ELIZADE UNIVERSITY

ILARA-MOKIN

FACULTY: BASIC AND APPLIED SCIENCES
DEPARTMENT: MATHEMATICS AND COMPUTER SCIENCE
2nd **SEMESTER EXAMINATION**
2015 / 2016 **ACADEMIC SESSION**

COURSE CODE: CSC 206

COURSE TITLE: Human Computer Interaction

COURSE LEADER: Mr. M. K. Aregbesola

DURATION: 2½ Hours

HOD's SIGNATURE

1 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

2 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.

3.   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

4.   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

5. a. Given the sample error box in Figure 1

   i. What is good about the design of the error box?

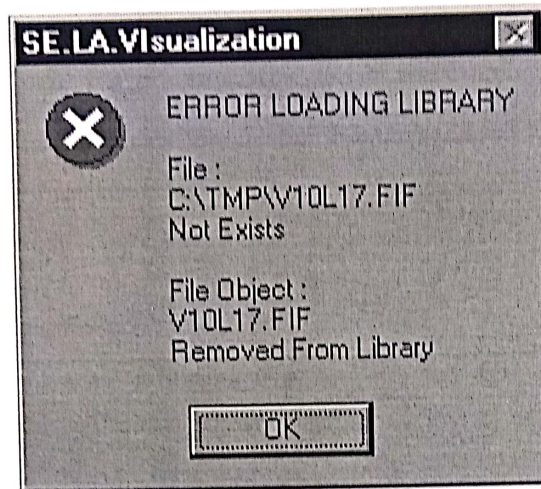   ii. What's poor about the design of the error box?

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

6. 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