



Course Code: CIS 421

Course Title: Interaction Design

Quiz 2

Time: 45 minutes

Total Marks: 15

Answer any **three** of the following questions:

1. What is recognition and recall? Whether recall or recognition is better for memory process? Explain your thoughts **[5 Marks]**
2. Answer the following questions
 - a. Define the term Interaction Design **[1 Mark]**
 - b. List the core characteristics of Interaction Design Process. **[4 Marks]**
3. Let's imagine you have been appointed as **Interaction Designer** of the Arunim Consultancy. Arunim is going to develop a Online Learning Management System that is aimed to facilitates the students with best ways of online learning. Now answer the following questions-
 - a. What will be the various types of **Degree of user involvement** in the deign team of Arunim? **[2 Marks]**
 - b. How Microsoft involves users into the design and development process? **[3 Marks]**
4.
 - a. List the Shneiderman's guidelines for error messages **[3 Marks]**
 - b. Briefly explain the **Gulfs of Execution and Evaluation** cognitive psychology framework **[2 Marks]**



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Answer any **three** of the following questions:

5. What is recognition and recall? Whether recall or recognition is better for memory process? Explain your thoughts **[5 Marks]**
6. Answer the following questions
 - a. Define the term Interaction Design **[1 Mark]**
 - b. List the core characteristics of Interaction Design Process. **[4 Marks]**
7. Let's imagine you have been appointed as **Interaction Designer** of the Arunim Consultancy. Arunim is going to develop a Online Learning Management System that is aimed to facilitates the students with best ways of online learning. Now answer the following questions-
 - c. What will be the various types of **Degree of user involvement** in the deign team of Arunim? **[2 Marks]**
 - d. How Microsoft involves users into the design and development process? **[3 Marks]**
8.
 - c. List the Shneiderman's guidelines for error messages **[3 Marks]**
 - d. Briefly explain the **Gulfs of Execution and Evaluation** cognitive psychology framework **[2 Marks]**