

Unit 5 - Week 2: Engineering User-Centric Systems

Course outline

How does an NPTEL online course work?

Week 0: Assignment on Prerequisites

Week 1: Introduction

Week 2: Engineering User-Centric Systems

Lec 5: Components of SDLC - Contextual Inquiry

Lec 6: Components of SDLC - Design Guidelines

Lec 7: Components of SDLC - Prototyping

Lec 8: Case study (web site design)

Lec 9: Introduction to User-Centric Computing

Quiz : Assignment 2

Weekly feedback form for week 2

Solution: Assignment 2

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 2

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) Contextual Inquiry is:

- A method to test the system
- A method to gather end-user requirement
- A method to make user aware of the system
- A method to form user group of the system

No, the answer is incorrect.
Score: 0

Accepted Answers:
A method to gather end-user requirement

1 point

2) Find the odd one from the following stages of the contextual inquiry.

- Plan
- Initiate
- Execute
- Close
- Reflect
- Build system

No, the answer is incorrect.
Score: 0

Accepted Answers:
Build system

1 point

3) In an Interactive System (IS), 'user state' refers to _____

- affective state
- cognitive state
- elementary state
- ordinary state

No, the answer is incorrect.
Score: 0

Accepted Answers:
cognitive state

1 point

4) Shneiderman, in 1986, proposed _____ golden rules as a design guidelines for an interactive system in a very generic way.

- five
- six
- seven
- eight

No, the answer is incorrect.
Score: 0

Accepted Answers:
eight

1 point

5) In which of the prototype the entire interface is depicted at the surface level without any functionality?

- Horizontal
- Vertical

No, the answer is incorrect.
Score: 0

Accepted Answers:
Horizontal

1 point

6) In a three-layered view of a system, what does the middle layer contain?

- Memory
- Processor
- Operating system
- Application softwares

No, the answer is incorrect.
Score: 0

Accepted Answers:
Operating system

1 point

7) Medium-fidelity prototyping creates _____ prototypes.

- horizontal
- vertical

No, the answer is incorrect.
Score: 0

Accepted Answers:
horizontal

1 point

8) Storyboarding is a:

- Medium fidelity prototype
- Vertical prototype
- High fidelity prototype
- Horizontal prototype

No, the answer is incorrect.
Score: 0

Accepted Answers:
Horizontal prototype

1 point

9) We can consider cognition as computation.

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

1 point

10) Computation = change of states in a state machine.

- True
- False

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

1 point