

Unit 7 - Design Patterns and Material Design

Course outline
How to access the portal
Welcome to HCI class
Contextual Inquiry and Affinity Diagrams
IRB documents
Understanding user needs
Design and Prototyping
Design Patterns and Material Design
• Design Patterns
○ Lab Session : Material Design
○ Week 6 Feedback
○ Quiz : Assignment 6
Usable security
Usable Security and Visual Design
Visual Design
Project Demos
DOWNLOAD VIDEOS

Assignment 6

The due date for submitting this assignment has passed. **Due on 2019-10-09, 23:59 IST.**
 As per our records you have not submitted this assignment.

1) Consider the following characteristics of Material in motion: 1 point

- i. Motion should be responsive
- ii. Motion should be aware of its surroundings
- iii. Motion should occur element by element
- iv. Motion should feel natural

Which of the points mentioned above are true:
 i, ii and iv
 i and iii
 ii and iii
 i, ii and iii

No, the answer is incorrect.
 Score: 0
 Accepted Answers: i, ii and iv

2) State True or False: Top and bottom app bars use an app's primary color. 1 point

- True
- False

No, the answer is incorrect.
 Score: 0
 Accepted Answers: True

3) Which shade series is usually used for Toolbars according to the Material Design Style Guidelines: 1 point

- 300s
- 400s
- 500s
- 700s

No, the answer is incorrect.
 Score: 0
 Accepted Answers: 500s

4) Which of the following statements about Material Design are false: 1 point

- Material Design is a Visual Language developed by Google in 2015
- Material Design aims to unify design across different devices and screen sizes
- Material design is not inspired by real-life elements
- Material Design can be used to create apps for Android but not ChromeOS

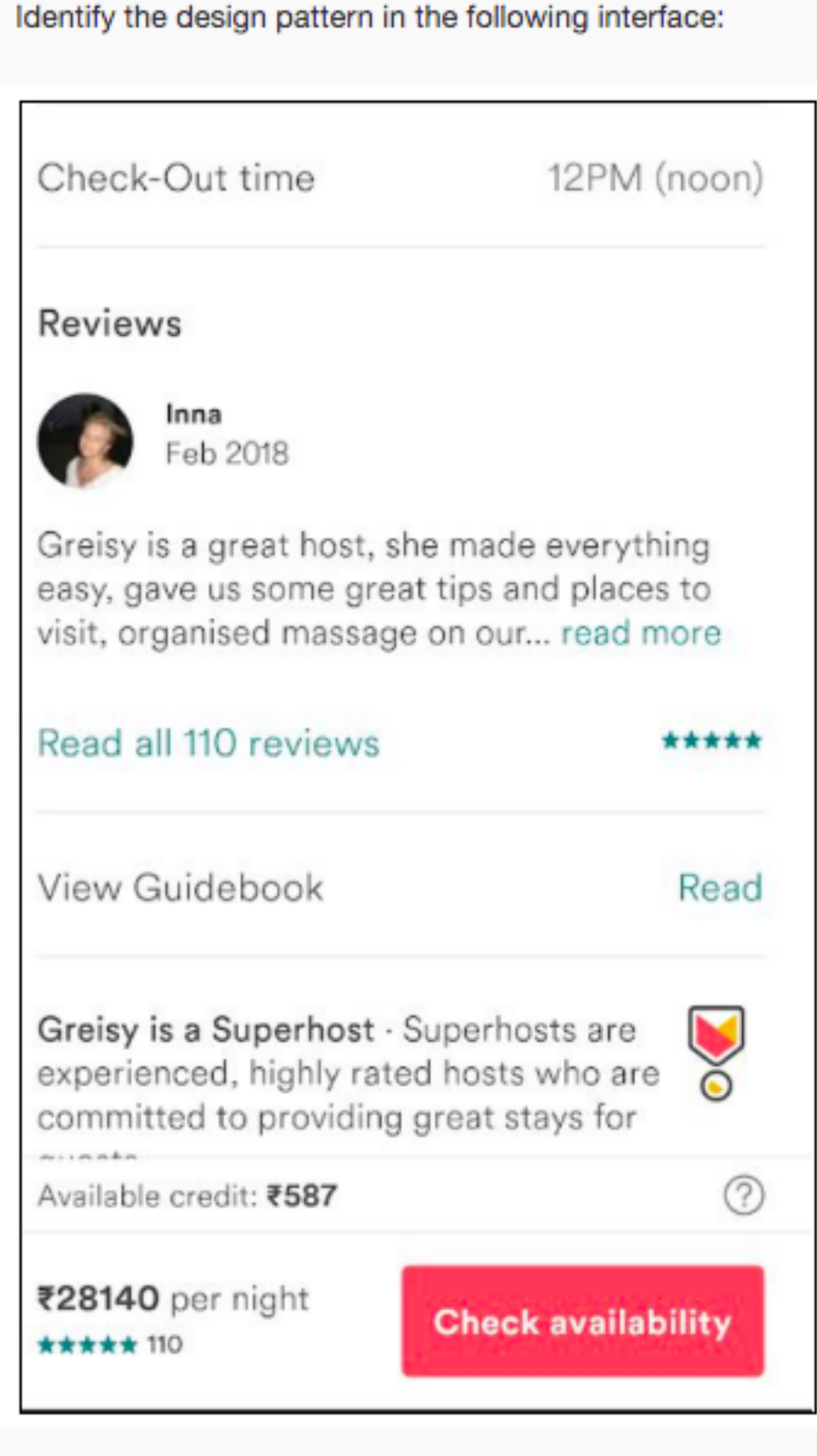
No, the answer is incorrect.
 Score: 0
 Accepted Answers: Material Design is a Visual Language developed by Google in 2015
 Material design is not inspired by real-life elements
 Material Design can be used to create apps for Android but not ChromeOS

