

Total No. of Questions :10]

SEAT No. :

P3636

[Total No. of Pages :2

[4959] - 1125

B.E. (Information Technology)

b - USABILITY ENGINEERING

(Semester - I) (Elective - I) (2012 Course)

Time : 2½ Hours]

[Max. Marks :70

Instructions to the candidates:

- 1) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8, Q9 or Q10.
- 2) Figures to the right indicate full marks.
- 3) Assume suitable data if necessary.
- 4) Neat diagrams must be drawn wherever necessary.

- Q1)** a) List & explain Disciplines contributing to HCI. [4]
b) How we can minimize user memory load in usability process. Explain in detail. [6]

OR

- Q2)** a) Why we require Short cut keys in user interface. [4]
b) List and explain with example various stages of information design. [6]

- Q3)** a) List various issues related to interaction design. Explain with example.[4]
b) Explain the importance of “Know the user” in usability process. [6]

OR

- Q4)** a) User Interface design is an important part of usability. Justify the statement with example. [4]
b) What are various criteria's and attributes of system acceptability? [6]

P.T.O.

- Q5)** a) User feedback technique is an integral part of usability evaluation. Explain. Also list criteria's for user feedback techniques. [8]
b) Explain in detail about Focus Group. [10]

OR

- Q6)** a) List various usability inspection methods and explain cognitive walkthrough technique. [8]
b) What is the importance of test goals and test plans in usability testing?[10]

- Q7)** a) Explain Categories of ICON [8]
b) Explain Guidelines for Internationalization. [8]

OR

- Q8)** a) List out various usability standards and explain any three of it. [8]
b) How interactive tutorials are useful to understand user interface? [8]

- Q9)** a) Explain the roles and responsibilities of User & Usability engineer. [8]
b) Write a short note on (Any 2) [8]
i) GOMS Model
ii) Emerging paradigms of user interaction systems
iii) Web analytics

OR

- Q10)**a) Explain simulation & Virtual reality concept with example. [8]
b) Write a short note on (Any 2) [8]
i) Emerging paradigms of user collaborative systems.
ii) Usability issues in organization.
iii) Intelligent user interfaces.

