**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 A: | Maintenance and evaluation |
| Option B: | Design |
| Option C: | Analysis |
| Option D: | Development and documentation  |
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| Q2. | **What is interaction design?** |
| Option A: | Designing interactive products to support the way people communicate and interact in their everyday and working lives.  |
| Option B: | Designing interactive products to support the way system communicate and interact. |
| Option C: | Designing interactive products to support the way developer communicate and interact with customer. |
| Option D: | Designing interactive products to does not support the way system communicate and interact.  |
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| Q3. | **A good place to start thinking about how to design usable interactive products is to compare examples of \_\_\_\_\_\_\_\_\_\_\_\_\_\_.** |
| Option A: | Well designed products |
| Option B: | Poorly-designed products |
| Option C: | Well and poorly-designed products |
| Option D:  | D. moderately-designed products |
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| Q4. | **What is the key concern at the start while designing an interactive product ?** |
| Option A: | The gaps that exist between the user and the interface |
| Option B: | The gaps that exist between the new user and the old user |
| Option C: | To understand the kind of activities people are doing when interacting with the products. |
| Option D:  | The gaps that exist between the good interface and the bad interface |
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| Q5.  | **Which interface design principles does not allow user to remain in control of interaction with a system?** |
| Option A: | Allow interaction to interruptible |
| Option B: | Allow interaction to be undoable |
| Option C: | Only provide one rigidly defined method for accomplishing a task |
| Option D:  | Hide technical internals from casual users |
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| Q6.  | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is increasingly being accepted as the umbrella term, covering all of the aspects designing a product.** |
| Option A: | Interface design |
| Option B: | Interaction design |
| Option C: | Web design |
| Option D:  | Software design |
|  |  |
| Q7. | **The focus of interaction design is very much concerned with practice which means**  |
| Option A: | How to decide interface design  |
| Option B: | How to design user experiences. |
| Option C: | How to decide web design.  |
| Option D:  | How to decide backend design.  |
|  |  |
| Q8.  | **In designing team there are many benefits of bringing together people with different backgrounds and training . What is the drawback of this ?**  |
| Option A: | Less cost is involved.  |
| Option B: | More cost is involved. |
| Option C: | Original and creative ideas can not be developed.  |
| Option D:  | The gaps that exist between the user and the interface |
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| Q9.  | **The user experience focuses on** |
| Option A: | The business side |
| Option B: | The manufacturing side |
| Option C: | How a product behaves and is used by people in the real world. |
| Option D:  | The marketing side |
|  |  |
| Q10.  | **Which of the following is a desirable user experience goals?** |
| Option A: | Enjoyable |
| Option B: | Frustrating |
| Option C: | Making one feel guilty |
| Option D:  | Unpleasant |
|  |  |
| Q11.  | **Which of the following is not a part of process of interaction design?** |
| Option A: | Establishing requirements |
| Option B: | Designing alternatives |
| Option C: | The manufacturing side |
| Option D:  | Prototyping |
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| Q12.  | **Term utility refers to \_\_\_\_\_\_\_\_\_\_\_.** |
| Option A: | Ensuring that interactive products are easy to learn,Effective to use, and enjoyable from the user's perspective. |
| Option B: | How easy a product is to remember how to use,Once learned. |
| Option C: | The extent to which the product provides the right kind ofFunctionality so that users can do what they need or want to do. |
| Option D: | How easy a product is to remember how to use once learned. |
|  |  |
| Q13. | **Which of the following is not a usability goals?** |
| Option A: | Effective to use (effectiveness) |
| Option B: | Efficient to use (efficiency) |
| Option C: | Safe to use (safety) |
| Option D:  | Marketing  |
|  |  |
| Q14.  | **Which of the following is not a desirable user experience goals?** |
| Option A: | Satisfying |
| Option B: | Enjoyable |
| Option C: | Engaging |
| Option D:  | Making one feel guilty |
|  |  |
| Q15. | **Which of the following is not an undesirable user experience goals?** |
| Option A: | Enjoyable |
