"INVESTING IN AFRICA'S FUTURE"
COLLEGE OF BUSINESS, PEACE, LEADERSHIP AND GOVERNANCE

NCSC 303: HUMAN-COMPUTER INTERACTION

END OF SECOND SEMESTER EXAMINATION

APRIL 2022

LECTURER: DR. YOGESH AWASTHI

DURATION: 3 HOURS

INSTRUCTIONS

Answer the question as per the instructions given in the sections

Start **each** question on a new page on your answer sheet.

The marks allocated to **each** question are shown at the end of the section.

Section A (60 Marks)

Q1. Answer any six questions from Section A. **(10×6=60)**

   a. What are the 5E's of Usability Engineering?

   b. Norman Principle –"Use both knowledge in world & knowledge in the head". Explain with Examples

   c. What is Gulf of Execution?

   d. List ten Heuristics as put forth by Nielsen for HCI.

   e. What do you mean by "Recognition rather than Recall" in Human Computer Interaction design?

   f. How do we do the contextual enquiry to understand users' needs, their intentions and their practices?

   g. What is the need of Cognitive Walkthroughs in the area of Human-Computer Interaction?

Section B (40 Marks)

Q2. Answer any two questions from Section B. **(20×2=40)**

   a. What are the Shneiderman guidelines which are used intuitively by graphic Interface designers? Explain any three of them.

   b. What do you mean by Norman's Model of Interaction? Describe all the stages of the model with suitable examples.

   c. What are the Nielsen's Ten Heuristic Principles? Take an example of the Microsoft 2013, evaluate all the ten parameters.

END OF PAPER