

Unit 4 - Week 1: Introduction

Course outline

How does an NPTEL online course work?

Week 0: Assignment on Prerequisites

Week 1: Introduction

Lec 1: Introduction to UCC and history

Lec 2: Issues and challenges

Lec 3: Latest research trends

Lec 4: User-Centric Design and Software Engineering

Quiz : Assignment 1

Weekly feedback form for week 1

Solution: Assignment 1

Week 2: Engineering User-Centric Systems

Week 3: User-Centric Computing

Week 4: Computational user models (classical)

Week 5: M5-Computational user models (contemporary)

Week 6: Formal system models

Week 7: Empirical Research Methods

Week 8: User-Centric Design Evaluation

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Assignment 1

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2020-02-12, 23:59 IST.

1) Which of the following is/are computer(s)?

1 point

- (I) Laptop
- (II) Smartphone
- (III) Smart TV
- (IV) Digital Pedometer

- I
- I, II
- I, II, III
- I, II, III, IV

No, the answer is incorrect.
Score: 0

Accepted Answers:
I, II, III, IV

2) In a User-Centric Design which of the following is taken care of?

1 point

- Users' day to day life
- Users' needs and expectations
- System's bugs
- System's revenue

No, the answer is incorrect.
Score: 0

Accepted Answers:
Users' needs and expectations

3) User-centric computing

1 point

- helps in saving the design time and effort
- does not necessarily save the design time and effort
- teaches the user how to use the system
- makes the user addicted to the system

No, the answer is incorrect.
Score: 0

Accepted Answers:
helps in saving the design time and effort

4) Interactive software development is _____ in nature.

1 point

- sporadic
- iterative
- variable
- discrete

No, the answer is incorrect.
Score: 0

Accepted Answers:
iterative

5) SDLC stands for _____

1 point

- Software Deployment Life Cycle
- Software Data Life Cycle
- Software Development Life Cycle
- Semantic Data Life Cycle

No, the answer is incorrect.
Score: 0

Accepted Answers:
Software Development Life Cycle

6) Consider the following two statements and choose the correct option below:

1 point

S1: The interfaces for User-Smartphone interactions are GUIs but not WIMP.
S2: The interfaces for User-Laptop interactions are GUI as well as WIMP.

- S1 is true but S2 is false.
- S1 is false but S2 is true.
- Both are true.
- Both are false.

No, the answer is incorrect.
Score: 0

Accepted Answers:
Both are true.

7) In our real life, we actually make use of two types of attention: (i) central and (ii) _____.

1 point

- distributed
- peripheral
- principal
- subordinate

No, the answer is incorrect.
Score: 0

Accepted Answers:
peripheral

8) A usable product need not be designed for all

1 point

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

9) Which of the following is not a measure of 'usability'?

1 point

- Effectiveness
- Completeness
- Efficiency
- Satisfaction

No, the answer is incorrect.
Score: 0

Accepted Answers:
Completeness

10) Select the appropriate example of Synchronous remote interaction.

1 point

- Sending and receiving email
- Commenting on a social media post
- Chatting in an instant messaging application
- Sending SMS to a friend

No, the answer is incorrect.
Score: 0

Accepted Answers:
Chatting in an instant messaging application