Sample Questions

Computer Engineering

Subject Name: Human Machine Interaction **Semester: VIII**

Multiple Choice Questions

Choose the correct option for following questions. All the Questions carry equal marks	
1.	The controls on a device panel are designed by the designer in such a way that a user is not able to press or push the buttons since they are either too small or too close. This constraint is called as _____.
Option A:	Positional
Option B:	Accessibility
Option C:	Feedback
Option D:	Ergonomics
2.	Human Memory is viewed as consisting of two components:
Option A:	Long Term Memory and Mid Term Memory
Option B:	Short Term Memory and Random Access Memory
Option C:	Long Term Memory and Short Term Memory
Option D:	Long Term Memory and Random Access Memory
3.	Three basic ways to define a color palette for mobile design are _____.
Option A:	Sequential , Adaptive, Inspired
Option B:	Irrational , Adaptive, Inspired
Option C:	Sequential , Descriptive, Inspired
Option D:	Inspired , Adaptive, Influenced
4.	Mobile platforms those are sold to device makers for nonexclusive distribution on devices are called as_____.
Option A:	Open sourced platforms
Option B:	Proprietary platforms
Option C:	Licensed platforms
Option D:	Distributors platforms
5.	Technically games are really just native applications that use the similar platform SDKs to create immersive experiences. But they are different from native applications for the reason:
Option A:	They cannot be easily duplicated with web technologies
Option B:	Porting them to multiple mobile platforms is not easier
Option C:	They can be easily duplicated with web technologies
Option D:	They are not compatible with web technologies.
6.	Economy in visual pleasing composition refers to-
Option A:	Uniformity of elements based on some principle or plan.

Option B:	Stabilization or equilibrium, a midway center of suspension
Option C:	Frugal and judicious use of display elements
Option D:	Axial duplication
7.	The most immediate level of processing level that deals with audio, visual and other aspects of a product before experiencing it is :
Option A:	Behavioral level
Option B:	Reflective level
Option C:	Incremental level
Option D:	Visceral level
8.	As an interface designer, to ensure that emphasized screen elements stand out, which of the following techniques you will avoid?
Option A:	Higher Brightness
Option B:	Underlining
Option C:	Screen Clutter
Option D:	White Space
9.	Which of the following is the correct color association?
Option A:	Yellow — Go, OK, clear, vegetation, safety.
Option B:	Red — Stop, fire, hot, danger
Option C:	Green — Cold, water, calm, sky, neutrality.
Option D:	Blue — Caution, slow, test.
10.	The use of pop-up windows is to_____.
Option A:	Display additional information when an abbreviated form of the information is the main presentation technique.
Option B:	Collect primary information
Option C:	Cannot display textual labels for graphical controls.
Option D:	Collect the information of hardware system
11.	_____ is excluded in 'Direct manipulation'.
Option A:	The system is portrayed as an extension of the real world.
Option B:	Continuous visibility of objects and actions.
Option C:	Actions are rapid and incremental with visible display of results.
Option D:	Incremental actions are not reversible.
12.	A pie chart allows you to easily see _____.
Option A:	Information about the proportion of parts relative to the whole.
Option B:	The total number of each category.
Option C:	How much data occurs within a range of numbers.
Option D:	The spread of the data.
13.	The message which calls attention to conditions that require a user action before the system can proceed is :
Option A:	Informational message
Option B:	Status message
Option C:	Critical message
Option D:	Warning message

14.	Java, BREW, S60 comes under which layer of mobile ecosystem-
Option A:	Applications
Option B:	Application frameworks
Option C:	Operating Systems
Option D:	Operators
15.	To reduce screen complexity, Choose correct options.
Option A:	Optimize the number of elements on a screen
Option B:	Do not use any color on a screen
Option C:	Use too many colors on a screen
Option D:	Add more alignment points
16.	Good _____ Model provides Affordance, Mapping and Feedback.
Option A:	Physical
Option B:	Logical
Option C:	User
Option D:	Conceptual
17.	Technically games are really just native applications that use the similar platform SDKs to create immersive experiences. But they are different from native applications for the reason:
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Option B:	Porting them to multiple mobile platforms is not easier
Option C:	They can be easily duplicated with web technologies
Option D:	They are not compatible with web technologies.
18.	A window will have a _____, usually rectangular in shape, to define its boundaries and distinguish it from other windows.
Option A:	Title bar
Option B:	Frame or border
Option C:	Toolbar
Option D:	Status bar
19.	SMS applications can be both _____ or _____.
Option A:	free , premium
Option B:	paid , premium
Option C:	paid , worthless
Option D:	free , worthless
20.	When you move the mouse towards the right pointer it will move towards right. This is an example of…….
Option A:	Feedback
Option B:	Constraints
Option C:	Mapping
Option D:	Affordances
21.	Analogical mapping becomes difficult if domains are _____.
Option A:	Semantically different

