BCS456C

USN ☐☐☐☐☐☐☐☐☐☐

Question Paper Version : D

Fourth Semester B.E. Degree Examination, June/July 2024
UI/UX

Time: 1 hr.] [Max. Marks: 50

INSTRUCTIONS TO THE CANDIDATES

1. Answer all the **fifty** questions, each question carries one mark.

2. Use only **Black ball point pen** for writing / darkening the circles.

3. **For each question, after selecting your answer, darken the appropriate circle corresponding to the same question number on the OMR sheet.**

4. Darkening two circles for the same question makes the answer invalid.

5. **Damaging/overwriting, using whiteners** on the **OMR** sheets are strictly prohibited.

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1. The purpose of wire framing in UI/UX design is to _____
   a) to create a final polished design
   b) to communicate layout and functionality
   c) to select color schemes
   d) to add animations

2. UX measure is _____
   a) Usage of your interaction design
   b) Usage of conceptual design
   c) Usage of design thinking
   d) Usage of ideations

3. Measuring instrument is a description of _____
   a) Providing values for the particular UX measure
   b) Providing values for the UX targets
   c) Providing values for the UX metrics
   d) Providing values for UX goals.

4. Detailed design includes _____
   a) Visual frames
   b) Visual clips
   c) Visual comps
   d) Visual wire frames

5. Bread and butter tool of interaction design is _____
   a) Sketching
   b) Wireframes
   c) Detailed design
   d) None of these

6. In which software tool is used in wireframe _____
   a) Adobe XD   b) Keil   c) Xlinx   d) None of these

7. Subjective of the UX design is _____
   a) UX metrics
   b) UX goals
   c) UX measure
   d) UX target

8. Quantitative statement is _____
   a) UX metrics   b) UX goals   c) UX measure   d) UX target

9. Wire frames are _____ frames
   a) Low fidelity wire frames   b) High fidelity wireframes
   c) Median fidelity wireframes   d) None of these

10. The drawing aspects of wireframes are user of _____ boxes
    a) Square boxes   b) Paralleogram boxes
    c) Rectangular boxes   d) None of these

11. Some of the guidelines and much of practical user performance depend on
    a) The concepts of over satisfaction   b) The concepts of UX guidelines
    c) The concepts of human working memory   d) All of these

12. Sensory memory is of _____
    a) Small brief duration   b) Large brief duration
    c) Very brief duration   d) None of these

13. The selected UX design guidelines are generally organized by the _____
    a) UAF structure   b) API structure
    c) GUI structure   d) All of these

14. Design examples of UX guidelines from everyday things such as
    a) Hair dryers   b) Automobiles
    c) Public doorways   d) All of these

15. Planning guidelines are the support _____
    a) Users   b) Servants   c) Public   d) None of these

16. User actions to determine _____
    a) When tasks or steps to do   b) What tasks or steps to do
    c) How tasks or step to do   d) Why tasks or steps to do

17. Translation guidelines are to support _____
    a) Users   b) Customers   c) Peoples   d) None of these

18. Including human memory support in the task structure _____
    a) Design simplicity   b) Flexibility
    c) Efficiency   d) Concurrency

19. Physical actions guidelines support users is doing physical actions including _____
    a) Typing
    b) Clicking
    c) Dragging in a GUI, scrolling on a web page
    d) All of these

20. The outcomes part of the interaction cycle is about supporting _____
    a) Users through complete and correct "backend" functionality
    b) User's interaction cycle functionality
    c) Dragging in a GUI, scrolling on a web page functionality
    d) All of these

21. A sense is a design representation is
    a) Interaction design
    b) Wire frame
    c) Prototype
    d) Design thinking

22. The ideas of prototyping is _____
    a) Timeless and universal
    b) Build and real thing
    c) Choice and approach
    d) all of these

23. Which prototype is demonstrating the product concept and for conveying an early product overview?
    a) Vertical prototype
    b) Upper prototype
    c) Horizontal prototype
    d) None of these