| Option B: | Frustrating |
| Option C: | Making one feel guilty |
| Option D:  | Unpleasant |
|  |  |
| Q16.  | **\_\_\_\_\_\_\_\_\_\_ refers to determining ways of restrictingThe kinds of user interaction that can take place at a given moment.** |
| Option A: | Visibility |
| Option B: | Feedback |
| Option C: | Constraints |
| Option D:  | Consistency |
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| Q17. | **To afford means \_\_\_\_\_\_** |
| Option A: | To give visibility |
| Option B: | To give a clue |
| Option C: | To give consistency |
| Option D: | To give constraints |
|  |  |
| Q18. | **As per Mccarthy and Wright propose four core threads that make up our holistic Experiences are \_\_\_\_\_\_\_** |
| Option A: | 1. Establishing requirements 2. Designing alternatives 3.Evaluating 4.Prototyping |
| Option B: | Visibility, feedback, constraints, consistency, affordance |
| Option C: | Sensual, emotional, compositional, and spatio-temporal |
| Option D:  | Efficiency, effectiveness |
|  |  |
| Q19.  | **Full form of SRS** |
| Option A: | System requirements specification |
| Option B: | Software requirements specification |
| Option C: | Software requirement systems |
| Option D:  | System requirement software |
|  |  |
| Q20. | **An interaction design is \_\_\_\_\_\_\_\_\_\_** |
| Option A: | A goal-directed problem solving activity |
| Option B: | A creative activity |
| Option C: | A creative activity and a goal-directed problem solving activity |
| Option D: | Not a creative activity  |
|  |  |
| Q21. | **Which is a third stage of waterfall model** |
| Option A: | Coding |
| Option B: | Requirement analysis |
| Option C: | Test |
| Option D:  | Design |
|  |  |
| Q22.  | **Why red text should not be used on a blue background**  |
| Option A: | It looks good |
| Option B: | It will be fuzzy to read |
| Option C: | These are not browser safe colors  |
| Option D:  | This color is not present in uid. |
|  |  |
| Q23. | **Upto how many colours to use for highlighting objects** |
| Option A: | 8 |
| Option B: | 7 |
| Option C: | 5 |
| Option D:  | 4 |
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| Q24.  | **Best kind of help is:** |
| Option A: | Help desk |
| Option B: | Online learning |
| Option C: | Reference material |
| Option D:  | Self Learning |
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|  | **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 |
| Option B: |  Mental model |
| Option C: | Cognitive model |
| Option D:  | Conceptual model |
|  |  |
| Q26. | **Driving a car,Reading a book, having a conversation, and playing a video game are examples of which cognition?** |
| Option A: | Experiential cognition |
| Option B: | Reflective cognition |
| Option C: | Experiential andReflective cognition both |
| Option D:  | Conceptual model |
|  |  |
| Q27. | **Which of the following is a type of emotional interface?** |
| Option A: | Face-to-face conversion |
| Option B: | Remote conversion |
| Option C: | Telepresence |
| Option D:  | Expressive interface  |
|  |  |
| Q28. | **Designing, learning, and writing aBook are example of which cognition?** |
| Option A: | Experiential cognition |
| Option B: | Reflective cognition |
| Option C: | Static cognition  |
| Option D:  | Conceptual model |
|  |  |
| 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 A: | Cognition |
| Option B: | Attention |
| Option C: | Experiential |
| Option D:  | Conceptual model |
|  |  |
| Q30. | **Mental processing is considered to be constrained by two influences:** |
| Option A: | Mental maturity and life opportunities. |
| Option B: | Physical maturation and schooling. |
| Option C: | Cognitive schemes and disequilibrium. |
| Option D:  | Assimilation and accommodation |
|  |  |
| Q31. | **Which of the following is realted to conceptual models** |
| Option A: | Designing |
| Option B: | Exploring and browsing |
| Option C: | Requiement analysis |
| Option D:  | Prototyping |
|  |  |
| Q32. | **Diversity of techniques now used to change what customer do or think, is found in**  |
| Option A: | Perception |
| Option B: | Products |
| Option C: | Machines |
| Option D:  | Interface |
|  |  |
| Q33. | **Which interaction type to choose does not depend on?** |
| Option A: | Determining requirements and user needs |
| Option B: | Take budget and other constraints into account |
| Option C: | The number of users |
| Option D:  | Suitability of technology for activity being supported |
|  |  |
| Q34. | **While designing what things you need to take into account:** |
| Option A: | Who the users are |
| Option B: | What activities are being carried out |
| Option C: | Where the interaction is taking place |
| Option D:  | what users are doing |
|  |  |
| Q35. | **Which technology is broadly defined as technology that is designed to change attitudes or behaviours of the users through persuasion and social influence, but not through coercion.** |
