Question 1

a. i. What do you understand by Interaction Design?

   ii. Explain the two major goals of Interaction Design

b. Describe the evolution of Human Computer Interface (HCI)

c. HCI is an interdisciplinary field. Discuss

d. Explain ten user experience goals

Question 2

a. Outline five issues in analysing problem space in HCI

b. Explain four conceptual models based on activities

c. Differentiate between interaction mode and interaction style

d. Discuss five new paradigms in Information Technology and justify the significance of interaction styles in them

Question 3

a. i. Discuss cognitive modelling

   ii. State five goals of cognitive modelling

b. With the aid of diagram, describe the Information Processor Model

c. Differentiate between the SOAR, ACT-R, DUAL and CLARION models

d. How will you introduce GOMS?

Question 4

a. Comprehensively describe

   i. Keystroke-Level Model (KLM)

   ii. Card, Moran, and Newell (CMN-GOMS)

b. Describe any GOMS extensions

c. Explain five limitations of GOMS

Question 5

a. Describe the Norman seven stages of action

b. Explain the two gulfs that people face when they use something

c. What are the lessons from Fitts' law as it relates to interface design?

d. Discuss the implications of Hick's law

Question 6

a. Explain five usability attributes

b. State eight golden rules of usability

c. Explain the three standard methods for usability assessment

d. State the three severity levels of system problem