

Id	1
Question	Which of the following are the components of the HCI approach to design?
A	Tasks
B	Humans
C	Technology
D	All of the above

Id	2
Question	HCI draws which of the fields together?
A	Psychology
B	Design
C	Computer Science
D	All of the above

Id	3
Question	Which one of these would not be found in a good HCI?
A	Icons that can have specific meanings
B	Common shortcuts, like CTRL+Z for undo
C	Sounds that convey meanings
D	A long command line to achieve a function

Id	4
Question	Which of the following statements is true?
A	A good UI design doesn't save money as it is expensive
B	Bad UI design doesn't really affect the reputation of the company
C	A good UI design saves time and effort
D	The UI design doesn't matter as long as the product is great

Id	5
Question	Which of the following is not true about a good design?
A	Everything designed has an explicit criterion such that the design is useful and usable
B	Everything is designed keeping a vague context in mind
C	Both of the above
D	None of the above

Id	6
Question	Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario: <i>A doctor performs an ultrasound on the ultrasound machine using the handheld device.</i>
A	A doctor
B	performs an ultrasound
C	the ultrasound machine
D	the handheld device

Id	7
Question	What are the goals of a good design?
A	Safety
B	Utility
C	Efficiency
D	All of the above

Id	8
Question	Which of the following is/are true for contextual inquiry?
A	With contextual inquiry, you learn a thousand things about a few people
B	Focus is on what people do
C	Both A and B
D	None of the above

Id	9
Question	Which of the following things does Market research helps you learn?
A	Why are users doing something
B	A large variety of things about a thousand people
C	How people do something
D	What people say

Id	10
Question	Which of the following statements is/are true?
A	Nothing a user does is for no reason
B	Users do not always know what they want
C	Both A and B
D	None of the above

Id	11
Question	Contextual Inquiry requires the HCI expert to
A	Intervene the user when he does something incorrect
B	Make sure the user doesn't think aloud while using the product
C	Ask the users to summarize their reactions
D	Steer the conversation to stay on relevant topics

Id	12
Question	Contextual inquiry is a quick form of which of the following techniques?
A	Psychology
B	Ethnography
C	Focus Group Discussions
D	None of the above

Id	13
Question	Which of the following is/are a part of the general process of making an affinity diagram?
A	One key concept or observation per sticky note
B	Cluster similar items as you go
C	Label emerging themes
D	All of the above

Id	14
Question	Choose the option with the correct order
A	Cognitive walkthrough -> Affinity diagram -> Contextual inquiry
B	Cognitive walkthrough -> Contextual inquiry -> Affinity diagram
C	Contextual inquiry -> Affinity diagram -> Cognitive walkthrough
D	Affinity diagram -> Contextual Inquiry -> Cognitive walkthrough

Id	15
Question	Which of the following is an aspect of conducting a Contextual Inquiry?
A	Using recording techniques
B	Taking permission from the Institutional Review Board
C	Having the users sign a consent form
D	All of the above

Id	16
Question	Understanding why a user does things in a certain way by asking them questions related to the use case of the application, signifies which of the following?
A	Focus Group Discussion
B	Contextual Inquiry
C	Market research
D	Affinity Diagram

Id	17
Question	Which of the following is true about the process of drawing Affinity Diagrams?
A	It is immersive
B	It is persistent
C	It involves brainstorming
D	All of the above

Id	18
Question	Clicking and holding the mouse button or Right-clicking on a toolbar icon does what?
A	Increases the size of that tool
B	Locks that tool as the default action
C	Reveals help text for that tool
D	Shows additional tools related to that tool

Id	19
Question	Which of the following should an HCI expert take care of while designing a product?
A	You can make as many assumptions as possible
B	If it's not obvious to the users, it's always their fault
C	You should not think yourself as a typical user
D	The end user is never a beginner

Id	20
Question	An HCI expert needs to be careful about which of the following
A	Users hijacking a discussion during an interview
B	Users deliberately providing incorrect information during a survey
C	Users hijacking a discussion during an FGD
D	All of the above

Id	21
Question	Why do we need a Survey?
A	To understand the needs of a large set of users
B	Statistical representation of the population of interest
C	Both A and B
D	None of the above

