



## USER INTERACTION DESIGN (BEITA&B) Question Bank

### Set -1

- Q.1.** Which cognition involves thinking, comparing, and decision-making and leads to new ideas and creativity
- a) Experiential cognition
  - b) Reflective cognition
  - c) Conceptual cognition
  - d) Behavioral cognition
- Q.2.** In Cognition process, which one is of selecting things to concentrate on, at a point in time, from the range of possibilities available and also involves our auditory and visual senses.
- a) Attention
  - b) perception and recognition
  - c) memory
  - d) learning
- Q.3.** Choose the one, what goes on in our heads when we carry out our everyday activities.
- a) interface
  - b) instructing
  - c) cognition
  - d) browsing
- Q.4.** In which evaluations experts apply their knowledge of typical users, often guided by heuristics, to predict usability problems.
- a) User evaluations
  - b) Predictive evaluations
  - c) System evaluations
  - d) Object evaluations
- Q.5.** In which computing, that people should be able to access and interact with information any place and any time, using a seamless integration of technologies.
- a) Network Computing
  - b) Pervasive Computing
  - c) Distributed Computing
  - d) System Computing



- Q.6.** You have to address a usability issue pertaining to a software interface. You will provide solutions after understanding.
- How your friends use the software?
  - How the users use software?
  - How the developer uses the software?
  - How you use the software?
- Q.7.** What is most important when developing easy-to-use products?
- Understanding the users and their tasks
  - Following the style guide
  - Making interfaces as consistent as possible
  - Using object-oriented development tools
- Q.8.** What involves recalling various kinds of knowledge that allow us to act appropriately
- Attention
  - perception and recognition
  - memory
  - learning
- Q.9.** Problem-solving, planning, reasoning and decision-making are all cognitive processes involving which cognition?
- Experiential cognition
  - Reflective cognition
  - Conceptual cognition
  - Behavioral cognition
- Q.10.** The conceptual framework of which model provides a way of conceptualizing the user's understanding of the system
- System Model
  - Mental Model
  - Design Model
  - Innovative Model



- Q.11.** How a product behaves and is used by people in the real world is defined by which terminology?
- Usability
  - User Interface
  - User Experience
  - None of the above
- Q.12.** How easy is it for users to accomplish basic tasks the first time they encounter the design is determined by which of the following quality?
- Efficiency
  - Satisfaction
  - Learnability
  - Memorability
- Q.13.** what is a cognitive map?
- A tree representation of a person's mental model for a given process or concept
  - A graph representation of a mental model in which nodes represent concepts and are related through labeled, directed edges that illustrate relationships between them
  - A tabular representation of a mental model
  - Any visual representation of a person's (or a group's) mental model for a given process or concept
- Q.14.** Name the reciprocal influence human beings exert on each other through inter stimulation and response.
- Social interaction
  - Social relation
  - Social groups
  - Co-operation
- Q.15.** What incorporates data, architectural, interface, and procedural representations of the software?
- Design model
  - User's model
  - Mental image
  - system image



- Q.16.** Which process involves identifying needs and establishing requirements, developing alternative designs that meet those requirements, building interactive versions of the designs so that they can be communicated and assessed, and evaluating them.
- Interaction Design
  - System Design
  - User Design
  - Behavioral Design
- Q.17.** What is the useful aid when discussing ideas with stakeholders and they are a communication device among team members, and are an effective way to test out ideas for ourself?
- Prototype
  - Instruction
  - User Design
  - Conceptual Design
- Q.18.** Choose the example of low-fidelity prototyping that is often used in conjunction with scenarios.
- Manipulating
  - Storyboarding
  - Thinking
  - Memory
- Q.19.** What consists of a series of sketches showing how a user might progress through a task using the device being developed. It can be a series of sketched screens for a GUI-based software system, or a series of scene sketches showing how a user can perform a task using the device.
- Annotations
  - Storyboarding
  - Thinking
  - Memory
- Q.20.** Which prototyping uses materials that you would expect to be in the final product and produces a prototype that looks much more like the final thing.
- High-fidelity
  - Low – Fidelity
  - Conceptual
  - Behavioral



**Q.21.** In which elicitation process the developers discuss with the client and end users and know their expectations from the software?

