Course No: SWE 4315
Course Title: HCI.
Date: 25/ 11 / 2014
No. of Questions: 3
Time: 1 H.
Using Calculator (Yes)

University of Palestine

UP

Mid Exam
1ˢᵗ Term 2014/2015
Total Grade: 40

Instructor Name: Eng. M. Timraz
Student No.: _____
Student Name: _____
College Name: Engineering
Dep. / Specialist: Software
Using Dictionary (No)

First Question   **No. of Branches (2)**   **(20/40)**

Q1 B1: Put True or False between two brackets.   (10/20)

(1) Human computer interaction (HCI) is the study to increase the attentions for human.
(   ).

(2) A basic goal of HCI is to improve the interactions by making computers more usable and receptive to the user's needs.   (   ).

(3) Optical illusions sometimes occur due to over compensation.   (   ).

(4) Word shape is not important to recognition.   (   ).

(5) Humans can't hear frequencies more than 200kHz.   (   ).

(6) Retina contains rods for low light vision and cones for colour vision.   (   ).

(7) Positive contrast improves reading from computer screen.   (   ).

(8) Hearing, movement and touching provide information about activities.   (   ).

(9) Analysis and Design are process of finding solution to unfamiliar task using knowledge.   (   ).

(10) The final form of the main interface may not meet the user needs.   (   ).

1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**

Q1 B2 Choose the correct answer (a, b, c or d)   (10/20)

(1) Interaction between users and computers occurs at the user interface (or simply interface), which includes both software and hardware.

a. hardware.

b. software.

c. a & b.

d. non of the above.

(2) The alphabetic ordering is used for ………...

a. keyboard.

b. calculators.

c. phone.

d. phone keypad.

(3) .... indicate-s how much of view object occupies.

a. Movement.

b. Touch.

c. Visual angle.

d. a & B.

(4) Scratch-pad for temporary recall is .

a. Short-term memory.

b. Long-term memory.

c. Buffer memory.

d. a & b.

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(5) …….right intention, but failed to do it right.
a. slips.
b. mistakes.
c. wrong intention.
d. a & c.

(6)……. number of pixels on screen (width x height)
a. Aspect Ratio.
b. Resolution.
c. Brightness.
d. Color depth.

(7) The common case for using the mouse is used as ………………….. .
a. foot switch.
b. hand switch.
c. touch pad.
d. touch screen.

(8) Optical illusion is used to used to transfer from.................. .
a. long term memory to short term memory.
b. sensor memory to long term memory.
c. sensor memory to short term memory.
d. short term memory to long term memory.

(9) User intentions..........
a. translated into actions at the interface and alterations of system state.
b. reflected in the output display.
c. interpreted by the user
d. all of the above.

(10) To increase the interaction human and computer you should increase...........
a. interface size.
b. intention.
c. brightness
d. none of the above.

1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**

Second Question   **No. of Branches (3)**   **(15/40)**

Q2 B1: State the basic stages in vision, then write the sequence steps in one stage.   **(5/15)**

Q2 B2:   **(6/15)**

You have an application to communicate and manage with taxi drivers.

Choose a name for this program? With the stated reason?

Choose a logo for this program and try to draw it?

Determine the most dominant colors in the main GUI of the program with the stated reason?
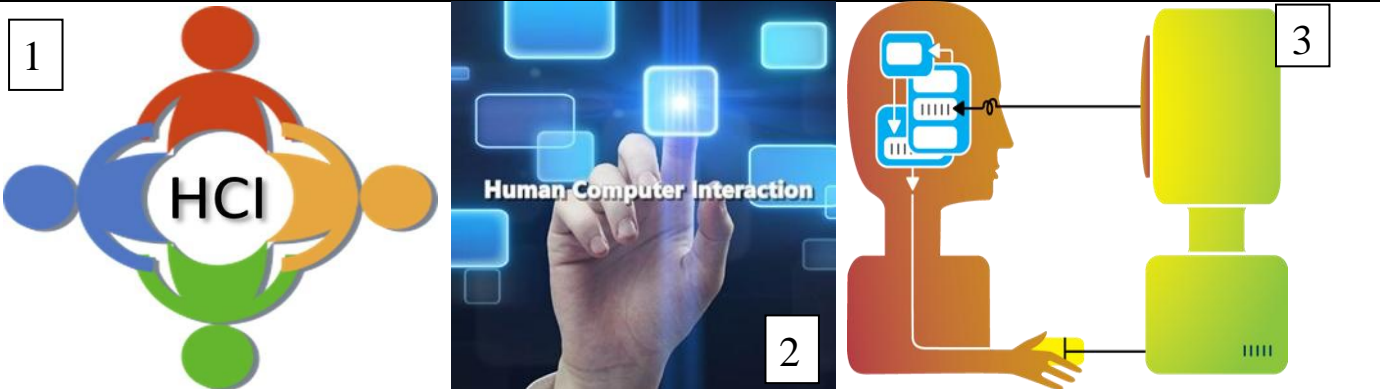
Q2 B3: _____ **(4/15)**

What is the difference between slips and mistakes?

Third Question   **No. of Branches (1)**   **(5/40)**

From the above three logos, which you prefer that you can chosen as a logo to Human Computer Interaction? Why?