

CUTE O

Second Semester MCA Degree Examination, Dec.2023/Jan.2024

User Interface Design

Max. Marks: 100

Time I hrs. 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
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?	10	L1	CO1
	OR			
a.	Explain the guidelines for organizing the display.	10	L1	CO ₁
	Briefly explain the concepts of codes of user interface design principles.	10	L2	CO1
	Module – 2			
a.	Describe the four pillars of user interface design.	10	L1	CO2
b.	Explain the different stages of LUCID - design and development	10	L1	CO2
	OR			
a.	Explain the concept of Ethnographic observation with an example.	10	L1	CO ₂
b.	Why need participatory observation for designing an user interface tool.	10	L2	CO2
a.	Briefly explain the variety of expert reviews methods in evaluating multiple	10	L1	CO3
h	Explain the various types of usability testing with example.	10	L1	CO3
D.				
9		10	L1	CO3
-	Describe steps involved for acceptance tests with an example.	10	L1	CO3
D.	Module – 4			
a.	Explain the advantages of WYSIWYG word processor with an example.	10	L1	CO4
-		10	L1	CO4
			2	
	OR			
a.		10	L1	CO4
b.	Explain the guidelines for Form-Fill-in with example.	10	L1	CO4
	Module – 5			
a .	Discuss command language strategies and structure.	10	L1	CO5
-	Briefly explain the guidelines for using naming and abbreviation.	10	L1	CO5
	OR			
a.	List and explain the types of interaction tasks used for pointing devices.	10	L1	CO5
-	W.i.eh. out notice on:	10	L1	CO5
	i) Key Board Layout CMRIT LIBRARY ii) Displays – Small devices. BANGALORE - 560 037			
	a. b. a. b. a. b. a. b.	 a. Discuss the various usability motivations for User Interface Design. b. What are the five measurable human factors are control to evaluation? Explain. OR a. Explain the guidelines for organizing the display. b. Briefly explain the concepts of codes of user interface design principles. Module - 2 a. Describe the four pillars of user interface design. b. Explain the different stages of LUCID – design and development methodology. OR a. Explain the concept of Ethnographic observation with an example. b. Why need participatory observation for designing an user interface tool. Explain with an example. Module - 3 a. Briefly explain the variety of expert reviews methods in evaluating multiple design. b. Explain the various types of usability testing with example. OR a. Explain the methods used in the evaluation during active use. b. Describe steps involved for acceptance tests with an example. Module - 4 a. Explain the advantages of WYSIWYG word processor with an example. Module - 4 a. Explain the advantages of WYSIWYG word processor with an example. OR a. Discuss in detail about direct manipulation. Describe any two examples of direct manipulation. b. Explain the guidelines for Form-Fill-in with example. Module - 5 a. Discuss command language strategies and structure. b. Briefly explain the guidelines for using naming and abbreviation. OR a. List and explain the types of interaction tasks used for pointing devices. b. Write short notes on: OR a. List and explain the types of interaction tasks used for pointing devices. b. Write short notes on: OR a. List Real Real Real Real Real Real Real Real	a. Discuss the various usability motivations for User Interface Design. b. What are the five measurable human factors are control to evaluation? 10 Explain. OR a. Explain the guidelines for organizing the display. 10 Briefly explain the concepts of codes of user interface design principles. 10 Module – 2 a. Describe the four pillars of user interface design. 10 Explain the different stages of LUCID – design and development 10 methodology. OR a. Explain the concept of Ethnographic observation with an example. 10 Explain with an example. 10 Explain with an example. Module – 3 a. Briefly explain the variety of expert reviews methods in evaluating multiple design. 10 Explain the various types of usability testing with example. 10 Explain the methods used in the evaluation during active use. 10 Describe steps involved for acceptance tests with an example. 10 Explain the advantages of WYSIWYG word processor with an example. 10 Write short notes on: i) 3D Interface ii) Virtual Reality iii) Augmented Reality. OR a. Discuss in detail about direct manipulation. Describe any two examples of direct manipulation. 10 Explain the guidelines for Form-Fill-in with example. 10 Briefly explain the guidelines for Form-Fill-in with example. 10 Briefly explain the guidelines for suring naming and abbreviation. 10 Briefly explain the guidelines for using naming and abbreviation. 10 Write short notes on: OR a. List and explain the types of interaction tasks used for pointing devices. 10 Briefly explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the types of interaction tasks used for pointing devices. 10 Briefly Explain the guidelines for Using Naming and abbreviation. 10 Briefly Explai	a. Discuss the various usability motivations for User Interface Design. b. What are the five measurable human factors are control to evaluation? Describe the guidelines for organizing the display. 10 L1