

# CS408

## Human Computer Interaction

### Important mcqs

#### Lec 23 - REQUIREMENTS.

**What are requirements in the context of HCI?**

- a) The design team's preferences
- b) The desired aesthetics of the interface
- c) The functionalities and features expected from the system
- d) The constraints of the development environment

**Answer: c) The functionalities and features expected from the system**

**How are requirements gathered in the HCI design process?**

- a) Through technical feasibility analysis
- b) Through cost analysis
- c) Through stakeholder opinions
- d) Through usability testing

**Answer: d) Through usability testing**

**Why is prioritization important in requirements analysis in HCI?**

- a) To make the system more complex
- b) To identify the key functionalities and features
- c) To increase development costs
- d) To delay the project timeline

**Answer: b) To identify the key functionalities and features**

**Who should be involved in the requirements gathering process in HCI?**

- a) Only the design team
- b) Only the developers
- c) Only the stakeholders
- d) Intended users of the system

**Answer: d) Intended users of the system**

**What is the role of clear and unambiguous requirements in HCI?**

- a) To make the system more challenging to use
- b) To ensure accurate understanding among stakeholders
- c) To limit the design possibilities
- d) To create more room for interpretation

**Answer: b) To ensure accurate understanding among stakeholders**

**How do requirements influence the design of the user interface in HCI?**

- a) They do not influence the design process
- b) They guide the design team in creating mockups and prototypes
- c) They limit the creativity of the design team
- d) They add unnecessary complexity to the interface

**Answer: b) They guide the design team in creating mockups and prototypes**

**What is the purpose of usability testing in the context of requirements in HCI?**

- a) To validate whether the interface meets the defined requirements
- b) To delay the development process
- c) To make the interface more complex
- d) To increase the project budget

**Answer: a) To validate whether the interface meets the defined requirements**

**How can deviations or gaps between requirements and the actual interface be addressed in HCI?**

- a) By ignoring the deviations and gaps

- b) By changing the requirements to match the actual interface
- c) By addressing the deviations and gaps during the evaluation process
- d) By disregarding user feedback

**Answer: c) By addressing the deviations and gaps during the evaluation process**

**Why is a user-centered approach important in gathering requirements in HCI?**

- a) It is not important
- b) To prioritize the design team's preferences
- c) To ensure that the needs of the intended users are captured accurately
- d) To make the system more complicated

**Answer: c) To ensure that the needs of the intended users are captured accurately**

**How can well-defined requirements contribute to the success of HCI design projects?**

- a) By creating confusion among stakeholders
- b) By limiting the design possibilities
- c) By guiding the design and development process
- d) By increasing development costs

**Answer: c) By guiding the design and development process**

## **Lec 24 - FRAMEWORK AND REFINEMENTS**

**Which of the following is a commonly used framework in Human Computer Interaction (HCI)?**

- a) User-Unfriendly Design (UUD)
- b) User-Centered Design (UCD)
- c) Developer-Centric Design (DCD)
- d) Technology-Driven Design (TDD)

**Answer: b) User-Centered Design (UCD)**

**What is the purpose of a framework in HCI?**

- a) To restrict the creativity of designers
- b) To provide guidelines for designing user interfaces
- c) To limit the scope of the design process
- d) To ensure that only expert users are considered in the design process

**Answer: b) To provide guidelines for designing user interfaces**

**What is the primary focus of the Interaction Design (IxD) framework?**

- a) Contextual analysis
- b) Usability testing
- c) Design iteration
- d) Task analysis

**Answer: c) Design iteration**

**Usability testing is used for refinements in HCI to:**

- a) Improve the visual aesthetics of the interface
- b) Enhance the performance of the interface
- c) Increase the complexity of the interface
- d) Decrease the overall cost of interface development

**Answer: b) Enhance the performance of the interface**

**What is the purpose of heuristic evaluation in HCI?**

- a) To evaluate the interface based on established usability principles
- b) To test the interface with a large group of users
- c) To analyze the contextual factors influencing user behavior
- d) To identify potential security issues in the interface

**Answer: a) To evaluate the interface based on established usability principles**

**Cognitive walkthroughs are used for refinements in HCI to:**

- a) Assess the visual aesthetics of the interface
- b) Identify potential usability issues
- c) Test the interface with real users
- d) Measure the overall satisfaction of users with the interface

**Answer: b) Identify potential usability issues**

**Which of the following is an example of a user feedback survey used for refinements in HCI?**

- a) Cognitive walkthrough
- b) Usability testing
- c) Heuristic evaluation
- d) User satisfaction questionnaire

