Chapter Five Multiple Choice Questions

1. Which of the following is not a characteristic of direct manipulation interfaces?
   1. Visibility of the objects and actions of interest.
   2. Menu selection and form fill-in.
   3. Rapid, reversible, incremental actions.
   4. Replacement of typed commands by a pointing action on the object of interest.
2. Augmented reality is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. The same thing as virtual reality
   2. A type of dashboard displaying a large volume of information at one time.
   3. An innovation in which users see the real world with an overlay of additional information.
   4. The use of haptic interaction skills to manipulate objects and convert the physical form to a digital form.
3. Drawbacks of direct manipulation include all of the following except \_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. Designs may consume valuable screen space.
   2. Users must learn the meanings of visual representations.
   3. Visual representation may be misleading
   4. The gulf of execution is increased
4. Remote environments are complicated by \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. The gulf of execution, the gulf of evaluation, and time delays.
   2. Time delays, incomplete feedback, and unanticipated interferences.
   3. Supervisory control, lack of multiple coordinated views, and time delays
   4. Lack of precision, supervisory control, time delays, and gulf of execution.
5. All of the following are good guidelines for use of icons except \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. Represent the object or action in a familiar and recognizable manner.
   2. Carefully consider three-dimensional icons; they are eye-catching but also can be distracting.
   3. Limit the number of different icons.
   4. Make the icon blend in with its background.
6. Successful virtual environments will depend on smooth integration of what technologies?
   1. Visual display
   2. Head-position and hand position sensing
   3. Force feedback and haptics
   4. All of the above
7. The advantages of WYSIWYG word processors include all of the following except \_\_\_\_\_\_\_\_\_\_.
   1. Users see a partial page of text.
   2. The document is seen as it will appear when printed.
   3. Cursor action is visible and cursor motion is natural.
   4. Immediate display of the results of an action
8. Relative flow dragging allows a user to \_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. Move through a video by dragging an object of interest along its visual trajectory.
   2. See a large volume of information at one time and to directly manipulate it
   3. Be in an immersive environment that blocks out the world.
   4. Avoid complex commands that the might be needed only during a once-a-year emergency.
9. A successful direct-manipulation interface must present \_\_\_\_\_\_\_\_\_\_\_\_\_.
   1. A complex series of user choices.
   2. An appropriate representation or model of reality.
   3. The option for users to enter a long string of commands.
   4. Mixed metaphors so that users don’t become bored.
10. Which of the following is not a beneficial attribute of well-designed systems that use direct manipulation?
    1. Novices can learn basic functionality quickly
    2. Experts can work rapidly to carry out a wide range of tasks
    3. Knowledgeable intermittent users can retain operational concepts.
    4. User actions are permanent and cannot easily be undone
11. \_\_\_\_\_\_\_\_\_\_\_\_ is the name for the condition that exists when a remotely controlled device transmits its current position, but does it so slowly that it does not indicate its *exact* current position.
    1. Incomplete feedback
    2. Transmission delay
    3. Insufficient feedback
    4. Feedback delay
12. One solution to the problems of the architecture of remote environments is \_\_\_\_\_\_\_\_\_\_\_\_.
    1. Discourage the use of remote environments for critical tasks.
    2. Make explicit the network delays and breakdowns as part of the system.
    3. Add animation that allows users to see what happens if they move their input device.
    4. Better user training
13. For virtual environments to be successful, displays must \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
    1. Approach real time in presenting images to the users.
    2. Use low resolution when objects are not moving
    3. Be head-mounted
    4. Be boom-mounted
14. Allowing surgeons to look at a patient while they see an overlay of an x-ray is an example of \_\_\_\_\_.
    1. Virtual reality
    2. Visual Display
    3. Augmented Reality
    4. Force Feedback
15. Users have a strong sense of causality when \_\_\_\_\_\_\_\_\_\_\_\_\_.
    1. Interface objects and actions are complex.
    2. Users can select actions rapidly by pointing or gesturing.
    3. Display feedback is delayed.
    4. Inputs produce random results