

Unit 6 - Week 3: User-Centric Computing

Course outline

How does an NPTEL online course work?

Week 0: Assignment on Prerequisites

Week 1: Introduction

Week 2: Engineering User-Centric Systems

Week 3: User-Centric Computing

● Lec 10: The UCC framework with illustrative case study

● Lec 11: User-Centric Models – Introduction and descriptive models

● Lec 12: User-Centric Models – Predictive models and taxonomy

● Lec 13: Introduction to GOMS family of models

○ Quiz : Assignment 3

● Weekly feedback form for week 3

● Solution: Assignment 3

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 3

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

Due on 2020-02-19, 23:59 IST.

1) A virtual keyboard which changes its layout after each interaction by the user is a _____ type of user-centric system.

1 point

- adaptive
 non-adaptive
 associative
 non-associative

No, the answer is incorrect.
Score: 0

Accepted Answers:
adaptive

2) Some performance measures of the non-adaptive design of virtual keyboard can be

1 point

- Text entry rate
 Error rate
 CPU speed
 Key search time

No, the answer is incorrect.
Score: 0

Accepted Answers:
Text entry rate
Error rate
Key search time

3) Predictive models can also be referred to as _____

1 point

- Personalized models
 Performance models
 Adaptive models
 Promotional models

No, the answer is incorrect.
Score: 0

Accepted Answers:
Performance models

4) Two types of user-centric models are descriptive models and _____ models

No, the answer is incorrect.
Score: 0

Accepted Answers:
(Type: String) predictive

1 point

5) Buxton's 3 state model has _____ number of transitions

No, the answer is incorrect.
Score: 0

Accepted Answers:
(Type: Numeric) 7

1 point

6) Which of the followings are true

1 point

- (I) A model can be used to understand the way users behave
 (II) A model helps to provide guidelines for use-centric design
 (III) A model helps to perform automatic evaluation

- I & III
 II & III
 I, II & III
 I & II

No, the answer is incorrect.
Score: 0

Accepted Answers:
I, II & III

7) Which action of the 'Execution' state involves human motor actions?

1 point

- Formulate intention
 Establish goal
 Execute action
 Specify action at the interface

No, the answer is incorrect.
Score: 0

Accepted Answers:
Execute action

8) The UCC model that takes care of both the interface states as well as the cognitive states together is termed as

1 point

- Psychic-cognitive model
 Hybrid model
 Formal model
 Beta model

No, the answer is incorrect.
Score: 0

Accepted Answers:
Hybrid model

9) In UCC, there is a family of models, called GOMS. The GOMS stands for _____.

1 point

- Goals, Output, Models, and Selection rules
 Goals, Operators, Methods, and Selection rules
 Goals, Operators, Mechanisms, Specification rules
 Goals, Operators, Methods, and Specification rules

No, the answer is incorrect.
Score: 0

Accepted Answers:
Goals, Operators, Methods, and Selection rules

10) Four variants of GOMS model are KLM GOMS, NGOMSL, (CPM)GOMS and _____.

1 point

- (CPN)GOMS
 (CMN)GOMS
 N(GOMS)M
 (CPL)GOMS

No, the answer is incorrect.
Score: 0

Accepted Answers:
(CMN)GOMS