



12. (a)(i) Discuss the common usability design problems by giving example for each problem using an E learning web site. (8)
- (ii) You are supposed to design a game application which should attract people in the age group of 15 years to 28 years. As a designer you need to gain an understanding of those people who will use your application. Explain the methods of understanding the users of your game application. (8)

OR

- (b)(i) How will you develop a design systems conceptual framework which can provide the detailed system functions? (8)
- (ii) Discuss on the physical and psychological factors of users that you would consider when you design a web application for an e shopping web site. (8)
13. (a)(i) Which screen based control elements would you prefer to include in designing a form for new user entry into any application? Discuss on the structure, organization, captions, selection methods and key board equivalents of the elements you choose. (8)
- (ii) Design a menu bar with menu items for a news portal. How will you format the menu with respect to organization, presentation, display, consistency, complexity, ordering and item arrangement? (8)

OR

- (b)(i) Which type of window and window management option would you choose for designing an interface for installation package of any application? Explain your answer with an example and also provide the various window operations that are provided along with this window based interface. (8)
- (ii) "A well designed screen reflects the capabilities, needs and tasks of its users". Justify the above statement. (8)
14. (a)(i) Discuss on the ways of presenting and writing text that appears on a screen as words, sentences, messages or instructions. (8)
- (ii) Explain the contextual help methods you provide while designing a screen for a social web application which includes chats, discussion forums and sharing of media objects. (8)

OR

- (b)(i) Discuss on the methods of designing an interface accessible by almost unlimited range of people including the disable ones? (8)

(ii) Design icons for a river and sea in different ways and show that the shapes are conceptually and visually distinct as well as similar. Also try to express attributes associated with those objects in the icon. (8)

15. (a) Discuss in detail the steps involved in developing and conducting a test for a banking application interface. (16)

OR

(b) How will you evaluate a user interface to ensure that it has achieved its design objectives? Discuss. (16)