**Answer: d) User satisfaction questionnaire**

**Focus groups are used for refinements in HCI to:**

- a) Measure the performance of the interface
- b) Evaluate the visual aesthetics of the interface
- c) Collect qualitative data on user preferences and needs
- d) Test the interface with a large group of users

**Answer: c) Collect qualitative data on user preferences and needs**

**What is the role of refinements in the HCI design process?**

- a) To restrict the creativity of designers
- b) To eliminate the need for user feedback
- c) To improve the overall usability of the interface
- d) To limit the scope of the design process

**Answer: c) To improve the overall usability of the interface**

**How do frameworks and refinements contribute to the success of user interface design in HCI?**

- a) By limiting the creativity of designers
- b) By ensuring that only expert users are considered
- c) By providing guidelines for designing user interfaces
- d) By increasing the complexity of the design process

**Answer: c) By providing guidelines for designing user interfaces**

## **Lec 25 - DESIGN SYNTHESIS**

**What is design synthesis in the context of Human Computer Interaction (HCI)?**

- a) The process of gathering data from users
- b) The process of integrating and interpreting data from user research
- c) The process of creating visual design artifacts
- d) The process of evaluating design concepts

**Answer: b) The process of integrating and interpreting data from user research**

**Which of the following is not a key step in design synthesis?**

- a) Data analysis
- b) Concept generation
- c) Prototype testing
- d) Concept evaluation and refinement

**Answer: c) Prototype testing**

**What is the role of user feedback in design synthesis?**

- a) To gather data from users
- b) To validate and refine design concepts
- c) To create visual design artifacts
- d) To evaluate design effectiveness

**Answer: b) To validate and refine design concepts**

**How does design synthesis contribute to a user-centric approach in design?**

- a) By gathering data from users
- b) By creating visual design artifacts
- c) By integrating user feedback
- d) By testing prototypes

**Answer: c) By integrating user feedback**

**What are some common design artifacts created during design synthesis?**

- a) Wireframes and mockups
- b) Surveys and questionnaires
- c) Data charts and graphs
- d) User personas and scenarios

**Answer: d) User personas and scenarios**

**How can design synthesis minimize the risk of design failures?**

- a) By gathering more data from users
- b) By creating multiple design concepts
- c) By involving users in prototype testing
- d) By visualizing design ideas with design artifacts

**Answer: c) By involving users in prototype testing**

**What are some criteria used for evaluating design concepts during design synthesis?**

- a) Usability, feasibility, and desirability
- b) Data accuracy, reliability, and validity
- c) Aesthetic appeal, color palette, and typography
- d) Marketing potential, competition analysis, and target audience

**Answer: a) Usability, feasibility, and desirability**

**Which of the following is not a common step in design synthesis?**

- a) Data analysis
- b) Concept generation
- c) Prototype development
- d) Concept evaluation and refinement

**Answer: c) Prototype development**



**What is the purpose of concept evaluation and refinement in design synthesis?**

- a) To gather more data from users
- b) To select the best design concept
- c) To create visual design artifacts
- d) To conduct usability testing

**Answer: b) To select the best design concept**

**Why is design synthesis considered a crucial step in the overall user-centered design process?**

- a) It helps gather data from users
- b) It creates visual design artifacts
- c) It involves prototype testing
- d) It integrates user feedback and aligns design with user needs

**Answer: d) It integrates user feedback and aligns design with user needs**

## **Lec 26 - BEHAVIOR & FORM PART I**

**Question: Which of the following refers to how users interact with digital interfaces, including their actions, reactions, and responses to the interface and its elements?**

- A. Behavior
- B. Form
- C. Usability
- D. Interaction design

**Answer: A. Behavior**

**Question: What does form in the context of HCI refer to?**

- A. How users interact with digital interfaces
- B. The visual and physical aspects of the interface
- C. Guidelines for creating usable interfaces
- D. The context of use for the interface

**Answer: B. The visual and physical aspects of the interface**

**Question: Which of the following can impact user behavior in HCI?**

- A. Usability principles
- B. Context of use
- C. Visual design
- D. User feedback

**Answer: C. Visual design**

**Question: What is the role of usability principles in HCI?**

- A. Shaping user behavior
- B. Designing visual elements
- C. Collecting user feedback
- D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: What is interaction design in HCI?**

- A. Understanding user behavior
- B. Creating visual elements
- C. Designing interactions between users and digital systems
- D. Collecting user feedback