- a) Requirement gathering
- b) Organizing requirements
- c) Negotiation & discussion
- d) Documentation

**Q.22.** What type of data gathering method developed at IBM in 1970s and is used for managing requirement elicitation?

- a) Joint Application Design(JAD)
- b) Traceability
- c) FAST
- d) Both JAD and Traceability

**Q.23.** Sending information back to the user about what has been done comes under which design principle?

- a) Visibility
- b) Consistency
- c) Constraint
- d) Feedback

**Q.24.** Which one is based on the idea of letting the user issue instructions to the system when performing tasks?

- a) instructing
- b) conversing
- c) manipulating and navigating
- d) exploring and browsing

**Q.25.** Which one is a central component of usability testing which typically also includes observation, user satisfaction questionnaires and interviews?

- a) evaluation
- b) user testing
- c) predictive model
- d) interviews



- Q.26.** Which conceptual model is based on the idea of a person conversing with a system, where the system acts as a dialog partner.
- a) instructing
  - b) conversing
  - c) manipulating and navigating
  - d) exploring and browsing
- Q.27.** Which conceptual model describes the activity of manipulating objects and navigating through virtual spaces by exploiting users' knowledge of how they do this in the physical world.
- a) instructing
  - b) conversing
  - c) manipulating and navigating
  - d) exploring and browsing
- Q.28.** What allows designs to be refined based on feedback?
- a) focus
  - b) Iteration
  - c) usability
  - d) experience
- Q.29.** \_\_\_\_\_ is based on the system providing information that is structured in such a way as to allow users to find out or learn things, without having to formulate specific questions to the system.
- a) instructing
  - b) conversing
  - c) manipulating and navigating
  - d) exploring and browsing
- Q.30.** Evaluations done during design to check that the product continues to meet users' needs are known as \_\_\_\_\_
- a) summative evaluations
  - b) formative evaluations
  - c) basic evaluation
  - d) classic evaluation



## USER INTERACTION DESIGN (BEITA&B) Question Bank

### Set -2

Q.1. which of the following describes a UX formative evaluation?

- a) Usability testing on a live site to understand how it compares with its competitors
- b) Quantitative usability testing on the current version of the site in order to establish a baseline for further quantitative benchmarking
- c) Running a focus group to understand the needs of the target population
- d) Qualitative usability testing on a prototype to find out which changes need to be made

Q.2 which of the following are the two best ways of prioritizing usability problems?

- a) Most confusing & least confusing
- b) First encountered & last encountered
- c) Problem severity & problem length
- d) Problem frequency & problem severity

Q.3 the very best kind of help is:

- a) A "help Desk"
- b) Needing none at all
- c) Online tutorials
- d) Reference manuals

Q.4. When testing designs with users, who should you use?

- a) Management
- b) Family & Friends
- c) Typical Users
- d) Most Critical Users

Q.5. When during product development is it best to start obtaining user input?

- a) Requirements definition
- b) Prototyping
- c) Implementation
- d) Testing

Q.6. Requirement engineering process includes which of these steps?

- a) Feasibility study
- b) Requirement Gathering
- c) Software Requirement specification & Validation
- d) All mentioned above



Q.7. Why should we think about usability?

- a) To make product beautiful
- b) Because everybody is doing it
- c) To make it easily available
- d) Increase productivity & customer satisfaction

Q.8. which of the following are the two best ways of prioritizing usability problems?

- a) Most confusing & least confusing
- b) First encountered & last encountered
- c) Problem severity & problem length
- d) Problem frequency & problem severity

Q.9. Which model provides high-level description of how a system is organized and operates.

- a) Integrated Model
- b) Interactive Model
- c) Conceptual Model
- d) Software Model

Q.10. which of the following refers to designing operations, interfaces, etc., to be the same across applications and devices

- a) Internal consistency
- b) External consistency
- c) Constraints
- d) efficiency

Q.11. We can treat a design as a good design when the components are \_\_\_\_ cohesive and \_\_\_\_ coupled.

