

# CBCS SCHEME



22MCA254

## Second Semester MCA Degree Examination, Dec.2023/Jan.2024 User Interface Design

Time: 3 hrs.

Max. Marks: 100

*Note: 1. Answer any FIVE full questions, choosing ONE full question from each module.  
2. M : Marks , L: Bloom's level , C: Course outcomes.*

Module – 1			M	L	C
Q.1	a.	Discuss the various usability motivations for User Interface Design.	10	L1	CO1
	b.	What are the five measurable human factors are control to evaluation? Explain.	10	L1	CO1
<b>OR</b>					
Q.2	a.	Explain the guidelines for organizing the display.	10	L1	CO1
	b.	Briefly explain the concepts of codes of user interface design principles.	10	L2	CO1
<b>Module – 2</b>					
Q.3	a.	Describe the four pillars of user interface design.	10	L1	CO2
	b.	Explain the different stages of LUCID – design and development methodology.	10	L1	CO2
<b>OR</b>					
Q.4	a.	Explain the concept of Ethnographic observation with an example.	10	L1	CO2
	b.	Why need participatory observation for designing an user interface tool. Explain with an example.	10	L2	CO2
<b>Module – 3</b>					
Q.5	a.	Briefly explain the variety of expert reviews methods in evaluating multiple design.	10	L1	CO3
	b.	Explain the various types of usability testing with example.	10	L1	CO3
<b>OR</b>					
Q.6	a.	Explain the methods used in the evaluation during active use.	10	L1	CO3
	b.	Describe steps involved for acceptance tests with an example.	10	L1	CO3
<b>Module – 4</b>					
Q.7	a.	Explain the advantages of WYSIWYG word processor with an example.	10	L1	CO4
	b.	Write short notes on : i) 3D Interface      ii) Virtual Reality      iii) Augmented Reality.	10	L1	CO4
<b>OR</b>					
Q.8	a.	Discuss in detail about direct manipulation. Describe any two examples of direct manipulation.	10	L1	CO4
	b.	Explain the guidelines for Form-Fill-in with example.	10	L1	CO4
<b>Module – 5</b>					
Q.9	a.	Discuss command language strategies and structure.	10	L1	CO5
	b.	Briefly explain the guidelines for using naming and abbreviation.	10	L1	CO5
<b>OR</b>					
Q.10	a.	List and explain the types of interaction tasks used for pointing devices.	10	L1	CO5
	b.	Write short notes on: i) Key Board Layout ii) Displays – Small devices.	10	L1	CO5

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