Id	22
Question	Which of the following is a mode of conducting surveys?
A	Telephone
B	Web
C	Hybrid
D	All of the above

Id	23
Question	Which of the following issues occur in personal surveys?
A	Time consuming
B	Users may be biased due to the presence of the interviewer
C	Both A and B
D	None of the above

Id	24
Question	Which of the following survey techniques has the lowest response rate
A	Email
B	Telephone
C	Personal
D	Web

Id	25
Question	Which of the following is true about closed questions?
A	They might introduce bias in the study
B	Closed questions are time saving
C	Both A and B
D	None of the above

Id	26
Question	Which of the following is not true about open-ended questions
A	They are easy to analyze
B	Allow users to express their ideas without restriction
C	They incur greater time cost, compared to closed questions
D	All of the above

Id	27
Question	Which of the following questionnaire designs are particularly useful for exploratory studies?
A	Closed questions
B	Hypothetical questions
C	Questions with mutually exclusive options
D	Open-ended questions

Id	28
Question	Which of the following techniques can be used to understand the needs of a user?
A	Focus Group Discussions
B	Interviews
C	Both A and B
D	None of the above

Id	29
Question	Which of the following can help you understand the mistakes that you've made in questionnaire design as well the mistakes users are making in providing responses to the questions?
A	Focus Group Discussions
B	Cognitive walkthrough
C	Survey
D	Pilot study

Id	30
Question	Choose the option with the most optimal order
A	Focus Group Discussions -> Interviews -> Surveys
B	Surveys -> Focus Group Discussions -> Interviews
C	Surveys -> Interviews -> Focus Group Discussions
D	Interviews -> Focus Group Discussions -> Survey

Id	31
Question	Which of the following factors does not govern the choice of the survey mode?
A	Time and budget constraints
B	Quality of the experts that will evaluate the survey
C	The response rate desired
D	The complexity of the questions to be asked

Id	32
Question	Which of the following instances illustrates 'cognitive walkthrough'?
A	Talk to the users about their needs
B	Consult the experts
C	Imagine yourself as the user and think from their perspective
D	None of the above

Id	33
Question	What type of questions should one avoid in a questionnaire?
A	Double negatives
B	Leading questions
C	Overlapping response categories
D	All of the above

Id	34
Question	What is/are the goal/s of Task Analysis?
A	To determine the tasks that the actual users of the product are most likely to perform
B	To determine how often are the tasks performed
C	To identify the time constraints on the tasks
D	All of the above

Id	35
Question	Which of the following can be classified as a difficult task while navigating on an ecommerce website?
A	Create an account/Login
B	Cancel a purchase
C	Find a product and add to cart
D	Checkout and proceed to purchase

Id	36
Question	Which of the following could be an example of a question in task analysis?
A	What is your occupation?
B	Under what situations will you use an app like this?
C	Have you used a similar app?
D	How would you change your profile picture in this app?

Id	37
Question	What is an ideal composition of tasks in a task analysis?
A	All easy tasks
B	All difficult tasks
C	A mix of easy, moderate and difficult tasks
D	More easy tasks and less difficult tasks

Id	38
Question	The prototyping phase follows after which of the following steps?
A	Evaluation
B	Building the application
C	Understanding users needs
D	None of the above

Id	39
Question	Why is prototyping essential?
A	To get quick feedback on the product/application
B	Experiment with multiple alternatives
C	It saves money and effort
D	All of the above

Id	40
Question	Paper and pen based sketches used for prototyping signifies which of the following?
A	Rapid prototyping
B	High-fidelity prototyping
C	Low-resolution prototyping
D	Low-fidelity prototyping

Id	41
Question	Which of the following statements is/are true?
A	It requires more effort and resources to incorporate user feedback during high-fidelity prototyping
B	It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
C	Both A and B
D	None of the above

Id	42
Question	Which of the following is true about good design?
A	Good design is just cool graphics
B	Good design is just common sense
C	Good design comes from an iterative process with the user in loop
D	Good design can come from fixing the UI at the end

Id	43
Question	Which of the following is true about Waterfall strategy?
A	It is infeasible because it is difficult to adapt
B	Waterfall strategy implies that testing should be done all at once
C	Both A and B
D	None of the above