5) Which of the following are a font file format: 1 point

- .tff, .odf
- .tff, .fnt
- .ABF, .CHA
- .fnt, .fot

No, the answer is incorrect.
 Score: 0
 Accepted Answers: .tff, .fnt
 .ABF, .CHA
 .fnt, .fot

6) Identify the design pattern in the following interface: 1 point



- Site Branding
- Above the Fold
- Reviewing Community
- None of the Above

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Reviewing Community

7) What is the name of the class used in the backend to set the font of a TextView: 1 point

- Typeface
- FontClass
- Font
- FontFace

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Typeface

8) What is the name of the folder where you should save your colors.xml: 1 point

- Layout
- Assets
- Res
- Values

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Values

9) What is the name of the folder where you should save your font file: 1 point

- Res
- Values
- Assests
- Layout

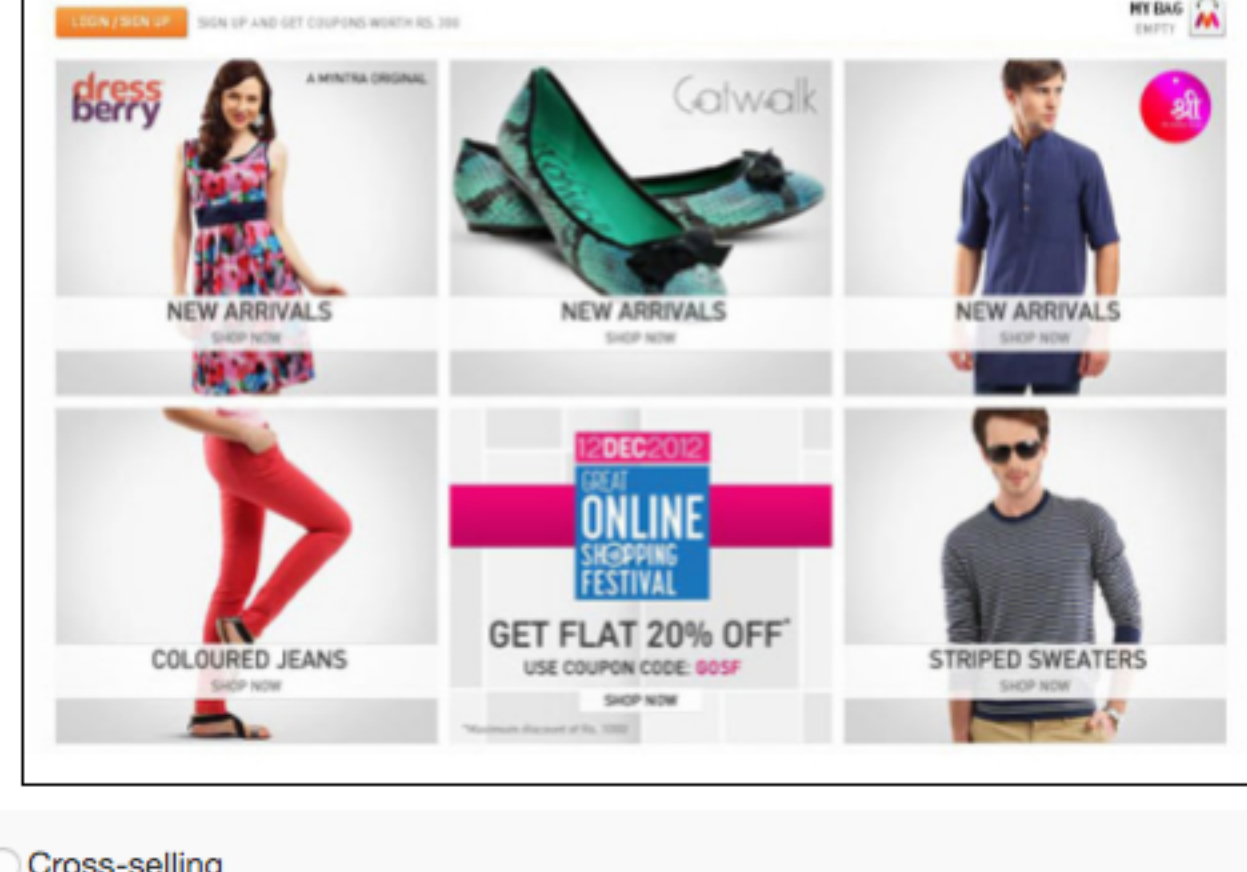
No, the answer is incorrect.
 Score: 0
 Accepted Answers: Assests

10) What is/are the advantage/s of design patterns? 1 point

- Design is readily available
- Users are newly to the design
- Helps in quick prototyping
- Don't encourage use of creativity

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Design is readily available
 Helps in quick prototyping
 Don't encourage use of creativity