| Option A: | Persuasive technology |
| Option B: | Social technology |
| Option C: | Motivational technology |
| Option D:  | Emotional technology |
|  |  |
| Q36. | **Cognitive development is influenced by all of the following except:** |
| Option A: | Perception |
| Option B: | Reasoning. |
| Option C: | Language |
| Option D:  | Verbal facilities |
|  |  |
| 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 |
| Option B: | Mental model |
| Option C: | Cognitive model |
| Option D:  | Conceptual model |
|  |  |
| Q38. | **HCI is acronym of**  |
| Option A: | Human computer interaction |
| Option B: | Human computer intresting |
| Option C: | Host computer intrest |
| Option D:  | Human computer interface |
|  |  |
| Q39. | **Which kind of cognition leads to new ideas and creativity** |
| Option A: | Experiential cognition |
| Option B: | Reflective cognition |
| Option C: | Experiential andReflective cognition both |
| Option D:  | Conceptual model |
|  |  |
| Q40. | **Interaction design is a process for designing interactive \_\_\_\_\_\_ to support the way people communicate and interact in their everyday and working lives** |
| Option A: | internal cognition |
| Option B: | Products |
| Option C: | external cognition |
| Option D:  | Distributed cognition |
|  |  |
|  | **MODULE 3** |
| Q41. | **Which of the following is a disadvantage of qualitative interviewing relative to participant observation?** |
| Option A: | It has a more specific focus. |
| Option B: | It is more ethically dubious, in terms of obtaining informed consent. |
| Option C: | It may not provide access to deviant or hidden activities. |
| Option D:  | It does not allow participants to reconstruct their life events. |
|  |  |
| Q42. | **Which of the following is a key premise when designing your questionnaire?** |
| Option A: |  Remember your research questions |
| Option B: |  Never ask a closed question. |
| Option C: |  Use ambiguous terms to put respondents at ease. |
| Option D:  |  Vignettes are easier to use than an open question. |
|  |  |
| Q43. |  **A question bank is a useful resource for:** |
| Option A: |  Studying the way questions have been successfully used in previous surveys. |
| Option B: |  Stealing other people's questions without their permission. |
| Option C: |  Learning more about your topic so that you can devise leading questions.  |
| Option D:  |  Keeping the money from your funding agency in a safe place. |
|  |  |
| Q44. | **Why is data analysis concerned with data reduction?** |
| Option A: |  Because far too much data is collected than is required  |
| Option B: |  Because we need to make sense of the data  |
| Option C: |  Because of the repetitions in answers to questionnaires  |
| Option D:  |  Because it is mandatory |
|  |  |
| Q45. | **The \_\_\_\_\_\_\_\_ and control systems should be altered to support the strategic human resource function.** |
| Option A: | Appointment |
| Option B: | Reward |
| Option C: | Job allotment |
| Option D:  | Function |
|  |  |
| 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  |
| Option B: |  So that you can calculate the statistical significance of the results  |
| Option C: |  In order to allow participants complete control over the topics they discuss  |
| Option D:  |  To make the sample more representative  |
|  |  |
| Q47. | **Which one of these is a self-administered questionnaire?**  |
| Option A: |  Postal questionnaire. |
| Option B: |  Personal questionnaire. |
| Option C: |  Face-to-face questionnaire |
| Option D:  |  Telephone questionnaire. |
|  |  |
| Q48. | **Which of the following is not included in the data gathering during requirement analysis?** |
| Option A: |  Hiring authority. |
| Option B: |  Communication paths  |
| Option C: |  Synchronization |
| Option D:  |  Data integration |
|  |  |
| Q49. | **\_\_\_\_\_\_\_ is an approach that emerged from the ethnographic approach to data gathering** |
| Option A: | Interviews |
| Option B: | Questionnaires |
| Option C: | Contextual inquiry |
| Option D:  | Observations |
|  |  |
| Q50. | **Which of the following is not data gathering guidelines for requirements ?** |
| Option A: | Focus on identifying the stakeholders’ needs |
| Option B: | Involve all the stakeholder groups |
| Option C: | Support the data gathering sessions with suitable props |
| Option D:  | Select items for the final questionnaire and reword as necessary to make them clear |
|  |  |
| Q51. | **What is brainstorming for innovation ?** |
| Option A: | Data that is in the form of numbers, or that can easily be translated into numbers.  |
| Option B: | Includes descriptions, quotes from interviewees, vignettes of activity, and images. |
| Option C: | It is a generic technique used to generate, refine, and develop ideas |