Id	44
Question	The following describes the Iterative Design process:
A	Design-Code-Launch
B	Design-Prototype-Launch
C	Design-Prototype-Evaluate
D	Design-Evaluate-Code

Id	45
Question	For user testing on your low fidelity prototypes, you will:
A	Antagonise the user if they are unable to figure out your design
B	Give them an in depth explanation of the product so that they know everything before looking at your design
C	Give a brief overview of your ideas and then let them explore/figure out your design
D	All of the above

Id	46
Question	User-Centered Design is important because:
A	The design should be intuitive enough for users
B	The design should cater specifically to the needs of the users
C	It is necessary to know the user environment while building a design
D	All of the above

Id	47
Question	Which of the following is/are a step in the waterfall strategy?
A	Requirements specification
B	Integration and Testing
C	Coding
D	All of the above

Id	48
Question	What does HCI stand for?
A	Human Computer Interface
B	Human Computer Interaction
C	Human Computer Implementation
D	Human Computer Industry

Id	49
Question	Which one of these would NOT be found in a good HCI?
A	Common short cuts, like CTRL+Z for undo.
B	Icons that can have specific meanings
C	A long command line to achieve a function
D	Sounds that convey meanings

Id	50
Question	In virtual reality which of the senses cannot currently be portrayed?
A	Touch
B	Smell
C	Both of the above
D	All of the above

Id	51
Question	Which of these is not an interface style?
A	Command line/command prompt
B	Menus
C	Natural Language
D	Voice Recognition

Id	52
Question	Generally, computer input in human computer interaction is
A	computer output
B	computer input
C	user input
D	user output

Id	53
Question	Photoreceptors of eyes that allows color vision are called
A	Rods
B	Lens
C	Corneas
D	Cones

Id	54
Question	Perception of size by human eye depends upon
A	visual angle
B	visual acuity
C	visual field
D	other factors

Id	55
Question	Reading speed and accuracy is increased by reading familiar words based on
A	word shape
B	word color
C	word as single letter
D	word as character by character

Id	56
Question	Small region of retina where optic nerve enters eye is called
A	Fovea
B	blind spot
C	Ligament
D	Lens

Id	57
Question	Human computer interaction is an important part of
A	system design
B	requirement analysis
C	unit testing
D	Implementation

Id	58
Question	Not so familiar senses of human in HCI is
A	sight and hearing
B	taste and smell
C	sight and taste
D	touch and smell

Id	59
Question	Human computer interaction is a core subject of
A	Psychology
B	software engineering
C	Anthropology
D	no ones

Id	60
Question	Characteristic of a software that enable it to be used multiple times is called
A	Reusable
B	Useful
C	Usable
D	Used

Id	61
Question	First priority requirements must be of
A	User
B	computer system
C	Finance
D	Time

Id	62
Question	Impressing moving icons in a system design can be
A	Appealing
B	Attractive
C	Distracting
D	Attentive

Id	63
Question	Second stage of reading process of data from screen is
A	visual pattern observation
B	syntactic and semantic analysis
C	decoding of pattern
D	operating phrases

Id	64
Question	Design of a system act as
A	attraction to users
B	inspiration to users
C	marketing tactic
D	usability of system

Id	65
Question	User input in human computer interaction is occurred through
A	motor controls
B	Experience
C	Senses
D	Education

Id	66
Question	Analogy of user in HCI is used as
A	requirements design system
B	system design
C	information processing system
D	system output

Id	67
Question	What techniques can be used to guide user's attention to important information on the interface?
A	Flashing
B	Auditory warning
C	Both A and B
D	None of the above

Id	68
Question	A mouse device may be _____
A	electro-chemical
B	Mechanical
C	Optical
D	both mechanical and optical

Id	69
Question	Which of the following are examples of software development tools?
A	Debuggers
B	Editors
C	assemblers, compilers and interpreters
D	all of the mentioned

Id	70
Question	What is the primary interactive method of communication used by humans?
A	Reading
B	Writing
C	Speaking
D	all of the mentioned

Id	71
Question	Different learning methods does not include?
A	Memorization
B	Analogy
C	Deduction
D	Introduction

Id	72
Question	What is the composition for agents in artificial intelligence?
A	Program
B	Architecture
C	Both Program & Architecture
D	None of the mentioned

