



DUBLIN INSTITUTE OF TECHNOLOGY

DT282 – BSc Computer Science (International)

Stage 1

SAMPLE EXAMINATION

Software for the Global Market [SDEV 1003]

Ciaran O’Leary

2 hours

Answer three questions. All questions carry equal marks.

1.
 - (a) Explain clearly the first three principles of Universal Design and how they relate to the social model, rather than the medical model, of disability.
(8 marks)
 - (b) Using examples, demonstrate clearly the differences between the three WCAG levels.
(10 marks)
 - (c) Provide a paper prototype for a social media application whose design was informed by the principles of Universal Design.
Clearly justify your design choices.
(15 marks)
2.
 - (a) Clearly distinguish between internationalisation and localisation, and identify three ways in which internationalisation and localisation should inform your interface design.
(8 marks)
 - (b) Identify and describe the six cultural dimensions of Hofstede's model, and outline four ways in which these can inform your interface design.
(10 marks)
 - (c) Design an evaluation strategy for the website for the 2016 Olympic Games.
Clearly justify your decisions.
(15 marks)
3.
 - (a) Using the appropriate headings, describe the *breadcrumbs* interface design pattern.
(8 marks)
 - (b) Clearly demonstrate what is meant by the *behaviour activation threshold* and show how this can impact on interface design.
(10 marks)
 - (c) You and your design team are tasked with designing a system which encourages people to share their answers to sample examination questions online. Provide a paper prototype for your system and justify your design decisions.
(15 marks)

4. (a) What are the key differences between a persona and a user, as roles in the design process?
(8 marks)
- (b) Describe in detail the process which should be followed to develop a persona set for a design project.
(10 marks)
- (c) Using an example application, demonstrate how a persona set should be used throughout a design project.
(15 marks)