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UNIVERSITY REGULAR EXAMINATIONS

2013 /2014 ACADEMIC YEAR

FOR THE DEGREE OF
BACHELOR OF COMPUTER SCIENCE

COURSE CODE: CSC 324

COURSE TITLE: User Interface Design

DATE: 15TH APRIL, 2014   **TIME:** 9:00A.M. – 12 NOON

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Instructions to Candidates

Answer question One in section A and any other Three questions in section B

SECTION A

Question One

a) Human- computer Interaction studies both the human side and the machine side. Explain
(5mks)

b) Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. Explain how the three types of memory can contribute to acceptable user interface Designs   (15mks)

c) What are the major interaction styles adopted in good interface design?   (10mks)

SECTION B

Question Two
a) Define the term User Interface as used in computing   (3mks)

b) Explain any four tasks performed by a user interface designer   (4mks)

c) Discuss the features of a good user Interface   (14mks)

Question Three

a) The eight golden rules of interface design make an interface designers life easier and pave the way to the creation of a successful interface. These rules are given by Ben Shneiderman (1998). Discuss   (16mks)

b) The process of designing a user interface begins with the user. Describe any four methods used by the designer to gather information from the user.   (4mks)

Question Four

a) What is user centered design?   (2mks)
b) Explain the two types of Ergonomics   (5mks)
c) Successful usability testing does not present only positives. Explain   (3mks)
d) Discuss the guidelines in heuristic evaluation of the user interface   (10mks)

Question Five
a) What is cognitive walk-through as used in computing?   (4mks)

b) The process of designing a user interface begins with modeling. A model represents the task flow, as it exists in the real world environment. Explain the four models followed by an interface designer   (16mks)