Option B:	Semantically same
Option C:	Logically different
Option D:	Syntactically different
22.	If a dial of the microwave is not able to fit on the washing machine controller panel, the constraint faced by designer is_____.
Option A:	Aesthetics
Option B:	Physical
Option C:	Ergonomics
Option D:	Environment
23.	Find odd one out regarding fundamental principles of interaction given by Don Norman.
Option A:	Heuristics
Option B:	Signifiers
Option C:	Affordances
Option D:	Mapping
24.	User drags a folder and animation appears on screen showing files moving from one location to another. This is an example of:
Option A:	Error Prevention
Option B:	Visibility of status
Option C:	Simplicity
Option D:	Consistency
25.	People's requirements always take precedence over technical requirement. This defines :
Option A:	Transparency
Option B:	Trade-offs
Option C:	Simplicity
Option D:	Responsiveness
26.	Disadvantage of a Web interface includes____.
Option A:	Revolutionized Computing
Option B:	Faster Interaction access
Option C:	User control and slow download time
Option D:	Incremental Displays
27.	The remarkable principle of Mobile 2.0 is :
Option A:	Recognising that we are not only the consumers.
Option B:	Recognising that we are the Lords of the Mobile market
Option C:	Recognising that we are in a new age of consumerization
Option D:	Recognising that we are not recognised at all
28.	Which will be appropriate statistical graphics used to show relationships among individual data points in a two-dimensional array?
Option A:	Scatterplots
Option B:	Bar graph

Option C:	Pie chart
Option D:	Flowchart
29.	Browsers use colors that succeed on a variety of browsers and platforms, a palette of___ colors.
Option A:	256
Option B:	216
Option C:	128
Option D:	64
30.	Which of the following is the correct color association?
Option A:	Yellow — Go, OK, clear, vegetation, safety.
Option B:	Red — Stop, fire, hot, danger
Option C:	Green — Cold, water, calm, sky, neutrality.
Option D:	Blue — Caution, slow, test.
31.	_____ appear in one plane on the screen and expand or contract to fill up the display surface, as needed.
Option A:	Cascading windows
Option B:	Tiled windows
Option C:	Overlapped windows
Option D:	Primary window
32.	Android is an example of _____.
Option A:	Open sourced platforms
Option B:	Proprietary platforms
Option C:	Licensed platforms
Option D:	Distributors platforms
33.	As an interface designer, to ensure that emphasized screen elements stand out, which of the following techniques you will avoid?
Option A:	Higher Brightness
Option B:	Underlining
Option C:	Screen Clutter
Option D:	White Space
34.	In web interface, navigation can be done through_____.
Option A:	Menus
Option B:	Lists
Option C:	Links
Option D:	Dialogs
35.	Which of the following refers to context SMS, Mobile websites, Mobile web widgets, Mobile web applications, Native applications?
Option A:	Interface types
Option B:	Mobile application medium types
Option C:	Mobile elements
Option D:	Design strategies

36.	A field of research called _____, a technology can manipulate our sense of touch.
Option A:	Haptics
Option B:	Virtual reality
Option C:	Augmented reality
Option D:	Brain computer interfaces
37.	Which interaction style is based on the user's memory retention ability?
Option A:	Command Language
Option B:	Form fill-in
Option C:	Menu Selection
Option D:	Direct Manipulation
38.	The within-text links should always be placed ____.
Option A:	At the end of the page
Option B:	At the beginning or end of paragraphs or sections of text
Option C:	Within the text
Option D:	Above the text
39.	To reduce screen complexity, Choose correct options.
Option A:	Optimize the number of elements on a screen
Option B:	Do not use any color on a screen
Option C:	Use too many colors on a screen
Option D:	Add more alignment points
40.	A special type of overlapping window that has the windows automatically arranged in a regular progression is ____
Option A:	Tiled Window
Option B:	Cascading Windows
Option C:	Primary Window
Option D:	Secondary Window

Descriptive Questions

Explain different phases of the goal directed design process.
What is Mobile 2.0? Explain the principles of Mobile 2.0.
What is statistical graphics? Explain different types of statistical graphics.
Explain different phases of the goal directed design process.
What is Mobile 2.0? Explain the principles of Mobile 2.0.
What is statistical graphics? Explain different types of statistical graphics.
Design a user interface for a ‘Save Girl Child’ awareness campaign. Assume appropriate data required for it.
Design the web user interface of a monthly expense tracker. Assume suitable data and draw interfaces neatly.

State Electricity Distribution Company wants to provide self help portal for its customers. The portal consists of online meter logging facility, Bill Payments, VDS i.e. Voluntary Deposit Scheme for Bill. Complaint and other Facilities. Being a Subject Matter Expert (SME) provide the detailed analysis along with interface that will be used by people in all Districts.
Design a user interface for a ‘Save Earth’ awareness campaign. Assume appropriate data required for it.
Design the web user interface of a vacation planner. Assume suitable data and draw interfaces neatly.
Design a user interface to spread awareness about ‘Clean India….Green India’
Explain techniques of organizing screen elements, ordering of screen data and content.
Explain the seven stages of action and three levels of processing.
List and explain various types of windows with suitable example.
Differentiate between Graphical User Interface and Web User Interface.
Discuss different presentation styles of Windows? State advantages and disadvantages of each style.
Explain different phases of the goal directed design process.
What are general design principles to be considered for User Interface Design? Also give suitable example for the same.
Design a user interface for a ‘Save Water’ campaign. Assume appropriate data required for it.
Design a user interface of Career Guidance for 12^{th} standard students. It should give information about various fields available, eligibility criteria, future scope, fees etc.
Draw and explain layers of mobile ecosystem.
Explain importance of Text messages with respect to communication with users.
Explain the gulf of execution and gulf of evaluation.
Explain Mobile Ecosystem.
Write short note on Icons.
Explain the guidelines for color selection for web pages.