is Task migratability?** |
| Option A: | It concerns the transfer of control for execution of tasks between system and user. |
|  |  |
| Q75. | **What do we mean by design rules?** |
| Option B: | rules a designer can follow in order to increase the usability of the eventual software product. |
|  |  |
| Q76. | **Term Learnability means** |
| Option B: | The ease with which new users can begin effective interaction and achieve maximal performance |
|  |  |
| Q77. | **As per principles of learnability term Consistency means:** |
| Option D: | Likeness in input–output behavior arising from similar situations or similar task objectives |
|  |  |
| Q78. | **As per principles of robustness term Task conformance means:** |
| Option D: | The degree to which the system services support all of the tasks the user wishes to perform and in the way that the user understands them |
|  |  |
| Q79. | **As per ISO standard 9241 term Efﬁciency means:** |
| Option C: | The resources expended in relation to the accuracy and completeness of goals achieved |
|  |  |
| Q80. | **According to Norman’s Seven Principles for Transforming Difﬁcult Tasks into Simple Ones what is the meaning of "Make things visible"** |
| Option B: | bridge the gulfs of execution and evaluation |
|  |  |
| Q81. | **Which of the following does not belong to 9 heuristics?** |
| Option A: | Easy to use |
|  |  |
| Q82. | **Which Principle to support usability?** |
| Option D: | Learnability |
|  |  |
| Q83. | **Which of the following is not a finding from usability testing ?** |
| Option B: | Screen Splitting |
|  |  |
| Q84. | **Which of the following is not an evaluation Paradigm?** |
| Option C: | Ethical issues |
|  |  |
| Q85. | **Quick and dirty evaluation involves getting \_\_\_\_\_\_\_\_ feedback from users?** |
| Option A: | Informal |
|  |  |
| Q86. | **The cognitive walkthrough mainly evaluates a product's?** |
| Option D: | learnability |
|  |  |
| Q87. | **Which of the following corresponds to the computer interface technology that uses icon, etc?** |
| Option B: | GUI |
|  |  |
| Q88. | **How many main categories of principles to support usability?** |
| Option D: | 3 |
|  |  |
|  | **MODULE 6** |
| Q89. | **Approach to evaluating user interfaces involves collecting data using a combination of methods is called ?** |
| Option A: | Usability testing. |
|  |  |
| Q90. | **The first walkthroughs developed is \_\_\_\_\_\_\_\_\_** |
| Option B: | Cognitive walkthroughs |
|  |  |
| Q91. | **What is controlled experiment?** |
| Option C: | A study that is conducted to test hypotheses about some aspect of an interface or other dimension. |
|  |  |
| Q92. | **Post-test questionnaires (conducted after a usability test) are particularly useful for Measuring** |
| Option D: | User satisfaction. |
|  |  |
| Q93. | **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 \_\_\_\_\_\_\_\_\_** |
| Option B: | Field study |
|  |  |
| Q94. | **What is summative evaluation?** |
| Option A: | An evaluation that is done when the design is complete. |
|  |  |
| Q95. | **What kind of activity does the d.e.c.i.d.e acronym support?** |
| Option A: | Planning and conducting an evaluation and analysing the data |
|  |  |
| Q96. | **Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard** |
| Option A: | Heuristic evaluation |
|  |  |
| Q97. | **In heuristic evaluation, \_\_\_\_\_\_\_\_ is known as heuristics** |
| Option A: | Experts, guided by a set of usability principles |
|  |  |
| Q98. | **Select the heuristic principle to describe the given statement below: "**always keep user informed about what is going on, through appropriate feedback within reasonable time." |
| Option B: | Visibility of system status |
|  |  |
| Q99. | **What is ecological validity?** |
| Option D: | A particular kind of validity that concerns how the environment in which an evaluation is conducted influences or even distorts the results. |
|  |  |
| Q100. | **What is formative evaluation?** |
| Option B: | An evaluation that is done during design to check that the product fulfills requirements and continues to meet users’ needs. |