**Answer: C. Designing interactions between users and digital systems**

**Question: How does user diversity impact HCI?**

- A. It influences visual design
- B. It affects usability principles
- C. It shapes user behavior
- D. It determines the context of use

**Answer: C. It shapes user behavior**

**Question: What is the significance of the context of use in HCI?**

- A. It determines visual design
- B. It impacts usability principles
- C. It shapes user behavior
- D. It collects user feedback

**Answer: C.**

**It shapes user behavior Question: How can user feedback be useful in HCI?**

- A. It determines the context of use
- B. It shapes user behavior
- C. It influences visual design
- D. It collects usability principles

**Answer: B. It shapes user behavior**

**Question: What is the role of cognitive processes in HCI?**

- A. Shaping user behavior
- B. Designing visual elements
- C. Collecting user feedback
- D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: Which of the following factors can impact user behavior in HCI?**

- A. Usability principles
- B. Context of use
- C. Visual design
- D. User diversity

**Answer: B. Context of use**

## **Lec 27 - BEHAVIOR & FORM PART II**

**Question: Which of the following refers to how users interact with digital interfaces, including their actions, reactions, and responses to the interface and its elements?**

- A. Behavior
- B. Form
- C. Usability
- D. Interaction design

**Answer: A. Behavior**

**Question: What does form in the context of HCI refer to?**

- A. How users interact with digital interfaces
- B. The visual and physical aspects of the interface
- C. Guidelines for creating usable interfaces
- D. The context of use for the interface

**Answer: B. The visual and physical aspects of the interface**

**Question: Which of the following can impact user behavior in HCI?**

- A. Usability principles
- B. Context of use
- C. Visual design

D. User feedback

**Answer: C. Visual design**

**Question: What is the role of usability principles in HCI?**

A. Shaping user behavior

B. Designing visual elements

C. Collecting user feedback

D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: What is interaction design in HCI?**

A. Understanding user behavior

B. Creating visual elements

C. Designing interactions between users and digital systems

D. Collecting user feedback

**Answer: C. Designing interactions between users and digital systems**

**Question: How does user diversity impact HCI?**

A. It influences visual design

B. It affects usability principles

C. It shapes user behavior

D. It determines the context of use

**Answer: C. It shapes user behavior**

**Question: What is the significance of the context of use in HCI?**

A. It determines visual design

B. It impacts usability principles

C. It shapes user behavior

D. It collects user feedback

**Answer: C.**

**It shapes user behavior Question: How can user feedback be useful in HCI?**

A. It determines the context of use

B. It shapes user behavior

C. It influences visual design

D. It collects usability principles

**Answer: B. It shapes user behavior**

**Question: What is the role of cognitive processes in HCI?**

A. Shaping user behavior

B. Designing visual elements

C. Collecting user feedback

D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: Which of the following factors can impact user behavior in HCI?**

A. Usability principles

B. Context of use

C. Visual design

D. User diversity

**Answer: B. Context of use**



## Lec 28 - BEHAVIOR & FORM PART III

**Question: Which of the following refers to how users interact with digital interfaces, including their actions, reactions, and responses to the interface and its elements?**

- A. Behavior
- B. Form
- C. Usability
- D. Interaction design

**Answer: A. Behavior**

**Question: What does form in the context of HCI refer to?**

- A. How users interact with digital interfaces
- B. The visual and physical aspects of the interface
- C. Guidelines for creating usable interfaces
- D. The context of use for the interface

**Answer: B. The visual and physical aspects of the interface**

**Question: Which of the following can impact user behavior in HCI?**

- A. Usability principles
- B. Context of use
- C. Visual design

D. User feedback

**Answer: C. Visual design**

**Question: What is the role of usability principles in HCI?**

A. Shaping user behavior

B. Designing visual elements

C. Collecting user feedback

D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: What is interaction design in HCI?**

A. Understanding user behavior

B. Creating visual elements

C. Designing interactions between users and digital systems

D. Collecting user feedback

**Answer: C. Designing interactions between users and digital systems**

**Question: How does user diversity impact HCI?**

A. It influences visual design

B. It affects usability principles

C. It shapes user behavior

D. It determines the context of use

**Answer: C. It shapes user behavior**

**Question: What is the significance of the context of use in HCI?**

A. It determines visual design

B. It impacts usability principles

C. It shapes user behavior

D. It collects user feedback

**Answer: C.**

**It shapes user behavior Question: How can user feedback be useful in HCI?**

A. It determines the context of use

B. It shapes user behavior

C. It influences visual design

D. It collects usability principles

**Answer: B. It shapes user behavior**

**Question: What is the role of cognitive processes in HCI?**

A. Shaping user behavior

B. Designing visual elements

C. Collecting user feedback

D. Understanding context of use

**Answer: A. Shaping user behavior**

**Question: Which of the following factors can impact user behavior in HCI?**

A. Usability principles

B. Context of use

C. Visual design

D. User diversity

**Answer: B. Context of use**

## **Lec 29 - EVALUATION – PART I**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

- a) To collect quantitative and qualitative data from users
- b) To assess the aesthetics of the system
- c) To measure the system's technical performance
- d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

