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Courses » Interaction Design Announcements **Course** Ask a Question Progress Mentor FAQ

## Unit 3 - Week 1

### Course outline

#### How to access the portal

#### Week 0

#### Week 1

Basic Definitions and Concepts in Interaction Design

Relevance of goals in Interaction Design

System model, mental model, and representation model

Quiz : Assignment 1

#### Week 2

#### Week 3

#### Week 4

## Assignment 1

The due date for submitting this assignment has passed.  
As per our records you have not submitted this assignment.

**Due on 2018-09-05, 23:59 IST.**

These are assignment questions for week 1.

1) (Fill in the blanks) \_\_\_\_\_, Designer, Management and Marketers are the typical teams involved in the design of Interactive products. 1 point

- Artists
- Policy makers
- Technology vendor
- Engineers

No, the answer is incorrect.

Score: 0

Accepted Answers:

Engineers

2) According to a definition appeared in the year 1901, people used to understand 'Interaction' as: 1 point

- A phenomena only seen in closed communities.
- In terms of 'reciprocity'.
- A form of social interaction across children in classroom environment.
- Interaction with human beings only.

No, the answer is incorrect.

Score: 0

Accepted Answers:

In terms of 'reciprocity'.

3) Which one of the following is the most significant decade in the history of interaction design with respect to the arrival of Graphic User Interface? 1 point

- 1910s
- 1990s
- 2000s
- 1960s

No, the answer is incorrect.

Score: 0

Accepted Answers:

1960s

4) Who talked about a symbiotic relationship (problem solving through thinking along with the computer) between man and computer? 1 point

- Evan Sutherland in year 1963.
- Ben Schneiderman in year 1983.
- Doug Engelbart in year 1965.
- J. C. R. Licklider in year 1960.

No, the answer is incorrect.

Score: 0

Accepted Answers:

J. C. R. Licklider in year 1960.

5) Which one of the following qualifies to be called as an Interface? 1 point

A project of



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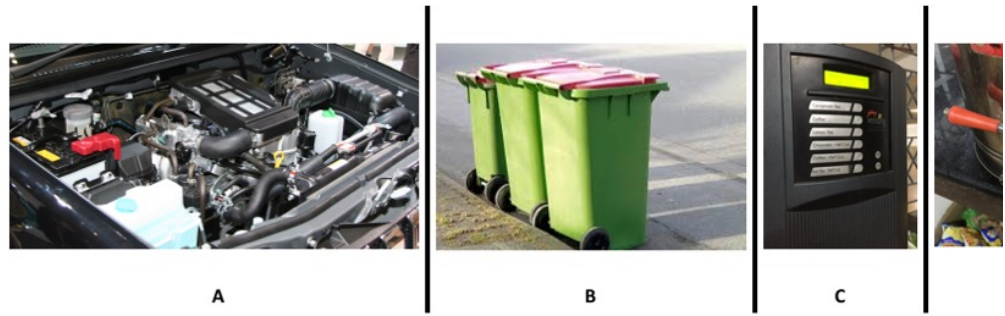
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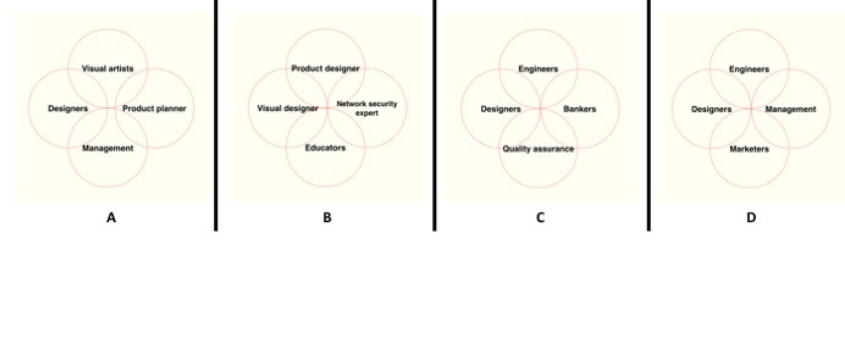
- Picture (A) above.
- Picture (B) above.
- Picture (C) above.
- Picture (D) above.

No, the answer is incorrect.  
Score: 0

Accepted Answers:  
Picture (C) above.

6)

1 point



Which one of the above images depict a typical team responsible for designing Interactive products?

- Picture (A) above.
- Picture (B) above.
- Picture (C) above.
- Picture (D) above.

No, the answer is incorrect.  
Score: 0

Accepted Answers:  
Picture (D) above.

7) (Fill in the blanks) The role of \_\_\_\_\_ is to ensure profitability of the interactive product while the role of \_\_\_\_\_ is to ensure users' satisfaction with the interactive product. 1 point

- Management team, Design team.
- Engineering team, Design team.
- Marketer team, Design team.
- Marketer team, Management team.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Management team, Design team.

8) (Fill in the blanks) The usual reason for failure of the digital product is \_\_\_\_\_ .

1 point

- conflicting standpoints
- shortage of resources
- conflicts of interest
- shortage of supplies

No, the answer is incorrect.

Score: 0

Accepted Answers:

conflicts of interest

9) (Fill in the blanks) Ignorance about real users and lack of a design process are most likely to cause \_\_\_\_\_ of an Interactive product.

1 point

- success
- failure
- deployment
- misuse

No, the answer is incorrect.

