

# Mock Test

## Augmented Reality System Designer

Version- 1.0

Level- 5.5

### **CSC/N0463. Research & Understand User Needs and Support the Procurement of Equipment and Material for AR Setup**

Q1. What is the primary purpose of conducting a user requirement study before finalizing AR hardware? (5 Marks)

- A. To delay project work
- B. To define usage goals
- C. To avoid user testing
- D. To reduce screen clarity

Q2. Which factor is most important when selecting AR headsets for field-based users? (5 Marks)

- A. Low battery support
- B. Random device choices
- C. High outdoor visibility
- D. Heavy device design

Q3. How does user workflow mapping help in AR system design? (6 Marks)

- A. It ensures task alignment
- B. It slows down testing
- C. It complicates hardware
- D. It increases data noise

Q4. Why should procurement teams compare vendor technical sheets? (6 Marks)

- A. To ignore device limits
- B. To validate feature claims
- C. To reduce usage quality
- D. To avoid warranty needs

Q5. What is crucial when shortlisting sensors for AR interactions? (8 Marks)

- A. Unstable frame rates
- B. Very bulky sensors
- C. Accurate tracking output
- D. Excessive power draw

### **CSC/N0462. Install and Configure AR Tools and Equipment to Support the Development of User Interface**

Q6. What ensures stable AR tool installation during interface development? (5 Marks)

- A. Avoid setup manuals
- B. Skip version checks
- C. Install random plugins
- D. Use licensed software

Q7. Why is calibration required after installing AR display devices? (5 Marks)

- A. To avoid sensor input
- B. To align visual output
- C. To disable tracking aids
- D. To reduce system load

Q8. What helps ensure proper configuration of AR tracking cameras? (6 Marks)

- A. Disable lens modes
- B. Ignore room layout
- C. Check camera mapping
- D. Reduce frame depth

Q9. Why must firmware be updated before configuring AR controllers? (6 Marks)

- A. To restrict input modes
- B. To enable full features
- C. To slow device pairing
- D. To delete device logs

Q10. What is essential when integrating AR tools with UI development software? (8 Marks)

- A. Reduce API links
- B. Verify tool plugins
- C. Ignore format rules
- D. Remove asset packs

#### **CSC/N0464. Monitor and Manage AR Projects**

Q11. What helps ensure AR development tasks stay aligned with project goals? (5 Marks)

- A. Skip backlog checks
- B. Reduce documentation
- C. Review sprint outputs
- D. Avoid team meetings

Q12. Why should risk logs be updated during AR project execution? (5 Marks)

- A. To avoid analysis work
- B. To record new issues
- C. To restrict team input
- D. To ignore failures found

Q13. What is essential for evaluating AR prototype performance? (6 Marks)

- A. Reduce trial sessions
- B. Limit device usage
- C. Skip feedback loops
- D. Conduct user testing

Q14. Why is version control important in AR project management? (6 Marks)

- A. Increase merge errors
- B. Remove team access
- C. Maintain file history
- D. Reduce asset quality

Q15. What ensures timely completion of AR project deliverables? (8 Marks)

- A. Track task timelines
- B. Reduce developer hours
- C. Skip review cycles
- D. Ignore build reports

**CSC/N1339. Collaboratively Coordinate with the Team**

Q16. What helps maintain clear coordination in an AR development team? (5 Marks)

- A. Use regular communication
- B. Avoid team discussions
- C. Reduce shared updates
- D. Ignore project queries

Q17. Why is it important to share task progress with team members? (5 Marks)

- A. Hide work information
- B. Support workflow alignment
- C. Delay collaboration flow
- D. Reduce project clarity

Q18. What ensures smooth collaboration between designers and developers in AR projects? (6 Marks)

- A. Skip feedback sessions
- B. Ignore UI changes
- C. Avoid design reviews
- D. Document shared assets

Q19. Why should AR teams set common goals before development starts? (6 Marks)

- A. Create confusion later
- B. Establish shared direction
- C. Reduce role clarity
- D. Avoid team responsibility

Q20. How can conflicts be resolved effectively during AR teamwork? (8 Marks)

- A. Encourage open discussion
- B. Avoid all conversations
- C. Increase misunderstandings
- D. Delay team responses

**CSC/N0505. Follow Health, Safety and Environment Guidelines at Workplace**

Q21. What is important when handling AR headsets for testing? (2 Marks)

- A. Skip device inspection
- B. Follow cleaning protocol
- C. Ignore lens protection
- D. Share without sanitizing

Q22. Why should designers take regular screen breaks while working on AR interfaces? (2 Marks)

- A. Increase fatigue levels
- B. Extend work hours
- C. Reduce eye strain
- D. Ignore physical stress

Q23. What is essential before operating electrical equipment used for AR setup? (3 Marks)

- A. Use unsafe adapters
- B. Avoid power checks
- C. Ignore socket condition
- D. Check for wiring damage

Q24. Why must emergency exits remain accessible in AR labs? (3 Marks)

- A. Keep unused boxes
- B. Block passage areas
- C. Allow safe evacuation
- D. Store equipment there

Q25. What helps minimize health risks when working long hours on AR prototypes? (5 Marks)

- A. Sit in awkward angles
- B. Follow ergonomic posture
- C. Work without breaks
- D. Ignore seating comfort

**DGT/VSQ/N0102. Employability Skills (60 Hours)**

Q26. What is an essential communication skill for AR project discussions? (3 Marks)

- A. Limiting interaction
- B. Speaking in vague terms

- C. Clear articulation of ideas
- D. Avoiding team updates

Q27. Which competency helps AR designers adapt to new tools and platforms? (3 Marks)

- A. Avoiding training sessions
- B. Continuous learning mindset
- C. Ignoring new software
- D. Resistance to change

Q28. What is important for time management in AR development work? (4 Marks)

- A. Working without planning
- B. Ignoring deadlines
- C. Prioritizing daily tasks
- D. Delaying key activities

Q29. Why is problem-solving important for an AR system designer? (4 Marks)

- A. Avoid tackling issues
- B. Find effective solutions
- C. Increase development gaps
- D. Depend only on others

Q30. Which digital skill is most relevant for AR professionals? (6 Marks)

- A. Forgetting software basics
- B. Limiting digital access
- C. Avoiding system updates
- D. Understanding UI tools