

X

NPTEL reviewer4@nptel.iitm.ac.in ▼

Courses » Interaction Design

Announcements **Course** Ask a Question Progress Mentor FAQ

Unit 5 - Week 3

Course outline

How to access the portal

Week 0

Week 1

Week 2

Week 3

- Overview of Goal Directed Design Process
- The Research phase in Goal Directed Design Process- Part 1
- The Research phase in Goal Directed Design Process- Part 2
- The Research phase in Goal Directed Design Process- Part 3
- The Modeling phase in Goal Directed Design Process.
- The

Assignment 3

The due date for submitting this assignment has passed.
 As per our records you have not submitted this **Due on 2018-09-12, 23:59 IST.**
 assignment.

Assignment 3.

1) (Fill in the blanks)The different phases of Goal Directed Design process are Research, **1 point**
 _____, requirement definition, framework definition, refinement and development support.

- Sketching
- Prototyping
- Testing and simulation
- Modelling

No, the answer is incorrect.
Score: 0

Accepted Answers:
Modelling


2) (Fill in the blanks) _____ data is often generated by methods and **1 point**
 techniques based on ethnography.


- Regenerative
- Qualitative
- Distributed
- Coherent

No, the answer is incorrect.
Score: 0

Accepted Answers:
Qualitative

3) (Fill in the blanks)In goal directed design process the 'research phase' can help designers **1 point**

© 2014 NPTEL - Privacy & Terms - Honor Code - FAQs - 

A project of  **NPTEL** National Programme on Technology Enhanced Learning

In association with **NASSCOM**[®]

Funded by

definition phase
in Goal
Directed
Design
Process- Part 2

Quiz :
Assignment 3

Week 4

No, the answer is incorrect.

Score: 0

Accepted Answers:

focus on users' concerns and preferences rather than base their designs solely on

4) During 'research phase', which one of the following activities is not undertaken by the designer? **1 point**

- Literature review
- Stakeholder interviews
- User observations
- Scenario detailing

No, the answer is incorrect.

Score: 0

Accepted Answers:

Scenario detailing

5) (Fill in the blanks) We may consider an Interactive product as a _____ design. **1 point**

- reason specific
- colour specific
- domain specific
- country specific

No, the answer is incorrect.

Score: 0

Accepted Answers:

domain specific

6) (Fill in the blanks) Anyone with authority and/or responsibility for the product being designed is _____. **1 point**

- an artist
- an administrator
- a user
- a stakeholder

No, the answer is incorrect.

Score: 0

Accepted Answers:

a stakeholder

7) (Fill in the blanks) With respect to the actual usage of the interactive product, users _____ the customers of the interactive product. **1 point**

- may or may not be
- are always not
- are only rarely
- are never

No, the answer is incorrect.

Score: 0

Accepted Answers:

may or may not be

8) (Fill in the blanks) In master-apprentice model, the relationship between a designer and his **1 point**

user is similar to the one which exists between _____ and _____.

- a master, an apprentice
- a trainee, a trainer
- an apprentice, a master
- a captain, sailors

No, the answer is incorrect.

Score: 0

Accepted Answers:

an apprentice, a master

9) (Fill in the blanks) A persona is synonymous to _____ .

1 point

- Principal user
- User archetype
- Main user
- The very important user

No, the answer is incorrect.

Score: 0

Accepted Answers:

User archetype

10) (Fill in the blanks) The pattern of use starts emerging _____.

1 point

- During middle interview
- During early interview
- During late interview
- Before the beginning of the interview

No, the answer is incorrect.

Score: 0

Accepted Answers:

During middle interview

11) (Fill in the blanks) Artefacts that users employ in their tasks and workflows are _____ in an artefact model.

1 point

- distributed
- included
- excluded
- transformed

No, the answer is incorrect.

Score: 0

Accepted Answers:

included

12) (Fill in the blanks) The ethnography based method amongst the following is _____.

