# 3 Lecture - CS408

## **Important Mcqs**

#### Which of the following is NOT a challenge in designing for mobile and ubiquitous computing?

- a. Limited screen size
- b. Varied input methods
- c. Connectivity issues
- d. High processing power

Solution: d. High processing power

#### **Information Visualization is:**

- a. The use of graphical representations to display data
- b. The process of connecting two devices wirelessly
- c. The study of human emotions during interaction
- d. The process of debugging software

Solution: a. The use of graphical representations to display data

#### **User-Centered Design (UCD) process involves:**

- a. Involving users in the design process
- b. Designing systems without considering user feedback
- c. Designing systems that are visually appealing only
- d. Focusing solely on technical aspects of system design

Solution: a. Involving users in the design process

#### What does Human-Centered AI focus on?

- a. Replacing humans with AI technologies
- b. Designing AI technologies that work independently

- c. Designing AI technologies that collaborate with humans
- d. Focusing on AI technologies without considering user needs

## Solution: c. Designing AI technologies that collaborate with humans

#### Accessibility and inclusive design in HCI focus on:

- a. Designing systems that are only usable by able-bodied users
- b. Designing systems that are aesthetically pleasing only
- c. Designing systems that are usable and accessible by all users
- d. Ignoring the needs of users with disabilities or special needs

#### Solution: c. Designing systems that are usable and accessible by all users

#### **Social computing involves:**

- a. The study of human emotions during interaction
- b. The study of how people interact and communicate through computer-mediated systems
- c. The study of computer hardware and software
- d. The study of physical interaction with computers

## Solution: b. The study of how people interact and communicate through computer-mediated systems

#### Cognitive aspects in HCI involve:

- a. The mental processes that users employ during interaction
- b. The physical aspects of interacting with a computer
- c. The color and design of user interfaces
- d. The audio and visual feedback during interaction

#### Solution: a. The mental processes that users employ during interaction

#### **Human-Computer Interaction (HCI) is:**

- a. The study of interactions between humans and computers
- b. The study of interactions between humans and animals
- c. The study of computer programming

d. The study of human emotions during interaction

## Solution: a. The study of interactions between humans and computers

## Information architecture in HCI focuses on:

- a. The physical layout of computer systems
- b. The organization and structure of information in systems
- c. The color and design of user interfaces
- d. The audio and visual feedback during interaction

## Solution: b. The organization and structure of information in systems

## What does User Experience (UX) encompass in HCI?

- a. Usability, aesthetics, accessibility, and engagement
- b. Only aesthetics and engagement
- c. Only usability and accessibility
- d. Only engagement and aesthetics

Solution: a. Usability, aesthetics, accessibility, and engagement