Chapter 8 Multiple Choice Questions

1. All of the following are ways designers have tried to improve on keyboards except:
   1. Dvorak layout
   2. ABCDE style
   3. Non-Haptic style
   4. OrbiTouch keyless keyboard
2. A touchscreen is an example of a \_\_\_\_\_\_\_\_\_\_\_\_\_ device.
   1. Direct Control
   2. User Control
   3. Indirect Control
   4. Non-Control
3. A speech generator is useful for users in all the following situations except when:
   1. They have a long list of data entry items
   2. Their visual channels are overloaded
   3. They must be free to move around
   4. When the environment is too brightly lit, too poorly lit
4. All of the following are strategies for creating an interface optimized for a small screen device input except \_\_\_\_\_\_\_\_\_\_\_\_.
   1. Provide support for one-handed interaction.
   2. Place targets towards the center of the device.
   3. Take advantage of every pixel of screen space
   4. Include functionality for as many secondary tasks as possible.
5. Advantages of devices using context-aware computing include all of the following except:
   1. Users get information at their point of need.
   2. Stores can greet customers with directions, coupons, and other useful items when they are nearby.
   3. User privacy is always protected.
   4. It can help users of tablet computers to connect to a printer located in the same room.
6. It has been demonstrated that more rapid data entry can be accomplished if several keys can be pressed simultaneously. This is called \_\_\_\_\_\_\_\_\_.
   1. Chording
   2. Haptic feedback
   3. Dual key pressing
   4. QWERTY keyboarding
7. Almost all keyboards use the \_\_\_\_\_\_\_\_\_\_\_ layout.
   1. ABCDE
   2. QWERTY
   3. Inverted-T arrangement
   4. Virtual
8. Which of the following is not an example of an indirect control pointing device?
   1. Stylus
   2. Mouse
   3. Trackball
   4. Joystick
9. A \_\_\_\_\_\_\_\_\_\_ is a small isometric joystick embedded in keyboards between the letters G and H.
   1. Directional pad
   2. Trackpoint
   3. Mouse
   4. Trackball
10. Users with motor disabilities often prefer \_\_\_\_\_\_\_\_\_\_\_\_\_\_ over mice.
    1. Touchpads and tablets
    2. Directional pads and trackpoints
    3. Joysticks and trackballs
    4. Touchpads and joysticks
11. Which of the following statements is not true about tactile graphics?
    1. They are produced by using thermal paper expansion machines
    2. They are placed on top of touchscreens.
    3. They are helpful for users with vision impairments
    4. They are an example of Fitt’s Law.
12. Tabletop pointing devices are a good choice when \_\_\_\_\_\_\_\_\_\_\_\_.
    1. Users have fine-motor challenges.
    2. Collaboration between users is important.
    3. There are a small number of targets.
    4. Pixel-level pointing is required
13. Touchscreen and trackball devices are a good choice for \_\_\_\_\_\_\_\_\_\_\_\_.
    1. Public access, shop floor, and laboratory applications.
    2. Drawing and handwriting.
    3. Games
    4. Situations when there are a small number of targets
14. The model of human movement predicting that the time required to rapidly move to a target area is a function of the distance to the target and the size of the target is called \_\_\_\_\_\_\_\_\_\_\_.
    1. Fitt’s Law
    2. The Golden Law
    3. Shneiderman’s Law
    4. Norman’s Law
15. Devices that allow users to push a mouse or other device and to feel resistance have \_\_\_\_\_\_\_\_\_\_.
    1. Tangible user interfaces
    2. Haptic feedback
    3. Motion sensors
    4. Ubiquitous computing
16. Sensor that allow detect changes in the device’s orientation are called \_\_\_\_\_\_\_\_\_\_\_\_.
    1. Tangible user interfaces
    2. Motion sensors
    3. Accelerometers
    4. Motion trackers
17. Which of the following does not improve recognition rates for discrete-word–recognition devices?
    1. Quiet environments
    2. Head-mounted microphones
    3. Careful choice of vocabularies
    4. The elimination of training
18. Which of the following is true about speaking commands?
    1. It assists in users’ planning and problem solving
    2. It is more demanding of working memory than is the hand/eye coordination needed for mouse pointing.
    3. Error rates are lower for voice users in tasks that required high short-term–memory load.
    4. Studies of users controlling cursor movement by voice confirm faster performance for cursor-movement tasks such as button clicking and web browsing.
19. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ systems enable users to dictate letters and compose reports verbally for automatic transcription.
    1. Continuous-speech–recognition
    2. Speech generation
    3. Discrete-word recognition
    4. Audiolization
20. Created abstract sounds whose meanings must be learned are called \_\_\_\_\_\_\_\_\_\_.
    1. Auditory icons
    2. Sound icons
    3. Earcons
    4. Sonification