| Option D:  | Relationship between the person (people) doing the gathering and the person (people) providing the data. |
|  |  |
| Q52. | **In task description users are involved \_\_\_\_\_\_** |
| Option A: | Throughout development |
| Option B: | At the final phase |
| Option C: | At the early phase |
| Option D:  | During testing phase |
|  |  |
| Q53. | **Use cases are associated with \_\_\_\_\_\_\_\_\_** |
| Option A: | An actor only |
| Option B: | An actor, and it is the actor's goal in using the system that the use case wants to capture. |
| Option C: | Contextual inquiry |
| Option D:  | Observations |
|  |  |
| Q54. | **What is ful form of HTA?** |
| Option A: | Hybrid task analysis |
| Option B: | Hierarchical task analysis |
| Option C: | Horizontal task analysis |
| Option D:  | Hierarchical task algorithm |
|  |  |
| Q55. | **How many data gathering techniques are there in user interaction design** |
| Option A: | 4 |
| Option B: | 5 |
| Option C: | 7 |
| Option D:  | 6 |
|  |  |
| Q56. | **How many problems are associated with data gathering techniques**  |
| Option A: | 3 |
| Option B: | 5 |
| Option C: | 7 |
| Option D:  | 6 |
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|  | **MODULE 4** |
| Q57. | **What does user-centered approach emphasize on?** |
| Option A: | Technology to be used |
| Option B: | Real users and their goals  |
| Option C: | Gui design |
| Option D:  | Marketing and manufacturing |
|  |  |
| Q58. | **What is empirical measurement?** |
| Option A: | Early focus on users and tasks. |
| Option B: | Early in development, the reactions and performance of intended users to printed scenarios, manuals, etc., are observed and measured.  |
| 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. |
| Option D:  | Understanding the requirements, producing a design that satisfies those requirements, and evaluating the design |
|  |  |
| Q59. | **What is iterative design?** |
| Option A: | Early focus on users and tasks. |
| Option B: | Early in development, the reactions and performance of intended users to printed scenarios, manuals, etc., are observed and measured.  |
| 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.  |
| Option D:  | Elicit certain kinds of emotional responses in users, such as feeling at ease, comfort, and happiness. |
|  |  |
| Q60. | **The best way to ensure that development continues to take users’ activities into account is to involve \_\_\_\_\_\_\_\_\_\_\_ throughout development.** |
| Option A: | Designer |
| Option B: | Real users  |
| Option C: | Entire team |
| Option D:  | User expectations |
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| Q61. | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the process of making sure that the users’ expectations of the new product are realistic.**  |
| Option A: | Tangible interface  |
| Option B: | Expectation management |
| Option C: | Requirements analysis |
| Option D:  | Iterative design |
|  |  |
| 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 A: | Tangible interface  |
| Option B: | Expectation management |
| Option C: | Requirements analysis |
| Option D:  | Iterative design |
|  |  |
| 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 A: | Tangible interface  |
| Option B: | Expectation management |
| Option C: | Requirements analysis |
| 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 |
| Option B: | Users’ tasks and goals are the driving force behind the development.  |
| Option C: | Users’ behavior and context of use are studied and the system is designed to support them. |
| Option D:  | Users’ characteristics are captured and designed for. |
|  |  |
| Q65. | **Establishing requirements is \_\_\_\_\_\_\_\_\_\_\_\_ approach.** |
| Option A: | Top-down |
| Option B: | Bottom-up |
| Option C: | Spiral |
| Option D:  | User-centered |
|  |  |
| Q66. | **Two sub activities of core designing are conceptual design and \_\_\_\_\_\_\_\_** |
| Option A: | User design |
| Option B: | Concrete design |
| Option C: | Front end design |
| Option D:  | Back end design |
|  |  |
| Q67. | **Which are the two sub activities of core designing?** |
| Option A: | Front end design and back end design |
| Option B: | Conceptual design and concrete design |
| Option C: | Interaction design and interface design |
| Option D:  | User deign and admin design |
|  |  |
| Q68. | **A \_\_\_\_\_\_\_\_\_\_\_\_ does not look very much like the final product and does not provide the same functionality** |
| Option A: | Establishing requirements |
| Option B: | Low-fidelity prototype |
| Option C: | User experience |
| Option D:  | Evaluation |
|  |  |
| 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 A: | Establishing requirements |
| Option B: | Low-fidelity prototype |
| Option C: | User experience |
| Option D:  | Conceptual model |
|  |  |