24. In which prototype combines the advantages of both horizontal and vertical, offering a good compress for system evaluation?
    a) 'R' prototype
    b) 'Y' prototype
    c) 'T' prototype
    d) 'D' prototype

25. A vertical prototype is associated with _____
    a) User actions, in depth
    b) Customer actions, in depth
    c) Stake holder actions in depth
    d) All of these

26. Prototype that are not faithful representations of the details of look, feel and behavior is _____
    a) Vertical prototype
    b) Local prototype
    c) Horizontal prototype
    d) Low fidelity prototype

27. In which prototype are more detailed representation of designs _____
    a) High fidelity prototype
    b) Local prototype
    c) Horizontal prototype
    d) Low fidelity prototype

28. Which one of the fidelity is not independent _____
    a) Interactivity of prototype
    b) Local prototype
    c) Horizontal prototype
    d) Low fidelity prototype

29. Paper prototype can act as _____
    a) Coding blocker
    b) View blocker
    c) Prototype blocker
    d) All of these

30. A 'T' prototype combines _____
    a) Both paper and local prototype
    b) Both horizontal and local prototype
    c) Both low fidelity and high fidelity
    d) None of these

31. Design concept includes _____
    a) Usability   b) Accessibility   c) Both (a) and (b)   d) None of these

32. _____ is a human centered approach to problems solving that emphasizes empathy, creativity and collaboration.
    a) Design   b) Design thinking   c) User perspectives   d) User collaboration

33. Generation of new idea is _____
    a) Critiquing   b) Designing   c) Idea creation   d) Sketching

34. Interaction perspective is _____
    a) How the system work
    b) How the user operate the system
    c) How the system communicate
    d) How a system interface

35. The long term design documentation is _____
    a) Sketching   b) Design   c) Drawing   d) ideation

36. Critiquing is about _____
    a) Review and judgment
    b) Joy and enjoyment
    c) Idea creation
    d) Theme or ideas

37. Rapid creation of freehand drawing is _____
    a) Drawing
    b) Sketching
    c) Designing
    d) Intellectual drawing

38. Story board is a sequence of _____
    a) Frame clips
    b) Visual frames
    c) Sketches
    d) Graphics frames

39. Ideation is an _____
    a) Active   b) Fast moving   c) Collaboration   d) All of these

40. Use mental model is a description of
    a) How the system work
    b) Explanation of someone's thought
    c) Something works in the real world
    d) None of these

41. Usability is an established, as a part of the _____
    a) Technology World
    b) Computation World
    c) Designer's World
    d) None of these

42. Example of extracting a requirement statement for _____
    a) Ticket Kiosk system
    b) Software system
    c) Website design system
    d) All of these

43. The term translate each user need into one or more introduction design that is _____
    a) Extracting statement
    b) Requirement statement
    c) Requirement structure
    d) Terminology statement

44. What UX encompasses of _____
    a) Only visual elements
    b) Only functional element
    c) Both visual and functional element
    d) Either visual nor functional element

45. A business – a – case a user experience typically includes
    a) Technical specification of the product
    b) Analysis of competitor pricing strategies
    c) Justification of investment based on quotation of ROI
    d) Historical data on employee turn over rate.

46. The primary goal of UI design is to _____
    a) To maximize user satisfaction and usability
    b) To optimize loading times
    c) To minimize user engagement
    d) All of these

47. Which of the following is not a usability principle?
    a) Learn ability
    b) Efficiency
    c) Memorability
    d) Cost-effectiveness

48. In concern to design UI stands for _____
    a) User involvement
    b) User interface
    c) User interaction
    d) User inspection

49. The difference between UI and UX is/are:
    a) UI focuses on virtual elements, while UX focuses on functionality and user satisfaction
    b) UI and UX are interchangeable terms
    c) UI focuses on functionality, while UX focuses on elements
    d) UI focus on functionality, while UX focuses on user satisfaction

50. Emotional impact is user experience design refers to:
    a) The psychological effects of color choices on users
    b) How user feel when they interact with a product or service
    c) The technical performance of the website or app
    d) The number of features available to users.

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