

## Icon animation and audition :

### Animation :

Icon Animation: Icon animation involves making icons on a computer screen appear to move instead of staying in one place. There are two main types of animation: static and dynamic

#### 1. Static Animation:

- In static animation, an icon's appearance remains unchanged over time and only changes when a specific system event occurs.
- For example, the open door of a mailbox may close when an electronic message is received.

#### 2. Dynamic Animation:

- Dynamic animation involves icons that move independently of system events, representing functions, processes, states, or state transitions.
- For instance, an icon might start moving to illustrate an action when a pointer is moved close to it.

#### 3. Purpose of Animation:

- Animation is used to offer feedback and create visual interest in the user interface.

## Audition :

Audition (Sound Feedback): Audition involves incorporating sounds into the user interface for various interactions with objects on the computer.

#### 1. Sounds for Interactions:

- Objects produce sounds when touched, dragged, bumped, opened, activated, or discarded.

2. Auditory Icons:

- These are computer sounds mimicking everyday events. For example, the sound of a printer's mechanism when it starts printing.

3. Feedback and Information:

- Sounds convey information about events, such as the size of a file or the speed of an ongoing process.

4. Examples of Auditory Feedback:

- The sound of a large file could indicate its size.
- Dragging an object over a surface produces a sound related to that surface.
- The speed of a process is reflected in its corresponding sound.

5. Application in Computing:

- Auditory feedback is useful for conveying information about interactions, ongoing processes, and modes.
- It aids in navigation and supports collaboration among users.

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2. Describe the importance of good design.
3. What are the benefits of good design ?
4. Write a short note on history of screen design.
5. What do you mean by graphical user interface ?
6. What is popularity of graphics ?
7. Describe the concept of direct manipulation
8. What is graphical system ? Write down its advantages and disadvantages.
9. Describe the characteristics of graphical system.

10. Describe the characteristics of intranet versus the internet.
11. What are the usability problems in graphical system ?
12. Explain web user interface.
13. Discuss the popularity of web interface.
14. What are the characteristics of web user interface ?
15. Describe the principles of user interface.
16. Describe the principles established the foundation for graphical interfaces.
17. Describe the design goals in creating user interface.
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19. Explain the five commandments for designing user interface
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21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
23. What are the psychological responses to poor design ?
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26. Describe the following term with respect to human characteristics in design :
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  59. Explain the components of statistical graphics.
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87. What are the problems related to color ?

88. How to choose color ?
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