| Q70. | **What are the types of compromises in prototyping?** |
| Option A: | Vertical |
| Option B: | Horizontal |
| Option C: | Vertical and horizontal |
| Option D:  | Neither vertical nor horizontal |
|  |  |
| Q71. | **Paper, cardboard, sketches of screens, are examples of which fidelity prototyping?** |
| Option A: | Low |
| Option B: | High |
| Option C: | Medium |
| Option D:  | Big |
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| Q72. | **Which of the following is the most likely interface metaphor used by a smartphone calendar?** |
| Option A: | Take out menu |
| Option B: | Paper diary |
| Option C: | Mobile technology |
| Option D:  | A touchscreen |
|  | **MODULE 5** |
| Q73. | **The ability of the user to assess the effect of past operations on the current state.** |
| Option A: | Synthesizability |
| Option B: | Learnability |
| Option C: | Task Analysis |
| Option D:  | Evaluation |
|  |  |
| Q74. | **What is Task migratability?** |
| Option A: | It concerns the transfer of control for execution of tasks between system and user.  |
| Option B: | the multiplicity of ways in which the end-user and the system exchange information. |
| Option C: | The ability of the user to assess the effect of past operations on the current state. |
| Option D:  | Spoken messages, using various kinds of voices, telling the user what needs to be done  |
|  |  |
| Q75. | **What do we mean by design rules?** |
| Option A: |  rules a customer can follow in order to increase the usability of the eventual software product.  |
| Option B: |  rules a designer can follow in order to increase the usability of the eventual software product.  |
| Option C: |  rules the marketing team can follow in order to increase the usability of the eventual software product.  |
| Option D:  |  rules the manufacturing team can follow in order to increase the usability of the eventual software product.  |
|  |  |
| Q76. | **Term Learnability means** |
| Option A: | The multiplicity of ways in which the end-user and the system exchange information.  |
| Option B: | The ease with which new users can begin effective interaction and achieve maximal performance |
| Option C: | It is normally used to describe the activity of investigating and analyzing an initial set of requirements that have been gathered elicited, or captured. |
| Option D:  | Spoken messages, using various kinds of voices, telling the user what needs to be done  |
|  |  |
| Q77. | **As per principles of learnability term Consistency means:** |
| Option A: | Support for the user to determine the effect of future action based on past interaction history |
| Option B: | Support for the user to assess the effect of past operations on the current state  |
| Option C: | The extent to which a user’s knowledge and experience in other real-world or computer based domains can be applied when interacting with a new system  |
| 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 A: | Ability of the user to evaluate the internal state of the system from its perceivable representation |
| Option B: | Ability of the user to take corrective action once an error has been recognize |
| Option C: | How the user perceives the rate of communication with the system  |
| 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 A: | The effectiveness, efﬁciency and satisfaction with which speciﬁed users achieve speciﬁed goals in particular environments. |
| Option B: | The accuracy and completeness with which speciﬁed users can achieve speciﬁed goals in particular environments. |
| Option C: | The resources expended in relation to the accuracy and completeness of goals achieved |
| Option D:  | The comfort and acceptability of the work system to its users and other people affected by its use. |
|  |  |
| Q80. | **According to Norman’s Seven Principles for Transforming Difﬁcult Tasks into Simple Ones what is the meaning of "Make things visible"** |
| Option A: | Tasks need to be simple in order to avoid complex problem solving and excessive memory load.  |
| Option B: |  bridge the gulfs of execution and evaluation |
| Option C: | People work better when the knowledge they need to do a task is available externally  |
| Option D:  |  User intentions should map clearly onto system controls.  |
|  |  |
| Q81. | **Which of the following does not belong to 9 heuristics?** |
| Option A: | Easy to use |
| Option B: | Provide clearly marked exits |
| Option C: | Minimize user memory load |
| Option D:  | Speak user language |
|  |  |
| Q82. | **Which Principle to support usability?** |
| Option A: |  Consistency |
| Option B: |  Synthesizability  |
| Option C: |  Familiarity |
| Option D:  |  Learnability |
|  |  |
| Q83. | **Which of the following is not a finding from usability testing ?** |
| Option A: |  The back button didn’t always work |
| Option B: |  Screen Splitting |