11) Identify the marked design pattern in the image: 1 point

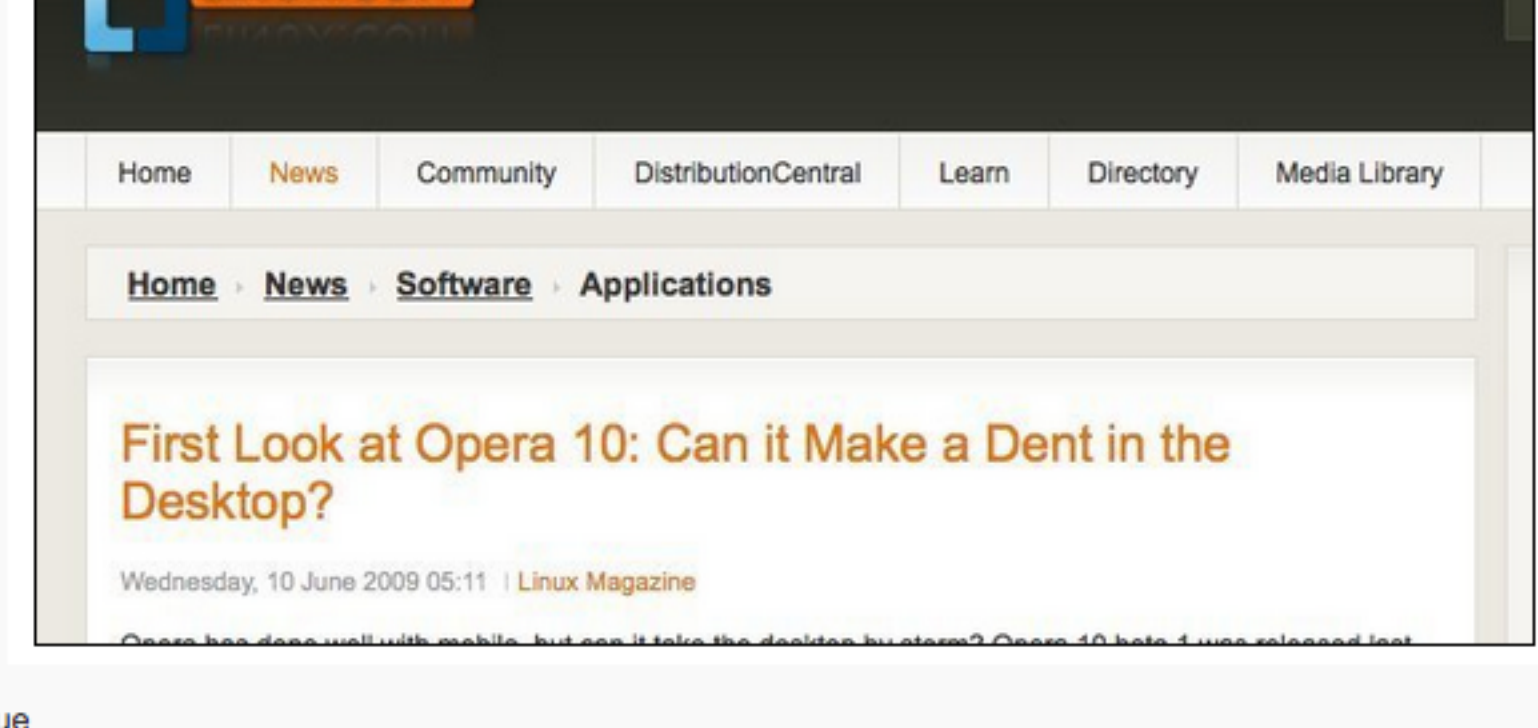


- Cross-selling
- Process funnel
- Site-branding
- Obvious links

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Site-branding

12) Consider the following statement about the given app interface: 1 point

"The app interface has Location Bread Crumbs present in it"



- True
- False

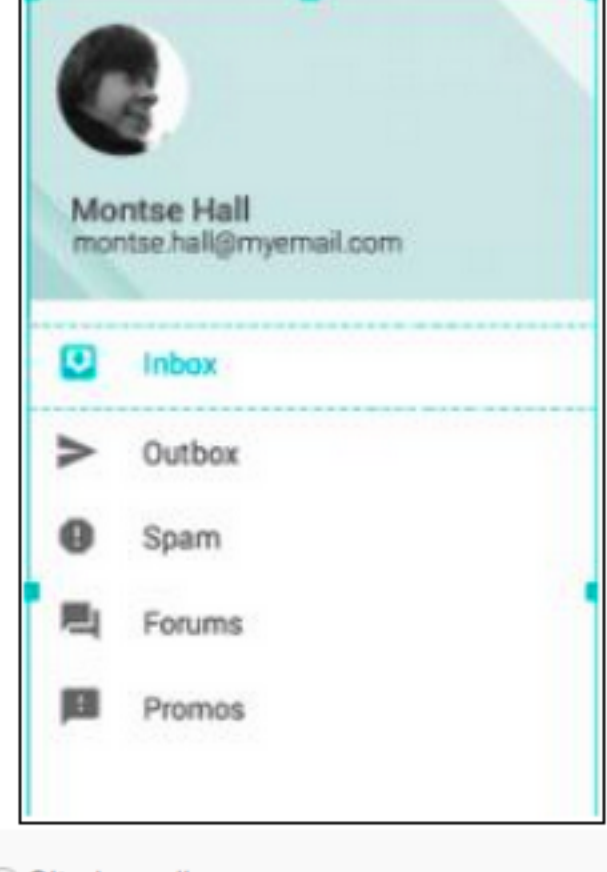
No, the answer is incorrect.
 Score: 0
 Accepted Answers: True

13) Coding the final product is not necessary for digital prototyping. 1 point

- True
- False

No, the answer is incorrect.
 Score: 0
 Accepted Answers: True

14) Which design pattern does the following screen signify? 1 point



- Site branding
- Obvious Links
- Location Breadcrumbs
- Cross-selling

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Obvious Links

15) What of the following is true about design patterns? 1 point

- Encourages the use of creativity
- Using design patterns might hinder creativity
- They are a shorthand for established solutions to known problems.
- None of the Above

No, the answer is incorrect.
 Score: 0
 Accepted Answers: Using design patterns might hinder creativity
 They are a shorthand for established solutions to known problems.