## SECTION A:     [PART 1]     MULTICHOICE QUESTIONS

**INSTRUCTIONS:** *Circle the appropriate answer for each question.*

1. Interaction refers to the _____
   _____ that occurs between
   two entities at a specific time.
   a. process of conversation
   b. process of communication
   c. process of commitment
   d. process of construction
   e. process of interaction

2. The Human-Computer Interaction
   (HCI) is a field of research involving
   the _____
   _____ of an interactive computer
   system that considers the surrounding
   factors, for human use.
   a. advancement, interpretation and
      communication
   b. movement, position and
      interaction
   c. development, evaluation and
      implementation
   d. procurement, emancipation and
      civilization
   e. annulment, evaluation and
      implementation

3. Ergonomics is the field of research
   pertaining to _____
   _____ .
   a. the interaction between humans
      and machines
   b. the relationship between humans
      and their work environments
   c. the workflow of people when they
      are working under stress
      conditions
   d. the interrelation of superiors and
      subordinates with regards to the
      understanding of systems being
      used
   e. the formal activity of how humans
      behave different from that of other
      mammals

4. The initial term that was used to
   describe the interaction between
   computers and their users was
   a. Man-Computer Interface
   b. Man-Intelligent Interface
   c. Man-Non Man Interface
   d. Man-Inanimate Interface
   e. Man-Machine Interface

5. The term in question five (5) was
   introduced in the
   a. 1950s
   b. 1960s
   c. 1970s
   d. 1980s
   e. 1990s

6. To not merely describe the interface
   designs, but also for anything that is
   related to the interaction between
   humans and computers, the term
   Human-Computer Interaction (HCI)
   was first used in
   a. 1950s
   b. 1960s
   c. 1970s
   d. 1980s
   e. 1990s

7. Initially, there were many negative
   comments about computers, such as
   the difficulties in usage, lack of
   security and inefficiencies. This was
   probably because the pioneer
   computer users
   a. had to deal with too many
      computers at a time
   b. already knew how to use faster
      and better computers than the
      ones they were being introduced
      to
   c. spent a longer time learning and
      familiarising themselves with the
      system
   d. had to go very long journeys to
      use a computer as they were very
      few
   e. none of the above

8. Hue refers to the traceable distance of
   the _____ .
   a. colour waves
   b. sound waves
   c. heat waves
   d. electrical waves
   e. frequency waves

9. What has changed now with the
   problem identified in question eight
   (8).

a. People now have to deal with too many computers at a time
b. People are getting more apt at using computers
c. People now spend longer hours learning and familiarising themselves with the system
d. People now move in cars and get to where a computer is very easily accessed
e. All of the above

10. The main goal of the Human-Computer Interaction is to produce a system that is easy and safe to be used, apart from being able to function well. This computer system should not just be easily usable, but also easily assembled, studied and maintained. Apart from that, the computer system should also be able to be operated accurately without any confusion to the users. Ideally, a minor mistake should not cause a major faulty situation in the system. All goals mentioned above are commonly known as the
a. usability goals
b. performance goals
c. interaction goals
d. network goals
e. activity goals

11. _____ is the basics of interaction between computers and users.
a. Perception
b. Performance goals
c. Interaction goals
d. Network goals
e. Activity goals

12. Objects that can be seen by the human eyes are a result of the brain's interpretation of two main characteristics. These are
a. Intensity and Colour
b. Picture and Text
c. Air and Brightness
d. Black and White
e. Sound and Pitch

13. Colour plays an important role in determining the identity and shape of an object. Colour is made up of three components namely

a. Hue, Colour and Brightness.
b. Hue, Intensity and Density.
c. Colour, Hue and Shape.
d. Texture, Colour and Magnitude.
e. Density, Hue and Colour.