1 point

- Calculation of errors
- Field observations
- Detailing requirement for developer team
- None

No, the answer is incorrect.

Score: 0

Accepted Answers:

Field observations

13) Fill in the blanks) A motivation for designers interested in conducting competitive review of a specific interactive product is _____ . **1 point**

- to establish the state-of-the-art in all domains of application
- to know the errors which users usually commit
- to establish the state-of-the-art in the domain of Interactive product
- to know the concerns of the development team

No, the answer is incorrect.

Score: 0

Accepted Answers:

to establish the state-of-the-art in the domain of Interactive product

14) Fill in the blanks) _____ is an widely used method applicable to projects involving 'redesign' of an interactive product. **1 point**

- Heuristic evaluation including novice users
- Heuristic evaluation involving frequent users
- Heuristic evaluation involving infrequent users
- Heuristic evaluation involving design experts

No, the answer is incorrect.

Score: 0

Accepted Answers:

Heuristic evaluation involving design experts

15) Fill in the blanks) Heuristic evaluation generates appropriate results when the chosen experts are of _____ . **1 point**

- Dissimilar profiles
- Identical profiles
- legal profiles
- Similar profiles

No, the answer is incorrect.

Score: 0

Accepted Answers:

Similar profiles

16) Pick the odd statement out. **1 point**

- Designers approach 'subject matter experts' because of their domain knowledge of regulations and other design corresponding to the interactive product.
- Designers approach 'subject matter experts' because of their domain knowledge (often) along with their capabilities as expert users
- Designers approach 'subject matter experts' because of their domain expertise corresponding to the interactive product.
- Designers approach 'subject matter experts' because of their ability to conduct training sessions during the product deployment sessions.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Designers approach 'subject matter experts' because of their domain expertise corresponding to the interactive product.

17) Pick the odd statement out.

1 point

- It is possible that the customers of an interactive product may not be using it.
- At times we observe that customers, when they get to use the product, they use it in a very different manner.
- It is highly likely that customers may have their own goals.
- Both users and customers subscribe and pay for the product purchase. They are responsible for managing expenses related with product feature updates.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Both users and customers subscribe and pay for the product purchase. They are responsible for managing expenses related with product feature updates.

18) Pick the odd statement out.

1 point

- Designers must visit users when they are with the community because community is always available for them.
- Designers must stay concerned with the users goals throughout the process because they are the one who personally use the interactive product.
- Designers must interview users to gain insights of their ways of adopting different interactive products.
- Designers must strive to get a better estimate of users' capabilities and skills. A simple knowledge of users' domain understanding is not enough for designing useful, usable and delightful products.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Designers must visit users when they are with the community because community is always available for them.

19) Fill in the blanks) Contextual inquiry is a widely accepted method because _____.

1 point

- it generates opportunities for designers to perform both in-person interviews and training of their users
- it generates opportunities for designers to perform both in-person interviews of their users and field observations
- it generates opportunities for designers to gather a rich quantitative data on user-system interaction
- it generates opportunities for designers to train users towards the requirement of the new interactive product

No, the answer is incorrect.

Score: 0

Accepted Answers:

it generates opportunities for designers to perform both in-person interviews of their users and field observations

20) Read the following passage which appeared as a user statement: "I like my work. Although _____" **1 point**

I do a very mundane job of delivering parcels to customers who orders them online, but still I am never bored. I enjoy my job because I get to see smiles on the faces of the people to whom I deliver their ordered parcels. Because the feeling of receiving something new is always too pleasing and satisfying, and I am so glad that I could be the messenger of their happiness. I like this very much." What does the passage suggest to you?

- The passage suggests of the user's attitude especially her motivation towards the job.
- The passage suggests user's aspirations.
- The passage suggests user's expertise in her task.
- The passage suggests functions of the interactive product which the user uses routinely.

No, the answer is incorrect.

Score: 0

Accepted Answers:

The passage suggests of the user's attitude especially her motivation towards the job.

[Previous Page](#)

[End](#)