

1. Affordance is a term used to refer to an attribute of an object that allows people to know how to use it.
2. Touchpad's are touch-sensitive tablets usually around 2-3 inches square.
3. If you are taking lecture and suddenly you listen music from another room it is called involuntary action
4. Conceptual model should match the mental model.
5. Users have to learn only a single mode of operation that is applicable to all objects. consistent interfaces
6. A goal is desired output from a performed task.
7. Buttons are individual and isolated regions within display that can be selected
8. Efficiency refers to the way a system supports users in carrying out their tasks.
9. Ali is looking at how interface designers what about their work, He identified two different modes of activity one is Analytic mode and synthetic and other
10. During modeling phase, usage and work flow pattern discovered through analysis.
11. You design a commerce website that is technically very well but users is not able to find their required product or information due to following reason. Usability
12. Primary interface serves the need of the persona with minor modification or addition refers to _____ person. Secondary
13. The comparison of what happened in the world with what we wanted to happen is called _____ Evaluation
14. A _____ appears in the center of the circle and so there is same distance to travel to an of the point . pointer
15. Quality is a predictable degree of the uniformly and dependently at low cost and suited to the markets Is said by _____ Edward Demig
16. Example of inclusion with respect to reasoning Sugar sweating Coffee.
17. Example of Deduction with respect to reasoning B or C
18. Manual devices is easier to use because of _____ Subtly and awareness. Task
19. Advertising campaign for surveillance computer from Iorunix informative systems in Colorado originally launched back in 1995
20. Audio able range of a sound is 20 HZ to 15KHZ
21. Which of the following discipline plays a role to bridge up the gap between the interface of machine and human understanding. Human computer and interaction
22. There are about _____ Rods and _____ comes on the retina of the human eys. 120 million and 6 millions
23. _____ slips are unintentional while _____ Occur through conscious deliberation
24. Currently many common environment for interactive computing are the example of the _____ interface style, often simply called windowing system. WIMP
25. _____ aspect gives us hints and tips about using and creating user interface idioms like dialog box button. Tactital

26. Which of the following the best describes a stake holder. A person who has invested time or many in developing an interactive computer system
27. The Gulf of the execution refers to.....The system difficulty in converting an input expression into the correct system state transition

Question:

As you studied there are some factors that should be taken in account in HCI design. There can be organized factors environmental factors or etc. Enlist any five organized factors?

Answer:

1. User Characteristics
2. Task Analysis
3. Interface Structure
4. Interaction Design
5. Information Architecture

Question:

Let suppose that a man is driving a car and listening to his friend at the same time who is sitting on the seat beside him and telling an some important topic in which attention model the above fall.

Answer:

"Divided Attention" .Divided attention refers to the ability to focus on and perform multiple tasks simultaneously

Question:

Suppose HCI specialist looking for alternative ways to support the design of interfaces. If you are an interface design Which HCI life cycle model you suggest to support the interface design.name only

Answer:

I would suggest the "Iterative Design" HCI life cycle model to support interface design.

Question:

Given two activities

- 1) Playing a video game for the first time
- 2) Playing the same game after one year of experience

Which one is experiential log nation and other awe comes and reflective log nation JUST answer it

Answer:

Playing a video game for the first time: Experiential cognition

Playing the same game after one year of experience: Reflective cognition

Question:

In fact that thing Effect our perception of color or vision perception in color harmony/What will the side effect if there is lacking of color harmony in a system.

Answer:

Side effects of lacking color harmony in a system:

1. Visual discomfort
2. Reduced readability and legibility
3. Confusion and cognitive load

Question:

Metaphor is used to describe the functionality of many interaction widget such as window.....

Answer:

1. Window: It represents a container that holds and displays content.
2. Folder: The folder metaphor is commonly used to organize and manage digital files on a computer.
3. Trash/Recycle Bin: The trash or recycle bin metaphor is used to represent a location where deleted files or items are temporarily stored before being permanently discarded.
4. Desktop: The desktop metaphor provides users with a graphical representation of a physical desktop.
5. Toolbar: The toolbar metaphor represents a row or area of graphical buttons or icons that provide quick access to frequently used actions or functionalities.