Score: 0

Accepted Answers:

failure

10) (Fill in the blanks) \_\_\_\_\_ of an interactive product is its' underlying mechanism like system software that supports interaction logic in different conditions.

1 point

- Implementation or System model
- Represented or Designed model
- Mental model
- Distrubuted model

No, the answer is incorrect.

Score: 0

Accepted Answers:

Implementation or System model

11) (Fill in the blanks) The system model of an interactive product is also known as \_\_\_\_\_ .

1 point

- Designed model
- Implementation model
- Realized model
- Artefact model

No, the answer is incorrect.

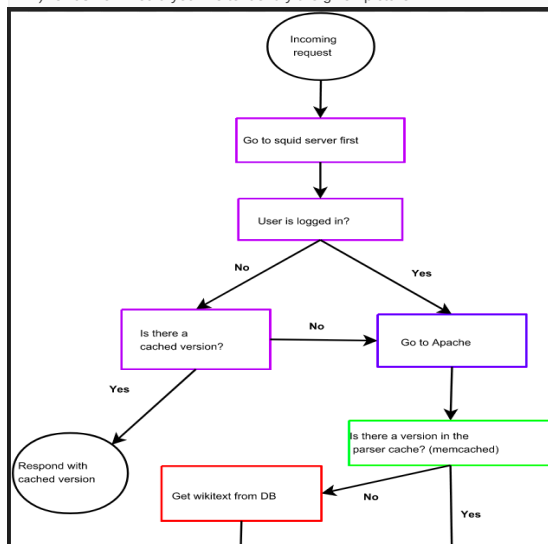
Score: 0

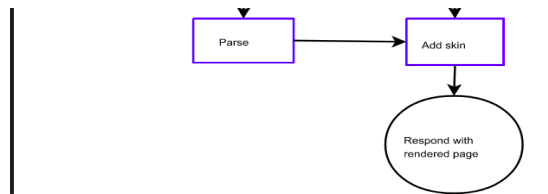
Accepted Answers:

Implementation model

12) Tell us how would you like to identify the given picture.

1 point





- Picture suggesting represented model
- Picture suggesting implementation model
- Picture suggesting mental model
- Picture suggesting distributed model

No, the answer is incorrect.

Score: 0

Accepted Answers:

*Picture suggesting implementation model*

13) (Fill in the blanks) Mental model is a \_\_\_\_\_ for explaining how does a complex mechanism work. 1 point

- metaphorical structure
- standard structure
- cognitive structure
- data structure

No, the answer is incorrect.

Score: 0

Accepted Answers:

*cognitive structure*

14) (Fill in the blanks) Represented models which are simpler than implementation model are most likely to \_\_\_\_\_ users better. 1 point

- frustrate
- distract
- None
- help

No, the answer is incorrect.

Score: 0

Accepted Answers:

*help*

15) (Fill in the blanks) An invitation to do something which is picked up by our perceptual system is called \_\_\_\_\_. 1 point

- Affinity
- Retrospective detail
- Short terms memory capacity
- Affordance

No, the answer is incorrect.

Score: 0

Accepted Answers:

*Affordance*

16) Pick the statement(s) which best explain an interface like an interactive map of EARTH 1 point

- An interactive map of EARTH is open for manipulation while the EARTH is not
- An interactive map of EARTH is based on the actual dimensions of the EARTH
- An interactive map of EARTH is one of the representations of the EARTH
- An interactive map of EARTH can accurately display all parts of the EARTH

No, the answer is incorrect.

Score: 0

Accepted Answers:

*An interactive map of EARTH is open for manipulation while the EARTH is not*

*An interactive map of EARTH is one of the representations of the EARTH*

17) Specify the statement which best fits as an explanation of our relationship with computers in current times. 1 point

- Computers needs commands written in a specific syntax to operate on users' inputs.
- Computers dictate the interactions.
- Computers and their users are equal in their computing capacities.
- Users share a symbiotic relationship with their interactive devices

No, the answer is incorrect.

Score: 0

**Accepted Answers:**

*Users share a symbiotic relationship with their interactive devices*

18) (Fill in the blanks) Designers can exercise their control while detailing \_\_\_\_\_ . 1 point

- Represented model
- Implementation model
- System model
- Mental model

**No, the answer is incorrect.**

**Score: 0**

**Accepted Answers:**

*Represented model*

19) Pick the statement which does not indicate the current understanding of 'Interaction'. 1 point

- Users interact with an interface and performs certain actions of interest.
- The users' interaction with the device is quite similar to command line interfaces. They need to remember all the steps of their task and feed into the device to attain a specific output.
- The computing device or the interactive device senses users' actions and undergoes a change in its' state. It then presents this change in state to the users.
- Users understand the change in state of the device and respond accordingly.

**No, the answer is incorrect.**

**Score: 0**

**Accepted Answers:**

*The users' interaction with the device is quite similar to command line interfaces. They need to remember all the steps of their task and feed into the device to attain a specific output.*

20) (Fill in the blanks) Within the domain of interaction design, the conceptual understanding of design affordance is known as \_\_\_\_\_ . 1 point

- Perceived affordance
- Simulated affordance
- Widget dimensions
- Physical affordance

**No, the answer is incorrect.**

**Score: 0**

**Accepted Answers:**

*Perceived affordance*

Previous Page

End