Solutions to Week 1 Assignment

1. Which of the following are the components of the HCI approach to design?
   a. Tasks
   b. Usability
   c. Humans
   d. Technology

2. HCI draws which fields of the fields together?
   a. Psychology
   b. Literature
   c. Design
   d. Computer Science

3. Which of the following is the most likely interface metaphor used by a smartphone calendar?
   a. Take-out Menu
   b. A paper diary
   c. Mobile Technology
   d. A touchscreen

4. What is the major difference between the two websites?
   a. Background color
   b. The first website provides control over number of results
   c. **The second website only contains UI components which are essential**
   d. The second website has a better color scheme

5. Which one of these would not be found in a good HCI?
   a. Icons that can have specific meanings
   b. Common shortcuts, like CTRL+Z for undo.
   c. Sounds that convey meanings.
d. A long command line to achieve a function

6. What is the principal interaction mode for a Microsoft Kinect?
   a. Haptic Interface
   b. Mouse Pointer
   c. Exploring and Browsing
   d. Gesture and Body Movements

7. “Good Design is just cool graphics”.
   a. True
   b. False
   c. May be

8. Which of the following statements is true?
   a. A good UI design doesn't save money as it is expensive
   b. Bad UI design doesn't really affect the reputation of the company
   c. A good UI design saves time and effort
   d. The UI design doesn't matter as long as the product is great

9. Which of the following is not true of a good design:
   a. Everything designed has an explicit criteria such that the design is useful and usable
   b. Everything is designed keeping a vague context in mind
   c. Both of the above
   d. None of the above

10. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario:

    “A doctor performs an ultrasound on the ultrasound machine using the handheld device.”
    a. A doctor
    b. performs an ultrasound
    c. the ultrasound machine
    d. the handheld device

11. What are the goals of a good design?
   a. Safety
   b. Utility
   c. Effectiveness
   d. Efficiency
   e. All of the above
12. Observe the image below and select the best corresponding option:

a. This is good design because the keyboard is compact
b. **This is bad design because it easy to press the power off switch while trying to increase the volume**
c. This is good design because the logos are aesthetically appealing
d. This is bad design because the buttons are too small

13. Observe the image below and select the best corresponding option:

a. This is good design because this arrangement is aesthetically appealing
b. This is bad design because the buttons are too big
c. This is good design because the placement of OTIS improves the functionality
d. **This is bad design because it is unintuitive and confusing**

14. Observe the image below and select the best corresponding option:
a. This is good design because the layout is original and new

b. **This is bad design because the direction keys are unaligned with the actual directions**

c. This is good design because the arrangement makes the keyboard compact

d. This is bad design because it is aesthetically unappealing

15. Observe the image below and select the best corresponding option:

![Scissors Image]

a. **This is good design because it easy to see where to hold the scissor from and not grab the blade**

b. This is bad design because the handle is too big

c. This is good design because the colour scheme is soothing

d. This is bad design because it is easy to mistake the blade for the handle and injure our hand