14. A good interface design should have all of the following characteristics except:
a. The same objects are maintained, although at different levels
b. Every action should have a response or feedback
c. The interface should be designed by a user
d. The interface has the ability to recover from mistakes
e. The user has control over the interface

15. The human memory is divided into
a. two parts
b. three parts
c. four parts
d. five parts
e. six parts

16. When designing an interface, graphical representation is used to represent real objects on the computer display. These representations help users in developing _____ and understanding the functions of the representation.
a. expectation
b. manipulation
c. redemption
d. admiration
e. fluctuation

17. Sound is normally used in computer systems to:
a. Attract the attention of users
b. Flash warnings
c. Respond to a certain action performed
d. All of the Above
e. None of the Above

18. When designing an interface, the following should be taken into consideration:
a. Choice and colour combination
b. Brightness and intensity of display
c. Response type

d. Arrangement of the information on display
e. All of the above

19. One of the benefits of using the "Giving Instructions" conceptual model is the level of efficiency provided in the process of interaction. This makes it most suitable for _____
_____.
    a. exaggerative actions
    b. quick actions
    c. exaggerative actions
    d. repetitive actions
    e. exaggerative actions

20. The manipulation and navigation oriented conceptual model elaborates on object manipulation and virtual space exploration by using _____
_____ to perform these tasks in the real world.
    a. the programmer's knowledge
    b. the users' knowledge
    c. the instructor's knowledge
    d. the technician's knowledge
    e. the specialist's knowledge

21. This model uses a special object to illustrate the characteristics and methods of using the system.
    a. Activity-Based Conceptual Model
    b. Object Oriented Model
    c. Interface Metaphors
    d. Direct Manipulation
    e. None of the Above

22. The most sensitive part of a human body towards the sense of touch is _
_____ .
    a. the eyes
    b. the fingers
    c. the feet
    d. the ear
    e. the tongue

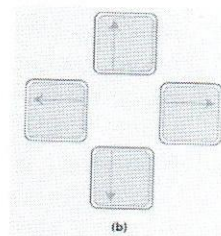23. Divided attention occurs when humans try to concentrate their thoughts on
    a. more than one subject at one time
    b. more than two subjects at one time
    c. more than three subjects at one time
    d. more than four subjects at one time
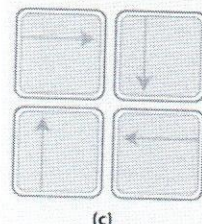    e. more than five subjects at one time

24. Which of the arrow keys displayed is the most suitable and has been commonly used today.
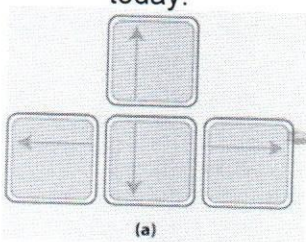


(a)          (b)          (c)          (d)

    a. A
    b. B
    c. C
    d. D
    e. All of the Above

25. In the employment of the participatory design to system developments, the iterative approach enables the design to be evaluated and improvised at __
_____ .
    a. one level
    b. two levels
    c. each level
    d. more than one levels
    e. more levels

26. One of the most important goals of designing an interactive system is to _____ the interaction between users and the products created.
    a. utilize
    b. initialize
    c. prioritize
    d. fantasize
    e. optimize

27. _____ users rarely use the system, or use a mediator when using the system.
    a. Primary
    b. Secondary
    c. Tertiary
    d. University
    e. Genius

28. _____ users are also known as stakeholders.
    a. Primary
    b. Secondary
    c. Tertiary
    d. University
    e. Genius

29. _____ are a representation of a product being designed which enables user interaction as well as allows them to understand its suitability.
    a. Prototypes
    b. Systems
    c. Conceptualizations
    d. Fidelities
    e. Developments

30. The activity of designing a prototype commences
    a. as soon as the developer feels the need to start.
    b. as soon as users are acquainted with the conceptual models
    c. as soon it becomes evident that there is enough time to complete the proposed system.
    d. as soon as a set of system specifications is produced.
    e. as soon as everyone on the developer's team agrees it should.