Someone paper by Zain Ahsan

OBJECTIVE

1. Drive a vehicle while holding a conversation with a passenger is the example of **Divided attention**
2. He person's needs are sufficiently unique to require a distinct interface form and behavior is **Primary**
3. The Usability Engineering lifecycle was proposed by **Deborah Mayhew**
4. Audible range of a sound is **25 Hz, 20 KHz**
5. As a software designer, which aspect that gives hints and tips about using and creating user interface idioms, like dialog boxes and pushbutton **Tactical**
6. refers to help users avoiding the danger of carrying out unwanted actions accidentally. **Safely**
7. Clemently my common environments for interactive computing are examples of the **WIMP**
8. The gulf of-----is the distance between the physical presentation of the system state and the expectation of us. **Evaluation**
9. You can load a VCR tape only in the right way because of **Physical constraints**
10. Physical objects are send to have.....affection **Real**
11. The.....model should match the model **Conceptual, mental**
12. What is a semantic network? **A model of long-term memory**
13. Computer Bank **Automatic teller machine**
14. In.....several keys must be pressed at once in order to enter a single character. **Chard keyboards**
15. Which of the following discipline plays a role to bridge up the gap between the interfaces of machines and human understanding. **Human Computer Interaction**
16. The objective of is to make the systems of devices comfortable, safe, reliable and easy to use for its operators **ergonomics**.
17. The person's needs are sufficiently unique to require a distinct interface form and behavior is.....type of Persona **Primary**
18. Ahsan is trying to get expertise in using computer but he did not use the Microsoft Office program for mouth and forget signify which category of mars he resides? **Not Beginners**
19. are unintentional while occur through conscious deliberation (respectively) **Slips, mistakes**
20. are often placed at the top of the screen or at the top of each window Buttons. **Menu bar**
21. There is usually a(n) _____ attached to the top of a window identifying it to the user. **Icon Title bar**
22. Problem solving, planning, reasoning and decision making are all cognitive processes involving **Reflective cognition**
23. Hopefully as technology improves and computers become ever more user-friendly, these attacks will become less frequent," is said by **David Furby**
24. are unintentional while through conscious deliberation (respectively) occur **Slips, mistakes**

SUBJECTIVE

Question:

Write Types of error ?

Answer:

There are various types of errors. Norman has categorized them into two main types, slips and mistakes

Question:

Difference between task & goal ?

Answer:

Task:

- Specific action or set of actions.
- Tangible and measurable.

Goal:

- Desired outcome or result.
- Provides direction and purpose.

Question:

Types of reasoning? 5

Answer:

1. Deductive Reasoning: Deductive reasoning involves drawing specific conclusions based on general principles or premises.
2. Inductive Reasoning: Inductive reasoning involves drawing general conclusions based on specific observations or evidence
3. Abductive Reasoning: Abductive reasoning involves making educated guesses or forming hypotheses to explain observed facts or phenomena.
4. Analogical Reasoning: Analogical reasoning involves drawing conclusions or making inferences based on similarities between two or more situations, objects, or events.
5. Statistical Reasoning: Statistical reasoning involves drawing conclusions based on statistical data, such as analyzing trends, probabilities

Question:

main Physical primary interface? 5

Answer:

Keyboard, Mouse, Touch screen, joystick, gamepad

Question:

What is old non computerized clock?

Answer:

Pendulum Clock , Mechanical Clock , Hour glasses

Question:

Difference b/w learn ability and memorability.

Answer:

Learnability refers to how easy it is for users to learn and understand a new system or interface. It focuses on the initial learning process when users encounter a system for the first time.

On the other hand, memorability refers to how easily users can remember how to use a system or interface after an initial encounter. It relates to the ability to recall the necessary steps or actions to achieve specific tasks without the need for relearning.

Question:

What is dialog box.

Answer:

A dialog box is a small window that appears on a computer screen and prompts the user to provide input or make a decision.

Question:

Which display device is very and fast response ,time and colorable ?

Answer:

One display device that is known for its fast response time and color accuracy is an organic light-emitting diode (OLED) display.



Someone paper by Zain Ahsan

1. When you play a video game on a computer then _____ cognitive mode will be activated.
Experiential
2. If you are taking lecture and suddenly you hear a music or voices from the other room. It is called? **involuntary attention**
3. What might cause us to forget a piece of information?
4. **Both acquiring new information and emotional factors**
5. Learn only a single mode of operating that is applicable to all objects ,is benefits of _____
Consistency
6. Currently many common environment for interacting computing are example of the _____ interface style often simply called windowing system. **Wimp**
7. _____ are individual and isolated region within display that can be selected by the user to involve specific operation? **Buttons**
8. Which of the following discipline plays a role to bridge up the gap between the interfaces and human understanding? **Human computer interaction.**

Question:

According to Armand feigenbaum,what is the definition of quality?

Answer:

the total composite product and service characteristics of marketing, engineering, manufacturing, and maintenance through which the product and service in use will meet the expectations of customers.

Question:

Which three Color will you uses as primary color in your websites?

Answer:

Three primary colors are Red , Green , Blue

Question:

Differentiate between star lifecycle model and usability engineering lifecycle?

Answer:

Star Lifecycle Model:

The Star Lifecycle Model, also known as the Software Technology for Action and Reflection (STAR) model, is an iterative design framework that focuses on the integration of user feedback throughout the design process.

It consists of four stages:

- Framing,
- Investigation,
- Implementation,
- Evaluation.

Usability Engineering Lifecycle:

The Usability Engineering Lifecycle, also referred to as the Usability Engineering Process, is a systematic approach to incorporating user-centered design principles into the development of a product or system. It typically consists of several distinct phases, including User Analysis, Requirements Analysis, Design, Implementation, and Evaluation.