Id	73
Question	What is Artificial intelligence?
A	Putting your intelligence into Computer
B	Programming with your own intelligence
C	Making a Machine intelligent
D	Playing a Game

Id	74
Question	Artificial Intelligence has its expansion in the following application.
A	Planning and Scheduling
B	Game Playing
C	Diagnosis
D	All of the mentioned

Id	75
Question	Providing accelerators (e.g. keyboard shortcuts) mostly addresses
A	Utility
B	Efficiency
C	Learnability
D	Attitude

Id	76
Question	A method that does not require human participants serving as test users is the
A	usability test
B	pluralistic walkthrough
C	Rubin's comparison test
D	heuristic evaluation

Id	77
Question	The cognitive walkthrough mainly evaluates a product's
A	Utility
B	efficiency
C	learnability
D	likeability

Id	78
Question	Subsystem of human machine processor that handles connections is called
A	perceptual system
B	motor system
C	autonomic system
D	cognitive system

Id	79
Question	Human vision that is dominated by rods to see directly in center of view is called
A	center vision
B	vertical vision
C	horizontal vision
D	peripheral vision

Id	80
Question	Ratio of different hues that can be discriminated by an average person is
A	50
B	100
C	125
D	150

Id	81
Question	Ratio of cones over fovea region is
A	3-4%
B	1-2%
C	2-3%
D	4-5%

Id	82
Question	Simple model of human interaction was proposed in
A	1990
B	1983
C	1985
D	1980

Id	83
Question	First priority requirements must be of
A	user
B	computer system
C	finance
D	time

Id	84
Question	User's hearing system is categorically used as
A	processing control
B	motor control
C	input control
D	memorization control

Id	85
Question	Cones are also not active in temporary blindness due to rods'
A	suppression
B	repression
C	depression
D	demolition

Id	86
Question	Subsystem of human machine processor that handles actions of system is called
A	cognitive system
B	motor system
C	perceptual system
D	autonomic system

Id	87
Question	Simple model of human interaction was proposed by
A	Stuart K. Card
B	Thomas P. Moran
C	Allen Newell
D	Card, Moran and Newell

Id	88
Question	A negative contrast on display screen result in to increasing the
A	reusability
B	quality
C	legibility
D	interactivity

Id	89
Question	Relationship among vision and distance from point of focus is
A	conversely
B	indirectly
C	directly
D	inversely

Id	90
Question	Human perception in reading process is part of
A	saccades
B	fixations
C	regressions
D	suppression

Id	91
Question	Impressing moving icons in a system design can be
A	appealing
B	attractive
C	distracting
D	attentive

Id	92
Question	Delicate hair cells in cochlea is called
A	cilia
B	cochlea
C	ossicles
D	tympanic membrane

Id	93
Question	By using capitalized words, reading speed and accuracy
A	increased
B	improved
C	declined
D	leveled

Id	94
Question	Sensitivity of cones to blue light results into
A	lower red acuity
B	lower red acuity
C	higher blue acuity
D	lower blue acuity

Id	95
Question	Relationship among flicker and luminous is
A	directly proportion
B	inversely proportion
C	conversely proportion
D	indirectly proportional

Id	96
Question	In human computer interaction, primary role is played by
A	head
B	eyes
C	limbs
D	fingers

Id	97
Question	Most common color blindness among people is to unable discrimination between
A	blue and red
B	blue and purple
C	green and blue
D	red and green

Id	98
Question	Technique of receiving vibrations and transferring it auditory nerves is called
A	hearing
B	sighting
C	touching
D	smelling

Id	99
Question	There are two types of photoceptors in human vision system of
A	retina
B	lens
C	cornea
D	cones

Id	100
Question	In human vision system, if two items are placed at same distance then larger angle will be of
A	distant object
B	larger object
C	shorter object
D	less-distant object

Id	101
Question	Speed of reading text in reading process is measured by using
A	legibility
B	usability
C	quality
D	readability

Id	102
Question	Ratio of brightness of color is defined as
A	contrast
B	saturation
C	intensity
D	hue

