

CS408 Midterm Paper Solved

Dated 20, 12, 2013

Frequency:

Mcqs : 20 mcqs , 60% from past papers other were new but easy

Subjective: 6 questions, nothing from past, questions were from chapter : 18 , 20 , 13 , 14 , 11

1) Three Characteristics of interaction design. (3)

Answer: page no 172, ch#20

Early focus on users and tasks: This means first understanding who the users will be by directly studying their cognitive, behavioral, anthropomorphic, and attitudinal characteristics. This required observing users doing their normal tasks, studying the nature of those tasks, and then involving users in the design process.

- **Empirical measurement:** early in development, the reactions and performance of intended users to printed scenarios, manuals, etc, is observed and measured. Later on, users interact with simulations and prototypes and their performance and reactions are observed, recorded and analyzed.
- **Iterative design:** 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. This means that design and development is iterative, with cycles of “design, test, measure, and redesign” being repeated as often as necessary.

2) Batch Processing (2)

Answer: Ch #14 Page no : 121

If we look at the beginning, batch input system was used, in which the user provides all the information to the computer in form of batch.

3) Continuous vs discrete input devices. (5)

Answer: Ch#13 Page no : 110

Discrete entry device :These devices involve sensing essentially one of two or more discrete positions (for example, keys on keyboards, touch-sensitive switches and buttons), which are

either on or off, whereas others (for example, pens with digitizing tablets, moving joysticks, roller balls and sliders) involve sensing in a continuous range. Devices in this second category are therefore, known as continuous entry devices.

4) How mental model is used when we try a new object? (3)

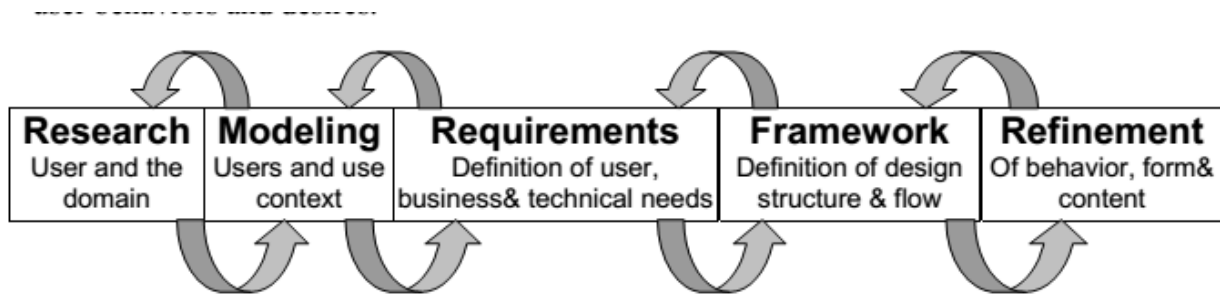
Answer: Page no: 95 Ch#11

The more someone learns about a system and how it functions, the more their mental model develops. Indeed, research has shown that people’s mental models of the way interactive devices work is poor, often being incomplete, easily confusable, based on inappropriate analogies, and superstition

5) Match Columns (5)

Answer: page no : 158 ch#18

On left side these terms were given and we will have to match them with their appropriate function.



6) Which activity in goal oriented design provides qualitative data using observation and interviews?

Answer: page no : 158 ch#18

The research phase employs ethnographic field study techniques (observation and contextual interviews) to provide qualitative data about potential and/or actual users of the product.