31. A good interface is able to help users centralise their thoughts on
    a. a single task at any one point of time
    b. multiple task (multi-tasking)
    c. diverse ways of achieving a task
    d. unanimous measures to achieve a task
    e. All of the Above
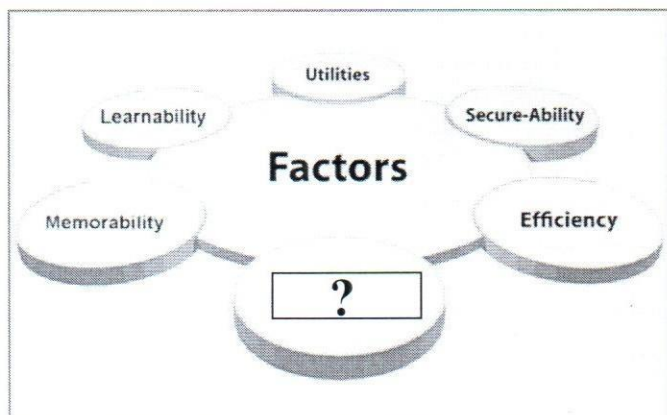
32. The HCI coursers will enable students
    a. to develop better interfaces for their proposed systems.
    b. to know the best input devices to select for their proposed systems.
    c. to understand the issues surrounding the choice of output for their proposed systems.
    d. All of the Above
    e. None of the Above

33. The use of computers now has become _____ for business success today
    a. crucial
    b. desirable
    c. enabled
    d. hopeful
    e. useful

34. HCI usability goals include at least one of the following aspects:
    a. The system should function optimally (factor of effectiveness).
    b. The system should function efficiently (factor of efficiency).
    c. The system should be friendly (factor of accessibility).
    d. The system should have the necessary utilities (factor of utility).
    e. The system should be easily learnt (factor of ability to learnability).

35. Identify the missing one:

    a. Security
    b. Effectiveness
    c. Prudential
    d. Stationary
    e. Efficiency

36. The research goal of the human-computer interaction is to produce a system that can be used _____ _____ .
    a. favourably and is intelligent
    b. enviably and is truthful
    c. peacefully and is wise
    d. easily and is secure
    e. All of the Above

37. HCI is a multi-disciplined field that depends on the development of ____ _____ disciplines.
    a. other
    b. newer
    c. one
    d. all
    e. identical

38. Cognitive psychology will help us in designing a system interface by:
    a. Providing information on both acceptable and forbidden human actions.
    b. Identifying and explaining occurrences and sources for human problems.
    c. Providing support by using toolkits and the method-modelling technique in designing an interface that is usable.
    d. All of the Above
    e. None of the Above

39. All the following are important attributes of Social knowledge, that will help in designing a system interface except:
    a. Providing information on usage context.
    b. Identifying and explaining the means of humans cooperation and the type of computer system that is required to support workplace cooperation.
    c. Providing a social interaction framework as a basis for HCI.
    d. Establishing an interface that can be used to serialize commands, so that repetitive actions are done with ease.
    e. All of the Above

40. The organisational knowledge helps us in designing a system interface by:
    a. Providing structural models and organisational processes.
    b. Identifying problems that might hinder the optimal utilisation of a computer system.
    c. Providing organisational processes to design and evaluate new technologies in work environments.
    d. All of the Above
    e. None of the Above

41. Referring to Question 11, analyse the scenario and choose the appropriate fill in.
    *For instance, imagine yourself as a software developer who is interested in selling your product. In an exhibition, a customer visits your kiosk. During the demonstration session, you would able to determine if this customer were interested or disinterested in your software, _____ _____*
    a. just by looking at his facial expressions.
    b. asking them what they need.
    c. looking at how they are dressed.
    d. establishing friendship with them.
    e. None of the Above.

42. The area of vision is important in determining the _____ of the computer display.
    a. speed, accuracy and features
    b. level, supremacy and backend
    c. display, highlights and turnups
    d. text editing, layouts and backgrounds