

FINAL TERM EXAMINATION
Fall 2008
CS408- Human Computer Interaction (Session - 2)

Ref No: 318487
Time: 120 min

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

_____ is like the building name for a website.

- ▶ Site ID
- ▶ Navigation
- ▶ Section
- ▶ None of the given

Site ID, a link to Home, and any Utilities that might help me fill out the form.(page 287)

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

_____ 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

Active intervention is particularly useful early in design. It is an excellent technique to use with prototypes, because it provides a wealth of diagnostic information.(page:276)

Question No: 3 (Marks: 1) - Please choose one

_____ is the extra work that satisfies the needs to achieve our objective.

- ▶ Evaluation
- ▶ Excise
- ▶ Testing
- ▶ None of the given

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

- ▶ Your users don't know the term algorithm
- ▶ Toolbar buttons are too small to press.
- ▶ The Help menu isn't in the right place.
- ▶ None of the given

Question No: 6 (Marks: 1) - Please choose one

_____ 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.
- ▶ Taking notes.
- ▶ Observation
- ▶ Video

Question No: 7 (Marks: 1) - Please choose one

_____ Every page within a site should contain a brief _____ that accurately describes the content of the page.

- ▶ Site ID.
- ▶ Header
- ▶ Local Navigation.
- ▶ Search button

Question No: 8 (Marks: 1) - Please choose one

_____ applications are great platforms for creating an environment rich, in visual feedback for the user.

- ▶ Sovereign
- ▶ Transient
- ▶ Auxiliary
- ▶ Daemonic

Question No: 10 (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: 11 (Marks: 1) - Please choose one

_____ are unintentional while _____ occur through conscious deliberation.

- ▶ Slips, mistakes (page:100)
- ▶ Errors, slips
- ▶ Mistakes, errors
- ▶ Mistakes, slips

Question No: 12 (Marks: 1) - Please choose one

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

Question No: 13 (Marks: 1) - Please choose one

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

- ▶ Perception and recognition
- ▶ Attention
- ▶ Learning
- ▶ None of these

- ▶ Non-attentive
- ▶ Visual
- ▶ Sensing

Question No: 16 (Marks: 1) - Please choose one

_____ involves watching and listening to users.

- ▶ Observation
- ▶ Evaluation
- ▶ Qualitative research
- ▶ Interaction

Question No: 17 (Marks: 1) - Please choose one

_____ The name of the document should be shown on the application's_____.

- A. Menu bar
- B. Title bar
- C. Title bar and menu bar
- D. Not Title bar and not menu bar

- ▶ Only B
- ▶ Only D
- ▶ A and B
- ▶ A and D

Question No: 18 (Marks: 1) - Please choose one

Question No: 19 (Marks: 1) - Please choose one

_____ is the remarkable facility that lets us reverse a previous action.

- ▶ Redo
- ▶ Undo
- ▶ Repeat
- ▶ Delete

Question No: 20 (Marks: 1) - Please choose one

Explanatory undo is, generally, a much more pleasant feature than _____.

- ▶ Single Undo
- ▶ Multiple undo
- ▶ Blind undo
- ▶ Incremental Undo

Question No: 21 (Marks: 1) - Please choose one

_____ Browser
Title always contains the word '_____ '.

- ▶ Home
- ▶ Default
- ▶ Error
- ▶ Browser

- ▶ 10
- ▶ 20
- ▶ 30
- ▶ 40

Question No: 24 (Marks: 1) - Please choose one

_____ The _____ is a concrete expression of the more abstract structure of the site.

- ▶ **Skeleton**
- ▶ Scope
- ▶ Strategy
- ▶ Structure

Question No: 25 (Marks: 1) - Please choose one

_____ are the street signs of the web.

- ▶ Site IDs
- ▶ Home pages
- ▶ **Page Names**
- ▶ Sections

Question No: 26 (Marks: 1) - Please choose one

_____ is not like other pages; it has different burdens to bear, different promises to keep.

- ▶ **Homepage**
- ▶ Form

Question No: 28 (Marks: 1) - Please choose one

_____ Number
of keystrokes is _____ work.

- ▶ Logical
- ▶ Mnemonic
- ▶ Physical
- ▶ Structural

Question No: 29 (Marks: 1) - Please choose one

_____ Recalling
password is _____ work.

- ▶ Logical
- ▶ Mnemonic
- ▶ Physical
- ▶ Structural

Question No: 30 (Marks: 1) - Please choose one

_____ 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

the persona is not an actual user of the product, but is indirectly affected by it and its use(page:159)

