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: *A doctor performs an ultrasound on the ultrasound machine using the handheld device.*
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 heared 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