Assignment 1

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

These are assignment questions for week 1.

1) (Fill in the blanks) __________, Designer, Management and Marketers are the typical teams involved in the design of interactive products.

- Artists
- Policy makers
- Technology vendor
- Engineers

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

2) According to a definition appeared in the year 1901, people used to understand 'Interaction' as:

- A phenomena only seen in closed communities.
- In terms of 'reciprocity'.
- A form of social interaction across children in classroom environment.
- Interaction with human beings only.

No, the answer is incorrect.
Score: 0
Accepted Answers: In terms of 'reciprocity'.

3) Which one of the following is the most significant decade in the history of interaction design with respect to the arrival of Graphic User Interface?

- 1910s
- 1990s
- 2000s
- 1960s

No, the answer is incorrect.
Score: 0
Accepted Answers: 1960s

4) Who talked about a symbiotic relationship (problem solving through thinking along with the computer) between man and computer?

- Evan Sutherland in year 1963.
- Ben Schneiderman in year 1983.
- Doug Engelbart in year 1965.
- J. C. R. Licklider in year 1960.

No, the answer is incorrect.
Score: 0
Accepted Answers: J. C. R. Licklider in year 1960.

5) Which one of the following qualifies to be called as an Interface?

- A project of
- In association with
- Funded by
- Powered by

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A project of
National Programme on
Technology Enhanced Learning
NASSCOM
Government of India
Ministry of Human Resource Development
Powered by
Google

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Which one of the above images depict a typical team responsible for designing interactive products?

- Picture (A) above.
- Picture (B) above.
- Picture (C) above.
- Picture (D) above.

No, the answer is incorrect.
Score: 0
Accepted Answers:
Picture (D) above.

7) (Fill in the blank) The role of ____________ is to ensure profitability of the interactive product while the role of ____________ is to ensure users’ satisfaction with the interactive product.

- Management team, Design team.
- Engineering team, Design team.
- Marketer team, Design team.
- Marketer team, Management team.
8) (Fill in the blanks) The usual reason for failure of the digital product is ___________.

- conflicting standpoints
- shortage of resources
- conflicts of interest
- shortage of supplies

No, the answer is incorrect.
Score: 0
Accepted Answers:
conflicts of interest

9) (Fill in the blanks) Ignorance about real users and lack of a design process are most likely to cause ___________ of an Interactive product.

- success
- failure
- deployment
- misuse

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

10) (Fill in the blanks) ___________ of an interactive product is its underlying mechanism like system software that supports interaction logic in different conditions.

- Implementation or System model
- Represented or Designed model
- Mental model
- Distributed model

No, the answer is incorrect.
Score: 0
Accepted Answers:
Implementation or System model

11) (Fill in the blanks) The system model of an interactive product is also known as ___________.

- Designed model
- Implementation model
- Realized model
- Artefact model

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

12) Tell us how would you like to identify the given picture.
13) Fill in the blanks: Mental model is a ____________ for explaining how does a complex mechanism work.
- metaphorical structure
- standard structure
- cognitive structure
- data structure

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

14) Fill in the blanks: Represented models which are simpler than implementation model are most likely to ______ users better.
- frustrate
- distract
- None
- help

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

15) Fill in the blanks: An invitation to do something which is picked up by our perceptual system is called ____________ .
- Affinity
- Retrospective detail
- Short terms memory capacity
- Affordance

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

16) Pick the statement(s) which best explain an interface like an interactive map of EARTH

- An interactive map of EARTH is open for manipulation while the EARTH is not
- An interactive map of EARTH is based on the actual dimensions of the EARTH
- An interactive map of EARTH is one of the representations of the EARTH
- An interactive map of EARTH can accurately display all parts of the EARTH

No, the answer is incorrect.
Score: 0
Accepted Answers:
An interactive map of EARTH is open for manipulation while the EARTH is not
An interactive map of EARTH is one of the representations of the EARTH

17) Specify the statement which best fits as an explanation of our relationship with computers in current times.

- Computers needs commands written in a specific syntax to operate on users' inputs.
- Computers dictate the interactions.
- Computers and their users are equal in their computing capacities.
- Users share a symbiotic relationship with their interactive devices

No, the answer is incorrect.
Score: 0
18. Designers can exercise their control while detailing _________.

- Represented model
- Implementation model
- System model
- Mental model

No, the answer is incorrect.
Score: 0

19. Pick the statement which does not indicate the current understanding of 'Interaction'.

- Users interact with an interface and perform certain actions of interest.
- The users' interaction with the device is quite similar to command line interfaces. They need to remember all the steps of their task and feed into the device to attain a specific output.
- The computing device or the interactive device senses users' actions and undergoes a change in its' state. It then presents this change in state to the users.
- Users understand the change in state of the device and respond accordingly.

No, the answer is incorrect.
Score: 0

20. Within the domain of interaction design, the conceptual understanding of design affordance is known as _________.

- Perceived affordance
- Simulated affordance
- Widget dimensions
- Physical affordance

No, the answer is incorrect.
Score: 0