Question No: 32 (Marks: 1)

What is the first step which describes the process of defining the interaction framework? [1]

1. Defining form factor and input methods

Question No: 33 (Marks: 2)

What is meant by term “Color shows relationships” with respect to misuse of colors in visual interface? [2]

The use of color

Ergonomics has a close relationship to human psychology in that it is also concerned with the perceptual limitations of humans. For example, the use of color in displays is an ergonomics issue. The human visual system has some limitations with regard to color, including the number of colors that are distinguishable and the relatively low blue acuity. Color used in display should be as distinct as possible and the distinction should not be affected by changes in contrast. The colors used should also correspond to common conventions and user expectation. However, we should remember that color conventions are culturally determined.

Question No: 34 (Marks: 2)

Explain any four disadvantages of Low-fidelity prototyping.

- Limited error checking.
- Poor detailed specification to code to.
- Facilitator-driven.
- Limited utility after requirements established.
- Limited usefulness for usability tests.
- Navigational and flow limitations.

Question No: 35 (Marks: 3)

Explain any two necessary conditions regarding “Page Names”?

Every page needs a name. Just as every corner should have a street sign, every page should have a name.

The name needs to be in the right place. In the visual hierarchy of the page, the page name should appear to be framing the content that is unique to this page. (After all, that's what it's naming—not the navigation or the ads, which are just the infrastructure.)

Question No: 36 (Marks: 3)

How can we make computers "see" and "feel"?

Describe

quantitative data analysis.

Quantitative data analysis

Video data collected in usability laboratories is usually explain as it is observed Small teams of evaluator's watch monitors showing what is being recorded in a control room out of the users' sight. As they see errors or unusual behavior, one of the evaluators marks the video and records a brief remark. When the test is finished evaluators can use the annotated recording to calculate performance times so they can compared users' performance on different prototypes. The data stream iron: the interaction log is used in a similar way to calculate performance times. Typically this data is further analyzed using simple statistics such as means, standard deviations, T-tests, etc. Categorized data may also be quantified and analyzed statistically, as we have said.

Question No: 39 (Marks: 5)

Explain

the following in context of problems with the web experience:

- a) **No sense of scale.**
- b) **No sense of location.**

Question No: 40 (Marks: 10)

Explain

the following planes of Conceptual Framework for developing an interactive product.

- a) **The Structure Plane**
- b) **The Scope Plane**
- c) **The Surface Plane**
- d) **The Strategy Plane**

The Surface Plane

On the surface you see a series of Web pages, made up of images and text. Some of these images are things you can click on, performing some sort of function such as taking you to a shopping cart. Some of these images are just illustrations, such as a photograph of a book cover or the logo of the site itself.

The Skeleton Plane

Beneath that surface is the skeleton of the site: the placement of buttons, tabs, photos, and

sites that sell books offer a feature that enables users to save previously used addresses so they can be used again. The question of whether that feature-or any feature-is included on a site is a question of scope.

The Strategy Plane

The scope is fundamentally determined by the strategy of the site. This strategy incorporate not only what the people running the site want to get out of it but what the users want to get out of the site as well. In the case of our bookstore example, some of the strategic objectives are pretty obvious: Users want to buy books, and we want to sell them. Other objectives might not be so easy to articulate.

Question No: 41 (Marks: 10)

Explain

the term “Accessibility” with respect to Emerging Paradigms.

Accessibility is a term in which a system is usable by as many people as possible without modification. It is not to be confused with usability which is used to describe how easily a thing can be used by any type of user. One meaning of accessibility specifically focuses on people with disabilities and their use of assistive devices such as screen-reading web browsers or wheelchairs. Other meanings are discussed below.

Accessibility is strongly related to universal design in that it is about making things as accessible as possible to as wide a group of people as possible. However, products marketed as having benefited from a Universal Design process are often actually the same devices customized specifically for use by people with disabilities. It is rare to find a Universally Designed product at the mass-market level that is used mostly by nondisabled people.

The disability rights movement advocates equal access to social, political and economic life which includes not only physical access but access to the same tools, organisations and facilities which we all pay for.

A typical sign for wheelchair accessibility Accessibility is about giving equal access to everyone.

While it is often used to describe facilities or amenities to assist people with disabilities, as in "wheelchair accessible", the term can extend to Braille signage, wheelchair ramps, audio signals at pedestrian crossings, walkway contours, website design, and so on.

Various countries have legislation requiring physical accessibility:

In the UK, the Disability Discrimination Act 1995 has numerous provisions for accessibility.