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Courses » Interaction Design

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Unit 6 - Week 4

Course outline

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The Framework definition and refinement phase in Goal Directed Design Process - Interaction framework

The Framework definition and refinement phase in Goal Directed Design Process - Visual design and Industrial design framework

Design evaluation and testing.

Quiz : Assignment 4

Assignment 4

The due date for submitting this assignment has passed.

As per our records you have not submitted this assignment. **Due on 2018-09-12, 23:59 IST.**

1) (Fill in the blanks) Requirements for an interactive product can be broadly classified as _____ and _____ requirements. **1 point**

- functional, semi-functional
- non-functional, fictional
- metaphorical, functional
- functional, non-functional

No, the answer is incorrect.

Score: 0

Accepted Answers:
functional, non-functional

2) (Fill in the blanks) A designer extracts _____ with the help of Persona and _____ scenario. **1 point**

- questionnaire
- requirements
- progress report
- project plan

No, the answer is incorrect.

Score: 0

Accepted Answers:
requirements

3) (Fill in the blanks) Consider scenarios to be _____ and not _____. **1 point**

- epics, short stories

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Accepted Answers:*short stories, epics*

4) With respect to Interactive products, which one of the following cannot be considered as a **1 point** component of design framework?

- Visual design
- Industrial design
- Interaction design
- Space design

No, the answer is incorrect.

Score: 0

Accepted Answers:*Space design*

5) Which one of the following activities is not performed by the visual designer involved in **1 point** defining design framework?

- Detail experience attributes
- Detail visual language studies
- Organizing functional and data elements into categories and hierarchies
- Detail screens using the chosen visual style

No, the answer is incorrect.

Score: 0

Accepted Answers:*Organizing functional and data elements into categories and hierarchies*

6) Which one of the following activities is not performed by the industrial designer involved in **1 point** defining design framework?

- Decide along with team on form factor details
- Generate prototypes
- Detail language of the form
- Detail screen layout

No, the answer is incorrect.

Score: 0

Accepted Answers:*Detail screen layout*

7) (Fill in the blank) An effective advantage of using design walkthroughs is **1 point**

- to review the design with the team members including representative end users
- to evaluate the design by means of statistical methods and tools
- to test the design against an established set of heuristics
- to consider all the elements of the interactive product including software along with the ideal behaviour

No, the answer is incorrect.

Score: 0

Accepted Answers:*to review the design with the team members including representative end users*

8) (Fill in the blanks) The two types of Style guides are _____ and **1 point**

- Broader style guide, Limited scope style guide
- Style guide for handheld interactive products, Style guide for desktop environment
- Commercial style guide, Customized style guide
- Functional style guide, Data style guide

No, the answer is incorrect.

Score: 0

Accepted Answers:

Commercial style guide, Customized style guide

9) (Fill in the blanks) The below mentioned requirement is an example of _____ **1 point**
requirement. "An on-screen keyboard for an interactive television must include bigger keys. This helps because such a product has to be used from a distance and by a number of users with different profiles."

- non-functional
- functional
- one-time
- environmental

No, the answer is incorrect.

Score: 0

Accepted Answers:

functional

10) (Fill in the blanks) The below mentioned requirement is an example of _____ **1 point**
requirement. "The driver cabin of a metro train has a number of controls. In addition, these controls are not only spread over the dashboard but some of the most critical controls are mounted towards the right hand side and on the floor space. These controls are bigger in dimensions. Besides these controls is an area where the driver keeps essential documents, his bag and a tiffin. We need to consider this if we are redesigning interactions for such a space."

- physical
- environmental
- technical
- organizational

No, the answer is incorrect.

Score: 0

Accepted Answers:

physical

11) (Fill in the blanks) A designers can understand the _____ for their design with respect **1 point**
to the _____ with the help of scenarios.

- requirement, fit criterion
- fit criterion, requirement
- recall capacity, requirement
- fit criterion, overall structure

No, the answer is incorrect.

Score: 0

Accepted Answers:

fit criterion, requirement

12(Fill in the blank) With in goal directed design process, the phase that precedes framework definition is _____ whereas the phase that follows is _____ . **1 point**

- refinement phase, modelling phase
- requirement definition phase, refinement and development phase
- requirement definition phase, modelling phase
- modelling phase, requirement definition phase

No, the answer is incorrect.

