Unit 6 - Week 3: User-Centric Computing

Assignment 3

Due on 2020-02-18, 23:59 EST.

1. A virtual keyboard which changes its layout after each interaction by the user is a ________ type of user-centric system.
   - adaptive
   - non-adaptive
   - semi-adaptive
   - non-semi-adaptive
   - None of the above
   - Accepted Answers: adaptive

2. Some performance measures of the non-adaptive design of virtual keyboard can be
   - text entry rate
   - entry time
   - CPU speed
   - key press time
   - Accepted Answers: text entry rate, entry time

3. Predictive models can also be referred to as_________.
   - Personalized models
   - Performance models
   - Adaptive models
   - Promotional models
   - Accepted Answers: Personalized models

4. Two types of user-centric models are descriptive models and ________ models.
   - concise
   - non-descriptive
   - operational
   - non-operational
   - Accepted Answers: descriptive models

5. Bouter's 3-state model has ________ number of transitions.
   - Accepted Answers: number of transitions

6. Which of the following is true?
   - All of the above
   - (a) and (b)
   - (b) and (c)
   - (c) and (d)
   - None of the above
   - Accepted Answers: (a) and (b)

7. Which action of the 'Execution' state involves human input actions?
   - Formulate Interface
   - Interface goal
   - Execution option
   - Specify action at the interface
   - Accepted Answers: Execution option

8. The UCC model that takes care of both the interface states as well as the cognitive states together is termed as
   - Hybrid model
   - Cognitive model
   - Psychological model
   - Formal model
   - None of the above
   - Accepted Answers: Cognitive model

9. In UCC, there is a family of models, called GOSS. The G.O.S.S. stands for_________.
   - Goals, Outputs, Models, and Selection rules
   - Goals, Operations, Methods, and Selection rules
   - Goals, Operations, Mechanisms, Specification rules
   - Goals, Operations, Methods, and Specification rules
   - Accepted Answers: Goals, Outputs, Models, and Selection rules

10. Four varieties of GOSS model are KLIO (GOSS), KOIOM, OITMGOSS and___________.
    - K.O.T.I.O.
    - K.O.I.O.T.
    - K.O.T.I.O.
    - K.O.T.I.O.
    - Accepted Answers: K.O.T.I.O.