- a) Usability testing
- b) Task analysis
- c) Cognitive walkthrough
- d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

## **Lec 30 - EVALUATION – PART II**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles



d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

a) To collect quantitative and qualitative data from users

b) To assess the aesthetics of the system

c) To measure the system's technical performance

d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

a) Usability testing

b) Task analysis

c) Cognitive walkthrough

d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

a) To assess the aesthetics of the system

- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

## **Lec 32 - EVALUATION – PART VII**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles

d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

a) To collect quantitative and qualitative data from users

b) To assess the aesthetics of the system

c) To measure the system's technical performance

d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

a) Usability testing

b) Task analysis

c) Cognitive walkthrough

d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

a) To assess the aesthetics of the system

- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

## **Lec 33 - EVALUATION IV**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles



d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

a) To collect quantitative and qualitative data from users

b) To assess the aesthetics of the system

c) To measure the system's technical performance

d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

a) Usability testing

b) Task analysis

c) Cognitive walkthrough

d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

a) To assess the aesthetics of the system

- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

## **Lec 34 - EVALUATION V**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles

d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

a) To collect quantitative and qualitative data from users

b) To assess the aesthetics of the system

c) To measure the system's technical performance

d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

a) Usability testing

b) Task analysis

c) Cognitive walkthrough

d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

a) To assess the aesthetics of the system

- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

## **Lec 35 - EVALUATION – PART VI**

**What is the primary goal of evaluation in Human Computer Interaction (HCI)?**

- a) To assess the aesthetics of the system
- b) To identify usability issues and areas of improvement
- c) To determine the market value of the system
- d) To measure the technical specifications of the system

**Answer: b) To identify usability issues and areas of improvement**

**Which method involves observing users as they interact with the system to collect feedback on their experience?**

- a) Expert review
- b) Cognitive walkthrough
- c) Heuristic evaluation
- d) Usability testing

**Answer: d) Usability testing**

**What is the purpose of heuristic evaluation in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles



d) To observe users' thought process while using the system

**Answer: c) To identify usability issues based on predefined usability principles**

**What is the purpose of surveys and questionnaires in evaluating interactive systems?**

a) To collect quantitative and qualitative data from users

b) To assess the aesthetics of the system

c) To measure the system's technical performance

d) To observe users' thought process while using the system

**Answer: a) To collect quantitative and qualitative data from users**

**Which method involves one-on-one interactions with users to gather qualitative data about their experiences and opinions?**

a) Usability testing

b) Task analysis

c) Cognitive walkthrough

d) Interviews

**Answer: d) Interviews**

**What is the significance of task analysis in evaluating the usability of a system?**

a) To assess the aesthetics of the system

- b) To measure the system's technical performance
- c) To understand the tasks users perform and identify usability issues
- d) To collect quantitative and qualitative data from users

**Answer: c) To understand the tasks users perform and identify usability issues**

**Which method involves evaluating a system's design and usability based on established principles and guidelines?**

- a) Expert review
- b) A/B testing
- c) Heuristic evaluation
- d) Cognitive walkthrough

**Answer: a) Expert review**

**What is the purpose of A/B testing in the evaluation of interactive systems?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To compare design variations and determine the optimal one
- d) To observe users' thought process while using the system

**Answer: c) To compare design variations and determine the optimal one**

**What is the purpose of cognitive walkthrough in the evaluation process of HCI?**

- a) To measure the system's technical performance
- b) To assess the aesthetics of the system
- c) To identify usability issues based on predefined usability principles
- d) To simulate the user's thought process while using the system

**Answer: d) To simulate the user's thought process while using the system**

**What is the significance of analytics and metrics in evaluating the performance of a system?**

- a) To assess the aesthetics of the system
- b) To measure the system's technical performance
- c) To observe users' thought process while using the system
- d) To collect data on system usage, performance, and user behavior

**Answer: d) To collect data on system usage, performance, and user behavior**