Id	103
Question	Frequency range that can be heard by human ears is
A	200 Hz to 150 kHz
B	20 Hz to 15 kHz
C	10 Hz to 15 kHz
D	10 Hz to 05 kHz

Id	104
Question	Design of a system must be developed
A	integrally with each part of system
B	at the end
C	at the start
D	never

Id	105
Question	Second stage of reading process of data from screen is
A	visual pattern observation
B	syntactic and semantic analysis
C	decoding of pattern
D	operating phrases

Id	106
Question	Best color vision in region of
A	fovea
B	retina
C	blind spot
D	periphery

Id	107
Question	Characteristic of a software that enable it to acquire requirement goal, easily is called
A	used
B	reusable
C	useful
D	usable

Id	108
Question	Positive contrast used on display can lower the
A	saturation
B	contrast
C	hue
D	luminance

Id	109
Question	In human vision system, X-cells are placed vigorously in the
A	cornea
B	retina
C	fovea
D	lens

Id	110
Question	Color perception by a human eye is acquired due sensitivity of different light's wavelengths of
A	rods
B	cones
C	ganglion cells
D	lens

Id	111
Question	Term human computer interaction is first known in
A	1970s
B	1980s
C	1960s
D	1990s

Id	112
Question	Perception of brightness by human eye depends upon factor of
A	size of object
B	color of object
C	ratio of light
D	distance of object

Id	113
Question	Frequency of sound is measured as
A	amplitude
B	timbre
C	pitch
D	loudness

Id	114
Question	Characteristic of a software that enable users to intentionally use it is called
A	useful
B	usable
C	used
D	reusable

Id	115
Question	In human vision system, if two items are placed at same distance then smaller angle will be of
A	shorter object
B	less-distant object
C	distant object
D	larger object

Id	116
Question	Ratio of rods per eye in human vision system is
A	6 million
B	120 million
C	10 million
D	110 million

Id	117
Question	Subsystem of human machine processor that handles sensory stimulus is called
A	motor system
B	cognitive system
C	perceptual system
D	autonomic system

Id	118
Question	Inner ear cochlea is filled with
A	air
B	wax
C	grains
D	liquid

Id	119
Question	Specialized nerve cells placed in retina in human eyes are called
A	blind spot
B	ganglion cells
C	cornea
D	lens

Id	120
Question	Protection of sensitive middle ear from damage is responsibility of
A	inner ear
B	medium ear
C	outer ear
D	middle ear

Id	121
Question	Rods are placed in human eyes at position of
A	edges of cornea
B	center of cornea
C	edges of retina
D	center of retina

Id	121
Question	Rods are placed in human eyes at position of
A	edges of cornea
B	center of cornea
C	edges of retina
D	center of retina

Id	122
Question	Two types of photoreceptors of retina in human eyes are
A	lens and cornea
B	lens and rods
C	lens and cones
D	rods and cones

Id	123
Question	Standard line length given by scientists for equally legible is
A	2.1 to 5.3 inches
B	2.3 to 5.2 inches
C	2.2 to 5.3 inches
D	2.5 to 3.2 inches

Id	124
Question	One of factors, that effect speed of screen reading to be reduced is
A	longer line lengths
B	more words per page
C	negative contrast
D	colorful display

Id	125
Question	Characteristic of a software that enable it to acquire requirement goal is called
A	usable
B	useful
C	used
D	reusable

Id	126
Question	Frequency of sound remains unchanged however, loudness of soundwave is proportional to
A	pitch
B	amplitude
C	timbre
D	cilia

Id	127
Question	Second stage of visual perception process of human is
A	visual response to the stimulus
B	storing of stimulus
C	processing and interpretation of stimulus
D	physical reception of stimulus

Id	128
Question	In human vision system, Y-cells are more widely distributed in the
A	retina
B	fovea
C	cornea
D	lens

Id	129
Question	Luminous of an image can be measured using
A	voltammeter
B	photometer
C	galvanometer
D	spectrometer

Id	130
Question	In human hearing process, middle ear is connected to inner ear by using
A	cochlea
B	ossicles
C	tympanic membrane
D	cilia

Id	131
Question	By transferring sound directly from air to liquid can cause sound to be
A	amplified
B	fine
C	poor
D	excellent

