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
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.
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
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
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
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
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
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 of Functionality 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 restricting The kinds of user interaction that can take place at a given moment.**

Option A:	Visibility
Option B:	Feedback
Option C:	Constraints
Option D:	Consistency
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
Q24.	**Best kind of help is:**
Option A:	Help desk
Option B:	Online learning
Option C:	Reference material
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
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 and Reflective 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 a** **Book 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 and Reflective 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
	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
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
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 for Measuring
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.