CBCS SCHEME

USN ☐☐☐☐☐☐☐☐☐☐ | **Question Paper Version : A**

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

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

3. 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

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

5. 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.

6. 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

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

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

9. 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

10. 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.

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

12. _____ 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

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

14. 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

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

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

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

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

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

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

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

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

23. 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.

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

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

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

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

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

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

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

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

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

33. 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

34. 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

35. 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

36. 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

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

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

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

40. 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

41. 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

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

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

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

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

46. 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

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

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

49. 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

50. 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

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