Score: 0

Accepted Answers:

requirement definition phase, refinement and development phase

13(Pick the most appropriate statement. **1 point**

- Interaction designers spend a good deal of resources in deciding the visual language of the interactive product. They not only create mood-boards but also detail visual treatments and layouts.
- Interaction designers work closely with visual designers to decide the physical size, shape and dimensions of the interactive product. These details are required when the product has to be mass produced.
- Interaction designers spend their time in several activities with a focus on detailing layout of interface screens, deciding behaviour of interface elements, structing and organizing information and planning an overall interaction with the users.
- Interaction designers conduct form studies and develop visual language. They conduct heuristic evaluation and apply design standards whenever possible. Their focus is on the appearance of the interactive product.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Interaction designers spend their time in several activities with a focus on detailing layout of interface screens, deciding behaviour of interface elements, structing and organizing information and planning an overall interaction with the users.

14(While using a video editing software or an application, a user must constantly focus on the task at hand. What do we call such an attribute of the interface? **1 point**

- Application platform
- Dedicated attention mode of the application
- Privileged user mode of the application
- Posture or stance

No, the answer is incorrect.

Score: 0

Accepted Answers:

Posture or stance

15(Fill in the blanks) Industrial designers work closely with the design team to evolve form and the system input methods. They iterate on their designs so as to have enough affordance for the target user groups along with several other aspects of the industrial design. In a similar way, Interaction designers also conduct iterative design exercises considering the _____ of the interactive product. Their mandate is to design interactions with sufficient _____ for different user groups. **1 point**

- layout, colour and appearance
- underline code, functionality

- workflows, colour appearance
- behaviour, perceived affordance

No, the answer is incorrect.

Score: 0

Accepted Answers:

behaviour, perceived affordance

16) (Fill in the blanks) At times interactive products are designed to allow users recover from their errors while they keep moving ahead with the task at hand. The design doesn't necessarily demands from users to go back to an earlier stage to recover from the error. Such an error recovery strategy is known as _____ . **1 point**

- Forward synchronous error recovery
- Backward error recovery
- Forward error recovery
- Open error recovery

No, the answer is incorrect.

Score: 0

Accepted Answers:

Forward error recovery

17) Pick the most appropriate statement. **1 point**

- Progressive disclosure is a technique where designers schedule to design different application views by considering only one user group at a time. It helps designers prepare strategies for error recovery.
- Progressive disclosure is a design research method for the screen layout. In this method, part of the screen bearing the relevant content is explicitly highlighted while the rest is kept minimized and colored differently.
- Progressive disclosure is a data management method which recommends periodic saving of data and other log files. This is very useful when members of the development team discuss issues with respect to deployment.
- Progressive disclosure is a design principle recommending peacemeal revelation of information at any given point of time. This is done to avoid loading users with too much of information or content. It proposes to keep only the most relevant information at any given moment.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Progressive disclosure is a design principle recommending peacemeal revelation of information at any given point of time. This is done to avoid loading users with too much of information or content. It proposes to keep only the most relevant information at any given moment.

18) (Fill in the blank) Accessibility is most often understood as a _____ with respect to interactive product design. **1 point**

- design guideline
- feedback mechanism
- error recovery method
- user-review method

No, the answer is incorrect.

Score: 0

Accepted Answers:*design guideline*

19(Fill in the blanks) A knowledge of requirements with respect to an interactive product enables designers to know _____ and _____. **1 point**

- What the interactive product should do, How does it appeal to the users
- What the interactive product should do, How it should perform
- What the interactive product should not do, what it should perform
- What the interactive product should tell to its users, How should it tell the help content

No, the answer is incorrect.

Score: 0

Accepted Answers:*What the interactive product should do, How it should perform*

20(Fill in the blanks)To design an interactive product, we need requirements which are expressed in a specific, _____, clear and lucid manner. **1 point**

- unambiguous
- ambiguous
- important
- aesthetically pleasing

No, the answer is incorrect.

Score: 0

Accepted Answers:*unambiguous*

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