

Unit 2 - Welcome to HCI class

Course outline

How to access the portal

Welcome to HCI class

- Introduction to course
- What is HCI? Commonalities and Differences in Interfaces
- Week - 1 Feedback
- Quiz : Assignment 1

Contextual Inquiry and Affinity Diagrams

IRB documents

Understanding user needs

Design and Prototyping

Design Patterns and Material Design

Usable security

Usable Security and Visual Design

Visual Design

Project Demos

DOWNLOAD VIDEOS

Assignment 1

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

Due on 2019-09-11, 23:59 IST.

1) What are the points that need to be kept in mind while designing an application? 1 point

- Keep Users in the loop
- Understand the activity for which the application is being built.
- Understand the context of the use.
- All of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
All of the above

2) Pick up the components of the HCI approach to design? 1 point

- Tasks
- Usability
- Humans
- Technology

No, the answer is incorrect.
Score: 0

Accepted Answers:
Tasks
Humans
Technology

3) Carefully observe the image below and choose the best corresponding option: 1 point



(i) (ii)

- (i) is a bad design whereas (ii) is a good design because (i) is aesthetically unappealing.
- (i) and (ii) both are good designs because of QWERTY keyboard theme which is easy to use.
- (i) is good design because the buttons are concave shaped that prevent errors, and long-palm rest support wrists.
- (ii) is good design because the buttons are flat and thin.

No, the answer is incorrect.
Score: 0

Accepted Answers:
(i) is good design because the buttons are concave shaped that prevent errors, and long-palm rest support wrists.

4) Which of the following is not the goal of a good design? 1 point

- Learnability
- Memorability
- Safety
- Utility
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
None of the above

5) Observe the image below and select the best corresponding option: 1 point



- This is good design because the design is new and innovative.
- This is bad design because the design can lead to injuries.
- This is good design because it looks very cool and appealing.
- This is bad design because it has less capacity.

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is bad design because the design can lead to injuries.

6) "Good Design is more than just user interface". 1 point

- True
- False
- May be

No, the answer is incorrect.
Score: 0

Accepted Answers:
True

7) Which of the following statements is false? 1 point

- A good UI design always contains the components which are essential.
- A new and innovative design can be a Bad UI design because it might be hard to use.
- A good UI design saves time and effort.
- The UI design doesn't matter as long as the product is great

No, the answer is incorrect.
Score: 0

Accepted Answers:
The UI design doesn't matter as long as the product is great

8) Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario: 1 point

"A doctor performs an ultrasound on the ultrasound machine using the handheld device."

- A doctor
- performs an ultrasound
- the ultrasound machine
- the handheld device

No, the answer is incorrect.
Score: 0

Accepted Answers:
performs an ultrasound

9) Which of the fields are together drawn by HCI? 1 point

- Psychology
- Literature
- Design
- Computer Science

No, the answer is incorrect.
Score: 0

Accepted Answers:
Psychology
Design
Computer Science

10) Observe the Website design below and select the best corresponding option: 1 point



- This is a good design because a lot of information is provided in one go
- This is a bad design because a lot of information is provided in one go
- Both a and b

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is a bad design because a lot of information is provided in one go

11) What is the principal interaction mode for a Microsoft Kinect? 1 point

- Haptic Interface
- Mouse Pointer
- Exploring and Browsing
- Gesture and Body Movements

No, the answer is incorrect.
Score: 0

Accepted Answers:
Gesture and Body Movements

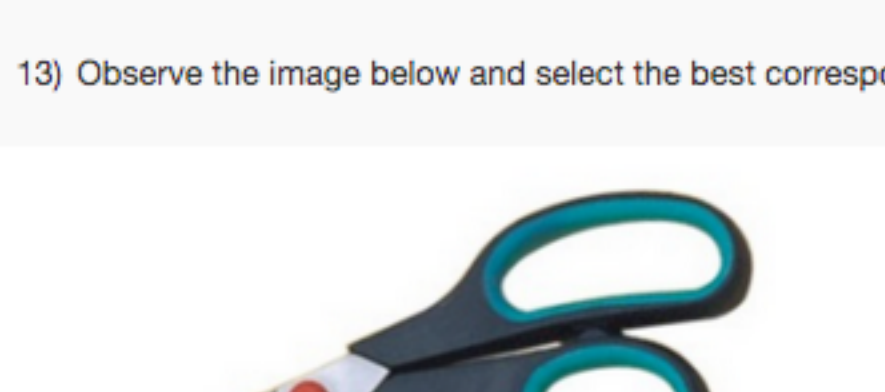
12) Which one of these would not be found in a good HCI? 1 point

- Icons that can have specific meanings
- Common shortcuts, like CTRL+Z for undo.
- Sounds that convey meanings.
- A long command line to achieve a function

No, the answer is incorrect.
Score: 0

Accepted Answers:
A long command line to achieve a function

13) Observe the image below and select the best corresponding option: 1 point



- This is good design because it easy to see where to hold the scissors from and not grab the blade
- This is bad design because the handle is too big
- This is good design because the colour scheme is soothing
- This is bad design because it is easy to mistake the blade for the handle and injure our hand

No, the answer is incorrect.
Score: 0

Accepted Answers:
This is good design because it easy to see where to hold the scissors from and not grab the blade

14) Which of the following is the most likely interface metaphor used by a smartphone calendar? 1 point

- Take-out Menu
- A paper diary
- Mobile Technology
- A touchscreen

No, the answer is incorrect.
Score: 0

Accepted Answers:
A paper diary

15) Which is more important while designing a product? 1 point

- User Experience
- User interface
- Both a) and b)

No, the answer is incorrect.
Score: 0

Accepted Answers:
Both a) and b)