



**ELIZADE UNIVERSITY**

**ILARA-MOKIN**

**FACULTY: BASIC AND APPLIED SCIENCES**  
**DEPARTMENT: MATHEMATICS AND COMPUTER SCIENCE**  
**2<sup>nd</sup> SEMESTER EXAMINATION**  
**2017 / 2018 ACADEMIC SESSION**

**COURSE CODE:** CSC 206

**COURSE TITLE:** Human Computer Interaction

**COURSE LEADER:** Dr. Bukola Onyekwelu

**DURATION:** 2 Hours

**HOD's SIGNATURE**

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**INSTRUCTION:**

Candidates should answer any **FOUR** questions

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

Students are permitted to use **ONLY** a scientific calculator.

- 1a. Define Human Computer Interaction.
  - b. What is the major focus of HCI in System analysis and design?
  - c. Discuss the Components of HCI
  
- 2a. Describe five (5) goals of HCI
  - b. HCI assures utility in two (2) forms. Explain them.
  - c. Show, in tabular form, how the MSWord app meets the HCI goals
  
- 3a. With the aid of a suitable diagram, show the Disciplines Contributions to HCI.
  - b. Explain the factors that affect memorability as a Principle in HCI
  - c. Describe the two (2) concepts that represent simplicity, as a Principle in HCI.
  
- 4a. Define Graphic User Interface (GUI).
  - b. What are the advantages of using a tool to create GUIs
  - c. Describe, briefly, the .NET GUI system
  
- 5a. Define the following
  - i. Interactive System Design
  - ii. Usability Engineering
  - iii. Wizard of Oz
  - iv. Storyboard
  - v. PICTIVE
  
- b. What is the main purpose of Prototyping in HCI?
  
- 6a. Show, in a tabular form, the Comparison between the three (3) low-fidelity prototyping techniques.
  - b. Which of the prototyping techniques would you choose under the following conditions?
    - i. Cost and schedule constraints
    - ii. User driven or facilitator-driven
    - iii. Usability test
    - iv. Facilitation skill/programming skill
    - v. Development stage