**HCI Model Paper**

**Answer all Questions (3 hrs)**

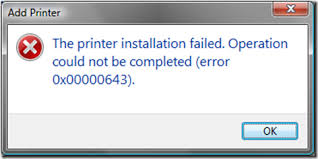
1. What human physiological factors do you need to consider when you develop a system for senior citizens (Aged above 60)? Discuss using suitable examples.

(10 Mark)

1. When you design a system, what cognitive aspects of users do you need to consider? Discuss with examples.

(10 Mark)

1. Give the pros and cons of following interphase design.

 (5 Mark)

1. What is learnability? How can you improve the learnability of systems?

(5 Mark)

1. Who are intermittent users? Discuss some features that can be included in a system to improve the memorability of intermittent users.

(10 Mark)

1. Why it is important to speak the users’ language? Mention and briefly describe any three (3) ways you can achieve that.

(10 Mark)

1. Discuss how you can use cultural constraints to improve the usability of a software program. Use suitable examples.

(10 Mark)

1. What is mapping? Give a few examples of physical or logical things that use this property.

(5 Mark)

1. What is usability? Briefly explain any three (3) usability heuristics proposed by Jacob Neilson and how they can be used to improve usability.

(15 Mark)

1. Identify bad practices followed to design the following web page. Discuss them in detail with the help of usability heuristics. Do you think you can suggest any improvements for this? Justify.

(20 Mark)