- a) Strongly, Weakly
- b) Weakly, Strongly
- c) Strongly, Strongly
- d) Weakly, Weakly.

Q.12. To minimize the user's memory load we use which principles of interface design.

- a) Establish meaningful defaults.
- b) Providing an online tutorial
- c) Increasing Scalability
- d) Both A & B



Q.13. What is outside in design?

- a) Interaction design works mainly from the computational goals mandated in requirements specifications, to the realization as interactions between cooperating program units
- b) Many program interactions do not give rise to interesting or complicated program component interactions
- c) Both a& b
- d) Design framework

Q.14. What is UI copy?

- a) Labels for commands that appear in buttons, menu items, and other action-oriented elements in the user interface
- b) Link text
- c) Very short content used for headlines, email-subject lines, page titles, or tooltips
- d) All of the above

Q.15. Which of the following is an example of a UI mode?

- a) Pressing CAPS LOCK on your keyboard to type a word in capital letters
- b) Pressing Ctrl-S to save a document in a text editor
- c) Toggling between the thumbnail view and the list view in a file-explorer window
- d) Being able to close a window by either pressing the Esc key or clicking on a Close button

Q.16. Which parameters are required to be taking into account for optimizing the interaction between users and interactive products?

- a) context of use
- b) type of task
- c) Memorability
- d) context of use & type of task

Q.17. It is the process in which developers discuss with the client and end users and know their expectations from the software.

- a) Requirements gathering
- b) Organizing Requirements
- c) Negotiation & discussion
- d) Documentation

Q.18. Who provided following rules: Offer error prevention and simple error handling & Permit easy reversal of actions ?

- a) Norman
- b) Nielsen
- c) Shneiderman
- d) Barry Boehm



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Q.19. Who provided following Principles: Make things visible: bridge the gulfs of Execution and Evaluation, Get the mappings right, Exploit the power of constraints, both natural and artificial?

- a) Shneiderman
- b) Norman
- c) Cohen & Sutherland
- d) Barry Boehm

Q.20. Which of the following organisation/Committee develops standards within the field of user-system interfaces in information and communication technology (ICT) environments. ?

- a) ISO:9001:2000
- b) ISO/IEC JTC 1/SC 35
- c) six Sigma
- d) CMMI

Q.21. Hiding & unhiding, disabling & enabling of the UI options to make the decision making more easier for the user is known as:

- a) Principle of hide and seek
- b) Principle of disability
- c) Principle of Progressive disclosure
- d) None of the Answers

Q.22. Which Design is a description of the proposed system in terms of a set of integrated ideas and concepts about what it should do, behave and look like, that will be understandable by the users in the manner intended.

- a) Software Design
- b) conceptual Design
- c) Product Design
- d) Interface Design

Q.23. What type of cognition is a state of mind in which we perceive, act, and react to events around us effectively and effortlessly.

- a) Attentive
- b) Reflexive
- c) Experiential
- d) Innovative



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Q.24. what kind of design, in which products are used to support people in their everyday and working lives.

- a) Software
- b) Novel
- c) Interactive
- d) innovative

Q.25. what is a series of sketches showing how a user might progress through a task using the device.

- a) Story boarding
- b) Interfaces
- c) Requirements gathering
- d) Evaluation

Q.26. Which of the following tells us that how the system actually works?

- a) System Image
- b) User model
- c) Design Model
- d) Evaluation

Q.27. Which conceptual model or combination of models do you think is most suited to download the music from the web?

- a) Instructing and navigating
- b) Requirements gathering and evaluation
- c) Analysis and Evaluation
- d) Instructing and manipulating

Q.28. What are the types of requirement in Quality Function Deployment(QFD) ?

- a) Known, Unknown, Undreamed
- b) User, Developer
- c) Functional, Non-Functional
- d) Normal, Expected, Exciting

Q.29. The process to gather the software requirements from client, analyze and document them is known as \_\_\_\_\_.

- a) Feasibility Study
- b) Requirement Gathering
- c) Requirement Engineering
- d) System Requirements Specification



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Q.30.What are the notations for the Use case Diagrams?

- a) Use case
- b) Actor
- c) Prototype
- d) Use case and Actor