| Option C: |  Users didn’t pay attention to navigation buttons |
| Option D:  |  Users expected all objects in the 3-D view to be clickable. |
|  |  |
| Q84. | **Which of the following is not an evaluation Paradigm?** |
| Option A: |  usability testing |
| Option B: |  Field studies |
| Option C: |  Ethical issues |
| Option D:  |  predictive evaluation |
|  |  |
| Q85. | **Quick and dirty evaluation involves getting \_\_\_\_\_\_\_\_ feedback from users?** |
| Option A: |  Informal |
| Option B: |  Formal |
| Option C: |  detailed |
| Option D:  |  accurate |
|  |  |
| Q86. | **The cognitive walkthrough mainly evaluates a product's?** |
| Option A: | utility |
| Option B: | efficiency |
| Option C: | likeability |
| Option D:  | learnability |
|  |  |
| Q87. | **Which of the following corresponds to the computer interface technology that uses icon, etc?** |
| Option A: | GDI |
| Option B: | GUI |
| Option C: | CUI |
| Option D:  | CAI |
|  |  |
| Q88. | **How many main categories of principles to support usability?** |
| Option A: | 5 |
| Option B: | 4 |
| Option C: | 6 |
| 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. |
| Option B: | Expectation management |
| Option C: | Cognitive walkthroughs |
| Option D:  | Static walkthroughs |
|  |  |
| Q90. | **The first walkthroughs developed is \_\_\_\_\_\_\_\_\_** |
| Option A: | Static walkthroughs |
| Option B: | Cognitive walkthroughs |
| Option C: | Usability testing walkthroughs |
| Option D:  | Expectation management walkthroughs |
|  |  |
| Q91. | **What is controlled experiment?** |
| Option A: | Evaluation methods that model and predict user behavior |
| Option B: | The results of an evaluation are distorted |
| Option C: | A study that is conducted to test hypotheses about some aspect of an interface or other dimension.  |
| Option D:  |  A web-based method that provides the opportunity to enable potentially hundreds, thousands, or even millions of people to evaluate a product or take part in an experiment |
|  |  |
| Q92. | **Post-test questionnaires (conducted after a usability test) are particularly useful forMeasuring**  |
| Option A: | Safety |
| Option B: | Efficiency. |
| Option C: | Learnability. |
| 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 A: | Usability testing |
| Option B: | Field study |
| Option C: | Predictive evaluation |
| Option D:  | Decide framework |
|  |  |
| Q94. | **What is summative evaluation?**  |
| Option A: | An evaluation that is done when the design is complete.  |
| Option B: | A study that is conducted to test hypotheses about some aspect of an interface or other dimension.  |
| Option C: | An evaluation that is done during design to check that the product fulfills requirements and continues to meet users’ needs.  |
| Option D:  | Evaluation methods in which theoretically based models are used to predict user performance |
|  |  |
| 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 |
| Option B: | Conducting user tests |
| Option C: | Deciding what kind of prototype to use for user tests. |
| Option D:  | Deciding whether to perform empirical or analytical evaluations. |
|  |  |
| Q96. | **Identify the evaluation technique that is useful to evaluate early design such as prototype and storyboard** |
| Option A: | Heuristic evaluation |
| Option B: | Model-based evaluation |
| Option C: | Review-based evaluation |
| Option D:  | Cognitive walkthrough |
|  |  |
| Q97. | **In heuristic evaluation, \_\_\_\_\_\_\_\_ is known as heuristics** |
| Option A: |  Experts, guided by a set of usability principles |
| Option B: | Determining ways of restricting the kinds of user interaction  |
| Option C: | Sending back information about what action has been done and what has been accomplished |
| Option D:  | The state of the display should be clear when it is placed in the intended setting.  |
|  |  |
| 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 A: | Error prevention |
| Option B: | Visibility of system status |
| Option C: | Help and documentation |
| Option D:  | Consistency and standard |
|  |  |
| Q99. | **What is ecological validity?** |
| Option A: | Evaluation methods that model and predict user behavior |
| Option B: | The results of an evaluation are distorted |
| Option C: | A study that is conducted to test hypotheses about some aspect of an interface or other dimension.  |
| 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 A: | A particular kind of validity that concerns how the environment in which an evaluation is conducted influences or even distorts the results.  |
| Option B: | An evaluation that is done during design to check that the product fulfills requirements and continues to meet users’ needs.  |
| Option C: | The results of an evaluation are distorted |
| Option D:  | A study that is conducted to test hypotheses about some aspect of an interface or other dimension.  |