Id	132
Question	Psychology terms involve in HCI comes under
A	developmental psychology
B	engineering psychology
C	cognitive psychology
D	consumer psychology

Id	133
Question	Jerky movement of human eyes during reading process is called
A	fixations
B	regressions
C	saccades
D	suppression

Id	134
Question	Ratio of whiteness in color is defined as
A	saturation
B	intensity
C	hue
D	contrast

Id	135
Question	In human vision system, ganglion cells are sub-divided in to
A	three types
B	four times
C	two types
D	five times

Id	136
Question	Worst color vision in region of
A	blind spot
B	fovea
C	retina
D	periphery

Id	137
Question	Term human computer interaction is used interchangeably with
A	physics
B	psychology
C	management
D	ergonomic

Id	138
Question	Human machine processor include some rules that governs system behavior under certain constraints is called
A	principles of control
B	principles of operation
C	principles of management
D	principles of behavior

Id	139
Question	In human computer interaction, primary role for sending input is played by
A	eyes
B	ears
C	fingers
D	head

Id	140
Question	Pitch and loudness of a sound may not differ but sound made from different music instruments may vary in
A	timbre
B	pitch
C	amplitude
D	cilia

Id	141
Question	Visual angles in human vision system can be effected by
A	light
B	color
C	distance
D	force

Id	142
Question	Less sensitive photoreceptor that allow more light in human vision are
A	lens
B	rods
C	cones
D	retinas

Id	143
Question	Dark characters used on light screen increase the
A	interactivity
B	acuity
C	reusability
D	quality

Id	144
Question	Simple model of human interaction by Card, Moran and Newell is called
A	Human Machine Processor
B	Model Human Processor
C	Human Computer Processor
D	human computer interactor

Id	145
Question	Ratio of flicker increases with the
A	luminance ratio
B	object size
C	object distance
D	object height

Id	146
Question	Design of a system act as
A	attraction to users
B	inspiration to users
C	marketing tactic
D	usability of system

Id	147
Question	Reading pace of adults per page in reading process is
A	500 words
B	200 words
C	50 words
D	250 words

Id	148
Question	In result of cochlea liquid vibrations, cilia
A	vibrates
B	bends
C	shakes
D	moves

Id	149
Question	Error message at bottom of screen in a system design must be
A	flashing
B	blurred
C	hidden
D	colorful

Id	150
Question	Users have major senses used to percept is in total
A	4
B	5
C	6
D	7

Id	151
Question	Social factor influence regular performance of
A	computer
B	human
C	machine
D	system

Id	152
Question	Generally, user input in human computer interaction is
A	computer output
B	computer input
C	user output
D	user input

Id	153
Question	First stage of reading process of data from screen is
A	decoding of pattern
B	visual pattern observation
C	syntactic and semantic analysis
D	operating phrases

Id	154
Question	Human speed of reading text is higher at
A	tablet screen reading
B	mobile screen reading
C	book reading
D	computer screen reading

Id	155
Question	In human vision, light into a sharp image is been focused by
A	cornea
B	retina
C	cones
D	rods

Id	156
Question	In human vision system, fine details of an image can be perceived by ability called
A	visual angle
B	visual field
C	visual acuity
D	visual distance

Id	157
Question	Relationship among visual acuity and luminous is
A	inversely proportion
B	conversely proportion
C	indirectly proportional
D	directly proportion

Id	158
Question	In human vision system, size of image is defined as
A	image angle
B	visual angle
C	distance angle
D	size angle

Id	159
Question	Entity that assists computer system is called
A	machine
B	software
C	computer system
D	user

Id	160
Question	Third stage of reading process of data from screen is
A	syntactic and semantic analysis
B	decoding of pattern
C	visual pattern observation
D	referencing to internal representation of language

Id	161
Question	User input in human computer interaction is occurred through
A	motor controls
B	experience
C	senses
D	education

Id	162
Question	Type of ganglion cells that enables early detection of image movement are called
A	X-cells
B	Y-cells
C	Z-cells
D	A-cells

Id	163
Question	Division of visual perception process of human is in total
A	1 stage
B	2 stages
C	3 stages
D	4 stages

Id	164
Question	Analogy of user in HCI is used as
A	requirements design system
B	system design
C	information processing system
D	system output