

- **What is RSI?**

**Repetitive strain injury (RSI)** to users' finger, and the increased responsibilities of employers in these circumstances, it may be that such designs will enjoy resurgence in the near future. The tendons that control the movement of the fingers becoming inflamed

- **Define three feature of Chord keyboard.**

They can be very useful where space is very limited, or where one hand is involved in some other task. Chord keyboards are also used for mail sorting and a form of keyboard is used for recording transcripts of proceeding in law courts.

- **Define Task?**

Tasks are the operation to manipulate the concepts of a domain. A goal is the desired output from a performed task. For example, one task within the graphic design domain is the construction of a specific geometric shape with particular attributes on the drawing surface.

- **Define Keyboard types.**

### **QWERTY keyboard**

Most people are quite familiar with the layout of the standard alphanumeric keyboard, often called the qwerty keyboard, the name being derived from the first letters in the upper most row from left to center.

### **Alphabetic keyboard**

One of the most obvious layouts to be produced is the alphabetic keyboard, in which the letters are arranged alphabetically across the keyboard. Studies have shown that this keyboard is not faster for properly trained typists, as we may expect, since there is no inherent advantage to this layout. And even for novice or occasional users, the alphabetic layout appears to make very little difference to the speed of typing.

These keyboards are used in some pocket electronic personal organizers,

### **Dvorak Keyboard**

Layout is arranged on the basis of frequency of usage of letters and the frequency of letter pattern and sequences in the English language.

- All vowels and the most frequently used consonants are on the second or home row, so that something like 70% of common words are typed on this row alone.

- Faster operation is made possible by tapping with fingers on alternate hands

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- **What is Real Affordance?**

Physical objects are said to have real affordances, like grasping, that are perceptually obvious and do not have to be learned.

- **Write Characteristics of interactive design?**

Early focus on users and tasks: This means first understanding who the users will be by directly studying their cognitive, behavioral, anthropomorphic, and attitudinal characteristics. This required observing users doing their normal tasks, studying the nature of those tasks, and then involving users in the design process.

- **Empirical measurement:** early in development, the reactions and performance of intended users to printed scenarios, manuals, etc, is observed and measured. Later on, users interact with simulations and prototypes and their performance and reactions are observed, recorded and analyzed.

- **Iterative design:** when problems are found in user testing, they are fixed and then more tests and observations are carried out to see the effects of the fixes. This means that design and development is iterative, with cycles of “design, test, measure, and redesign” being repeated as often as necessary.

- **Write the phases involve development of process ?**

**Research**

User and the domain

**Modeling**

Users and use context

**Requirements**

Definition of user, business & technical needs

**Framework**

Definition of design structure & flow

**Refinement**

Of behavior, form

- **Which model involve in risk analysis and prototyping?**

### **The spiral lifecycle model**

the spiral model of software development. Two features of the spiral model are immediately clear from figure: risk analysis and prototyping.

The spiral model incorporates them in an iterative framework that allows ideas and progress to be repeatedly checked and evaluated. Each iteration around the spiral may be based on a different lifecycle model and may have different activities

- **What are Flaws of waterfall model?**

One of the main flaws with this approach is that requirements change over time, as businesses and the environment in which they operate change rapidly. This means that it does not make sense to freeze requirements for months, or maybe years. While design and implementation are completed.

Requirements analysis

Design

Code

Test

Maintenance

- **What are design outcomes?**

It concern with how to determine what users should see and do when carrying out their tasks using an interactive product. Here we briefly describe the most common ones

- Visibility
- Affordance
- Constraints
- Mapping
- Consistency
- Feedback

- **What is important thing in user conceptual model?**

### **Conceptual Model**

“The most important thing to design is the user’s conceptual model. Every thing else should be subordinated to making that model clear, obvious, and substantial. That is almost exactly the opposite of how most software is designed.”

- **Write the Problems of speech input.**

speech input suffers from a number of problems:

- Speech input has been applied only in very specialized and highly constrained tasks.
- Speech recognizers have severe limitations whereas a human would have a little problem distinguishing between similar sounding words or phrases; speech

recognition systems are likely to make mistakes.

- Speech recognizers are also subject to interference from background noise, although the use of a telephone-style handset or a headset may overcome this.
- Even if the speech can be recognized, the natural form of language used by people is very difficult for a computer to interpret.

- **Write display device that is very cheap and fast.**

The CRT is a cheap display device and has fast enough response times for rapid animation coupled with a high color capability.

- **Define goal and give example.**

### Goal

A goal is the desired output from a performed task. A related goal would be to produce a solid red triangle centered on the canvas. So, goal is ultimate result, which you want to achieve after performing some specific tasks.

- **Difference between mental model and conceptual model**

### Conceptual Model

“The most important thing to design is the user’s conceptual model. Every thing else should be subordinated to making that model clear, obvious, and substantial.

### Mental Models

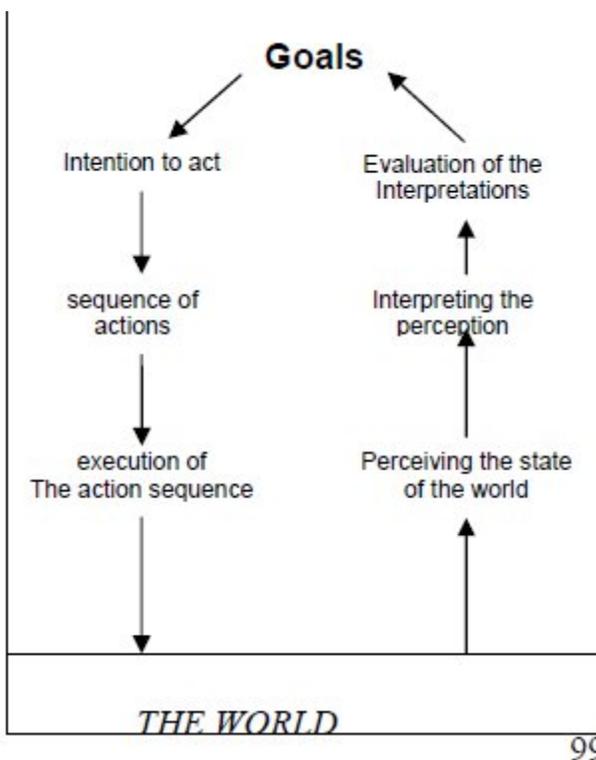
these refer to representation people construct in their mind of themselves, others, objects and the environment to help them know what to do in current and future situations.

- **Which keyboard type commonly used?**

### QWERTY keyboard

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- Explain Perceiving the state of world



- Define Two aspect of usability:

#### **Effectiveness**

It is a very general goal and refers to how good a system at doing what it is suppose to do.

#### **Efficiency**

It refers to the way a system supports users in carrying out their tasks.

#### **Safety**

It involves protecting the users from dangerous conditions and undesirable situations.

- What is the Types of persona

There are six types of persona, and they are typically designated in roughly the ordered

listed here:

- Primary
- Secondary
- Supplemental
- Customer
- Served
- Negative

VuStudents.Ning