

Sample questions MCA Sem V UXD

Sr. No.	Question	Option a	Option b	Option c	Option d
1	This is the totality of the effects felt by a user as a result of interaction with, and the usage context of, a system, device, or product.	a) Usability	b) User Experience	c) Ubiquitous Interaction	d) Computing
2	The process is an early system or product UX lifecycle activity to gather detailed descriptions of customer or user work practice for the purpose of understanding work activities and underlying rationale.	a) User Experience	b) Usability	c) Contextual Inquiry	d) Contextual Analysis
3	User Experience is the effect experienced internally by whom of the following.	a) User	b) Developer	c) Designer	d) Analyst
4	UX lifecycle is uses the process method for accomplishment of the activities.	a) Prototype	b) Agile	c) Increment	d) Iterative
5	A prototype is very broad in the features it incorporates, but offers less depth in its coverage of functionality.	a) T Prototype	b) Vertical Prototype	c) Horizontal Prototype	d) Local Prototype
6	Prototype much of the design is realized at a shallow level but a few parts are done in depth and offering a good compromise for system evaluation.	a) T Prototype	b) Vertical Prototype	c) Horizontal Prototype	d) Local Prototype
7	The entire context of work and work practice in the target enterprise or other target usage environment.	a) Work	b) Work Domain	c) work practice	d) Work Activity
8	An early system or product UX lifecycle activity to gather detailed descriptions of customer or user work practice for the purpose of understanding work activities and underlying rationale.	a) Work Activity data	b) Raw data	c) Contextual Data	d) Contextual Inquiry
9	The investigation and deconstruction of units of work is the process of representing the structure of these units plus describing how they are performed.	a) Work Activity Note	b)Task Analysis	c) Contextual Analysis	d) Contextual Inquiry
10	This is defined and distinguished by a corresponding job title or work assignment representing a set of work responsibilities.	a) Work practice	b)Work role	c) Work activity	d) Task
11	A description of the relevant characteristics of the user population who can take on a particular work role.	a) User Persona	b) User work role	c) User Artifact	d) User Class
12	A temporary repository of labeled pile of notes, table, holded raw contextual data at first and, later, synthesized work activity	a) Repository	b)Data bin	c) Work activity data	d) Information bin
13	Systems with high degree of intricacy and technical content in the	a) Work-Complex Systems	b)Interaction-Complex Systems	c) Domain-Complex Systems	d) Large-Complex Systems

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14	It is used for contextual data representation and interaction design and a hypothetical but specific "character"	a) Persona	b) User Class	c) Candidate persona	d) Selected persona
15	A visual scenario in the form of a series of sketches or graphical clips annotated, in cartoon-like frames depicting the	a) Scenario	b) Barrier	c) Storyboard	d) Sketch
16	A diagrammatic description that captures the social aspects of the users' organizational workplace, including the overall flavor, philosophy, ambiance, and environmental factors as well as thought processes and pressures that affect users.	a) Artifact model	b) User model	c) Social model	d) Usage model
17	A diagram giving the big picture of work, emphasizing communication and information flow among work roles and system components within the work practice of an organization.	a) Artifact model	b) Work environment model	c) Social model	d) Flow model
18	The process of cataloguing and representing the hierarchical relationships among the tasks and subtasks that must be supported in the system design.	a) Hierarchical task inventory	b) Data bin	c) Model bin	d) Structure inventory
19	An active, creative, exploratory, highly iterative, fast-moving collaborative group process for forming ideas for design.	a) Ideation	b) Design thinking	c) Sketching	d) Brainstorming
20	It is interaction occurring not just on computers and laptops but potentially everywhere in our environment.	a) Interaction design	b) User design	c) User experience	d) Ubiquitous interaction
21	It is the part of the system design that brings the designer's mental model to life.	a) Interaction design	b) User design	c) Conceptual design	d) Usage design
22	A visual schematic, blueprint, or template of a screen or Web page design in an interaction design.	a) Scenario	b) Wireframe	c) Storyboard	d) Sketch
23	A UX evaluation event that occurs during user task performance or other user interaction, observed by the facilitator or other observers or sometimes expressed by the user participant.	a) Critical incident	b) Problem instance	c) Barrier	d) Performance
24	Analysis of qualitative data is the bread and butter of UX evaluation.	a) Informal summative evaluation	b) Empirical evaluation	c) Formative analysis	d) Summative analysis

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25	A data collection technique in which user participants verbally externalize their thoughts about their interaction experience and perceptions of UX problems.	a) Quantitative technique	b) Observation	c) Brainstorming	d) Think-Aloud technique

