



ELIZADE UNIVERSITY

ILARA-MOKIN

FACULTY: BASIC AND APPLIED SCIENCES
DEPARTMENT: MATHEMATICS AND COMPUTER SCIENCE
2nd SEMESTER EXAMINATION
2016 / 2017 ACADEMIC SESSION

COURSE CODE: CSC 206

COURSE TITLE: Human Computer Interaction

COURSE LEADER: Dr. M. K. Aregbesola

DURATION: 2½ Hours

HOD'S SIGNATURE

INSTRUCTION:

Candidates should answer any **FOUR** Questions in all.

Students are warned that possession of any unauthorized materials in an examination is a serious assessment offence.

Students are permitted to use **ONLY** a non-programmable calculator

1.
 - a. Given the sample error box in Figure 1
 - i. What is good about the design of the error box?
 - ii. What's poor about the design of the error box?

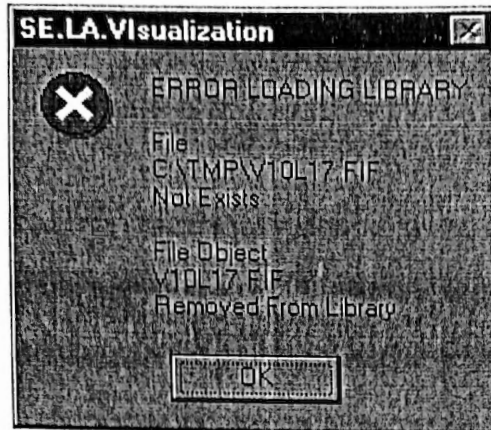


Figure 1: Sample error box

- b. HCI as a discipline covers a number of fields. Discuss any three of those fields as they relate to HCI.
 - c. Explain and three simple evaluation techniques
 - d. Explain any four usability attributes
2.
 - a. Discuss the concept of HCI and explain its relevance.
 - b. What is user interface and why is it of any importance?
 - c. Explain any four characteristic features of bad interfaces.
 - d. List and explain any three goals of usability requirements and how they are achieved
3.
 - a. What are the six principles of the ISO standard Human-centred design for interactive system that ensure that endures a design is user centred?
 - b. What do you understand by "the rhetorical situation".
 - c. There are a number of tools that are used in the analysis of user-centred design. Explain any two of them.

4.
 - a. List any five Interface controls and explain situation under which you will use them
 - b.
 - i. Discuss what you understand by user-centred design and how it differs from other design paradigms.
 - ii. User Centred Design for a typical website will include a number of elements. Explain any two.
 - c. What is user interface design and what are the three core activities involved in the process?
 - d. Describe any four user interface design models

5.
 - a. Explain any five user interface design principles
 - b. By explaining the features, advantages and disadvantages, compare and contrast GUI with command interface.
 - c. Explain and three guidelines for error messages
 - d. Briefly describe any two GUI specification approaches

- 6 a. As a student of HCI, you make use of a number of user interfaces and visit several websites on a daily basis.
 - i. What is the worst user interface you ever used? Explain your choice.
 - ii. Which design principle did the user interface violate?
 - iii. What is the worst web site you have used recently? Explain your choice.
 - iv. How would you fix the website?

- b. Why is it important to offer "keyboard short-cuts" for equivalent mouse actions?
- c. Explain the following concepts as they relate to HCI
 - i. Sound
 - ii. Animation
 - iii. Context sensitive/aware
 - iv. Personalization
 - v. Ubiquity