(3 Hours) **Total Marks: 80**

Note: i) Question no. 1 is compulsory
ii) Attempt any three from remaining
iii) Assume necessary data

1. (a) Discuss the usability engineering life cycle. **10**
    (b) With help of an example explain the importance of graphics design and **10**
         color while developing an application.

2. (a) Explain categories of users and individual user differences **10**
    (b) Explain prototyping with example **10**

3. (a) How user memory load can be minimized **10**
    (b) Explain heuristic evaluation. **10**

4. (a) Explain test tasks to be performed and stages of test . **10**
    (b) How performance measurement is used for usability testing **10**

5. (a) How usability assessment can be done without using testing **10**
    (b) Discuss guidelines for internationalization. **10**

6.   Write short note on **20**
         a) CAUSE Tool
         b) Usability slogans
         c) Usability Laboratories
         d) Consistency

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