

# 14 Lecture - CS408

## Important Mcqs

**What is the primary goal of interaction design in Human-Computer Interaction (HCI)?**

- a. To create visually appealing interfaces
- b. To optimize system performance
- c. To facilitate effective communication between users and systems
- d. To minimize the cost of system development

**Answer: c. To facilitate effective communication between users and systems**

**Which of the following is an example of a passive interaction?**

- a. Clicking a button on a webpage
- b. Dragging and dropping files
- c. Watching a video
- d. Typing a search query

**Answer: c. Watching a video**

**Which of the following is an example of a proactive interaction?**

- a. Scrolling through a webpage
- b. Clicking on a link
- c. Hovering over an image
- d. Receiving a notification

**Answer: d. Receiving a notification**

**Which of the following is an example of a direct manipulation interaction?**

- a. Sending an email
- b. Voice command
- c. Using a touch screen
- d. Navigating through a menu using arrow keys

**Answer: c. Using a touch screen**

**What is the purpose of affordances in interaction design?**

- a. To provide visual aesthetics
- b. To create interactive animations
- c. To guide users on how to interact with an interface
- d. To optimize system performance

**Answer: c. To guide users on how to interact with an interface**

**Which of the following is an example of an explicit interaction?**

- a. Gesturing towards a sensor
- b. Looking at a screen
- c. Touching a physical button
- d. Thinking about a command

**Answer: c. Touching a physical button**

**What is the significance of cognitive load in interaction design?**

- a. It determines the speed of interactions
- b. It affects the aesthetics of the interface
- c. It influences the user's mental effort in processing information
- d. It determines the cost of system development

**Answer: c. It influences the user's mental effort in processing information**

**Which of the following is an example of a natural language interaction?**

- a. Clicking a button
- b. Swiping a screen
- c. Typing a search query
- d. Navigating through a menu using arrow keys

**Answer: c. Typing a search query**

**Which of the following is an example of a multimodal interaction?**

- a. Using a mouse to navigate through a menu
- b. Using voice commands to control a smart speaker
- c. Touching a screen to select an option
- d. Using a physical button to turn on a light

**Answer: b. Using voice commands to control a smart speaker**

**What is the purpose of feedback in interaction design?**

- a. To provide visual aesthetics
- b. To enhance user satisfaction
- c. To optimize system performance
- d. To minimize the cost of system development

**Answer: b. To enhance user satisfaction**