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Courses » Interaction Design

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Unit 4 - Week 2

Course outline

How to access the portal

Week 0

Week 1

Week 2

○ Interaction Models and Interaction Paradigms.

● Interaction paradigms.

○ Quiz : Assignment 2

Week 3

Week 4

Assignment 2

The due date for submitting this assignment has passed.
As per our records you have not submitted this **Due on 2018-09-05, 23:59 IST.**
assignment.

1) (Fill in the blanks) Usually the Interaction Models are known to be of _____   **1 point**
and _____ categories.

○ Interaction model based on domains of application, Interaction model based on technology used

○ Interaction model based on user group preferences, Interaction model based on cultural differences

○ Interaction model based on research, Interaction model based on practise

○ Interaction models based on activities, Interaction model based on objects

No, the answer is incorrect.
Score: 0

Accepted Answers:
Interaction models based on activities, Interaction model based on objects

2) (Fill in the blanks) When designers are making use of Interaction Models based on activities **1 point**
of "instructing", sufficient care should be taken while including _____ as they are known
to put demand on users' _____ .

○ easy tasks, short term memory

○ visuals, ability to understand interactions

○ search tasks, ability to recover from errors

○ complex tasks, short term memory

No, the answer is incorrect.
Score: 0

Accepted Answers:
complex tasks, short term memory

    ○ primary users

No, the answer is incorrect.
Score: 0

Accepted Answers:
novice users

4) (Fill in the blanks) Interactions based on metaphor presents new concepts or ideas before   *1 point*
the user with enough _____ .

    ○ expertise

    ○ familiarity

    ○ properties

    ○ ease of delegation of tasks

No, the answer is incorrect.
Score: 0

Accepted Answers:
familiarity

5) (Fill in the blanks) Ubiquitous computing is a proposal by _____ .   *1 point*

    ○ Mark Weiser

    ○ Marvin Minsky

    ○ Hugh Herr

    ○ Richard Stallman

No, the answer is incorrect.
Score: 0

Accepted Answers:
Mark Weiser

6) We're often required to "sort files by" a given parameter like size, type, date etc. Which   *1 point*
interaction model would best explain such an interaction with the computers?

    ○ Interaction model based on an activity class called "Delegating"

    ○ Interaction model based on activity class called "thinking with the computers"

    ○ Interaction model based on an activity class called "Instructing"

    ○ Interaction model based on activity class called "problem solving through computers"

No, the answer is incorrect.
Score: 0

Accepted Answers:
Interaction model based on an activity class called "Instructing"

7) Often we have dragged objects including files and folders in our interactions with different   *1 point*
interactive devices. Which is the dominant interaction model here?

    ○ Interaction model based on activity class "selecting"

    ○ Interaction model based on activity class "manipulation and navigation"

    ○ Interaction model based on activity class "manipulation"

    ○ Interaction model based on activity class "features and functions"

No, the answer is incorrect.
Score: 0

Accepted Answers:

Interaction model based on activity class "manipulation and navigation"

8) Read the following scenario: "Prerna is a student of class 11th. Recently she had to know   ***1 point*** about a particular topic in Physics which was somehow missing from her text book. She went online to browse for related documents including book chapters in an online content repository. She found the content of her choice." Which is the dominant interaction model in this scenario?

   ◯ Interaction model based on an activity class called "database search and query"

   ◯ Interaction model based on an activity class called "Exploring and browsing"

   ◯ Interaction model based on an activity class called "Media retrieval"

   ◯ Interaction model based on an activity class called "Instructing"

No, the answer is incorrect.
Score: 0

Accepted Answers:
Interaction model based on an activity class called "Exploring and browsing"

9) (Fill in the blanks) "Tabs, pads and boards" are different computing elements in the   ***1 point*** paradigm of Ubicomp. Pick the most appropriate statement which can be mentioned to further explain the nature of these devices.

   ◯ Tabs, pads and boards know each other communication address but can hardly communicate with each other

   ◯ Tabs, pads and boards are all of same dimensions and can communicate with each other

   ◯ Tabs, pads and boards are all of different dimensions with independent computing power. They had no requirement to communicate with each other.

   ◯ Tabs, pads and boards know their locations, their bearers and can communicate with each other

No, the answer is incorrect.
Score: 0

Accepted Answers:
Tabs, pads and boards know their locations, their bearers and can communicate with each other

10) Which is the dominant interaction paradigm when the users interact with a device which   ***1 point*** can anticipate their actions. The device senses changes in users' physiological state and is accordingly presenting users the information.

   ◯ Pervasive computing

   ◯ Tangible bits

   ◯ Attentive environments and transparent computing

   ◯ Ubicomp

No, the answer is incorrect.
Score: 0

Accepted Answers:
Attentive environments and transparent computing

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