

1. Direct Control Pointing Devices:

- i. Lightpen : A device that lets users point to a spot on a screen and perform tasks by pressing a button.
- ii. Touchscreen: Enables users to interact directly with the screen using their finger, eliminating the need for an external device.
- iii. Tablet PCs and Mobile Devices: Devices that allow natural pointing on an LCD surface, held in the hand, on a desk, or in the lap.
- iv. Stylus: A familiar and comfortable device that users can use to guide the stylus tip to a desired location while maintaining overall context.

2. Indirect Control Pointing Devices:

- i. Mouse: An affordable and widely available device with comfortable hand positioning, easy-to-press buttons, and precise cursor control through small finger movements.
- ii. Trackball: A movable ball mounted on a stationary device, useful in environments where a traditional mouse may have limitations, commonly used in design and manufacturing industries.
- iii. Touchpad: Similar to a touchscreen but confined to a specific area; users slide their fingers over a flat surface and tap to click, commonly found in laptops.
- iv. Pointing Stick: A pressure-sensitive small nub, often found between the keys on a laptop keyboard, allowing users to control the pointer by directing the stick with one finger.

Related posts:

1. What do you mean by user interface ? Define user interface design. Why user interface is important ?
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.
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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.
18. Why web user interface design difficult ?
19. Explain the five commandments for designing user interface
20. Discuss human computer interaction.
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 ?
24. What are the physical reactions to poor design ?

25. Explain the important human characteristics.
26. Describe the following term with respect to human characteristics in design :
27. Describe human consideration in design.
28. What are the characteristics of mandatory use in user's task for design ?
29. Give the characteristics of discretionary user
30. Explain human interaction speed.
31. What are the methods for gaining an understanding of users ?
32. Discuss business and requirement analysis.
33. Designing a website, what kinds of interview questions are appropriate for asking users ?
34. Explain focus group. What are steps in setting up a focus group ?
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37. Determine the basic business functions.
38. What is screen design ? Define a well designed screen.
39. Describe the goals in screen design.
40. What is meant by screen and define its purpose.
41. How we can organize screen elements clearly and meaningfully ?
42. Describe ordering of screen data and content.
43. What do you mean screen navigation and flow ?
44. What do you understand by visually pleasing composition ?
45. Discuss the perceptual principles that can be used to aid screen functional groupings.
46. How to group screen elements using border ?
47. Discuss amount of information.
48. Discuss the following :
49. How to minimize the problems in scrolling ?
50. Discuss about the term 'Distinctiveness'.

What are the types of pointing devices ?

51. Discuss the techniques to provide emphasis.
52. How to convey depth of levels or a three-dimensional appearance ?
53. How information is presented simply and meaningfully ?
54. Discuss about typography.
55. Discuss about information entry and modification screens.
56. What are the types of statistical graphics ?
57. Discuss intranet and extranet design guidelines.
58. Write short note on statistical graphics
59. Explain the components of statistical graphics.
60. Discuss technical consideration in interface design for : i. Graphical system ii. Web system iii. Other web consideration
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73. Discuss the guidelines for selecting proper device-based controls.
74. What are selection controls ?
75. Describe the various operable controls.

76. What is text ? How we present and write text ?
77. Discuss text for web pages.
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79. What are the message box guidelines recommended by Microsoft ?
80. Discuss message box controls.
81. Discuss instructional message in detail.
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83. Explain design process for icons.
84. Describe icon animation and audition.
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87. What are the uses of color ?
88. What are the problems related to color ?
89. How to choose color ?
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92. Describe interface building tools in detail.
93. What are the features of interface building tools ?
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95. Describe keyboard and function keys.
96. Describe pointing devices and types of interaction tasks useful for pointing devices.
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98. Discuss speech digitization and generation.
99. Describe image and video displays.
100. What are the characteristics of video display devices ?
101. Write a short note on drivers.