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| 8. | A Prototype is important as it provides a |
| Option A: | Mini-Model of existing System |
| Option B: | Manifestation of a design that allows stakeholders to interact with it and to explore its suitability |
| Option C: | Working Model of existing System |
| Option D: | can be applied only to the newly created product |
| 9. | Which of the following does not include in Shneiderman's 8 golden rules? |
| Option A: | Support internal locus of control |
| Option B: | Permit easy reversal actions |
| Option C: | Offer informative feedback |
| Option D: | Maintain the System frequently |
| 10. | In a heuristic evaluation: |
| Option A: | A group of psychologists administer a questionnaire |
| Option B: | A group of usability experts review a user interface according to a small set of principles |
| Option C: | A group of test users conduct a formal experiment |
| Option D: | A group of usability experts judge an interface with a detailed checklist of guidelines |

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| Q2. (20 Marks) | Solve any Two Questions out of Three | 10 marks each |
| A | Describe four basic activities of Interaction Design. | |
| B | Compare Controlled Setting, Natural Setting, and Any Setting Evaluation. | |
| C | What do you mean by low-fidelity and high-fidelity prototyping? Explain with examples. | |

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| Q3. (20 Marks) | Solve any Two Questions out of Three | 10 marks each |
| A | Write a note on 10 heuristics by Nielsen. | |
| B | List various usability inspection methods and summarize cognitive walkthrough techniques. | |
| C | Describe in detail Cognitive Frameworks. | |

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| Q4 (20 Marks Each) | | |
| A | Solve any Two | 5 marks each |
| i. | Write a note on Good Error Messages with examples | |
| ii. | Explain Wireframe with suitable example. | |
| iii. | What is DECIDE framework? Explain. | |
| B | Solve any One | 10 marks each |
| i. | Define usability and identify the most relevant usability goals for Ecommerce website. Also Justify. | |
| ii. | Write a note on different interview styles. | |