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B.E / B.Tech (Full Time) DEGREE END SEMESTER EXAMINATIONS, APRIL / MAY 2014

Information Technology

Semester VII

IT9028:User Interface Design

(Regulation 2008)

Time: 3 Hours

Answer ALL Questions

Max. Marks 100

PART-A (10 x 2 = 20 Marks)

1. Define user interface. What are its components?
2. Define Property Attribute Specification. Specify its sequence.
3. Define User assistance in Web interface design.
4. Write a note on Keyboard accelerators?
5. Differentiate direct and indirect manipulation systems.
6. What are property sheets and property indicators?
7. What are the common usability problems in Graphical User Interface?
8. What is Dithering? Justify "Color as a code".
9. List the severity ratings of Heuristic evaluation.
10. What do you mean by usability test?

Part – B (5 x 16 = 80 marks)

11. i. You have been asked to design a technology supported small workroom to support face to- face collaboration for small to medium size groups (2-6 people). Identify and brief explain five factors that you need to consider in terms of how to outfit that room with displays. (8)
ii. Write a detail note on Characteristics of Web User Interface? (8)
12. a) i. A Person X wants to develop a portal for his shop to encourage their customers for online shopping. His customer can vary from young age to old age. He does not want to unsatisfy his customer to move between many pages and to type more. He needs a portal in such a way that it can also be accessed through keyboard also. Design a screen prototype to satisfy X to give you the order" (8)
ii. Explain human considerations in design (8)

(OR)

- b) i. Give the proper design for given requirement.
"Bob wants to develop an education portal as virtual class room for her subject. She wants only her students to access the portal to submit assignment, online test. She will make corrections and post again. Students can access notes and her lecture from the portal. Develop a prototype and a conceptual model to implement all the functionalities" (8)

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ii. Write short notes on the qualities which provide a visually pleasing composition in UID (8)

13. a) A case study was the design of a payment authorization function in a company portal at an international healthcare company. In this case study, one of the researchers was also an acting interaction designer. Stakeholders from various subsidiaries within the healthcare company participated. The company wanted to investigate how payment authorization functionality from the enterprise management system could be linked to their company portal, and how the new functionality should be designed.

For the above task,

- i. Formulate the design process with context analysis. Brief the Data and functional analysis.
- ii. Depict screen design and draw the user interface sketches
- iii. List the focus groups. (16)

(OR)

- b) Explain the various window management schemes in detail (16)

14. a) List down the design principles for providing Online advice based on GOMS model (16)

(OR)

- b) Express attributes in Icon design and list down communication relationships in icon with suitable sketches (16)

15. a) Explain the Usability test guidelines in detail. (16)

(OR)

- b) What do you meant by a prototype? Explain the types of prototypes in detail? (16)