Silver Oak University
Silver Oak College of Computer Application
Bachelor Computer Application

Semester:	3	Academic Year:	2024-2025
Course Name:	Visual Design and User Experiences	Course Code:	

Question bank

Sr. No.	Question Text	Marks	CO
	Unit No : 1		
1	Define UI and UX design. How do they differ and why are both important in product development?	3	1
2	Explain the principles of user-centered design. How can these principles benefit businesses and users alike?	3	1
3	Discuss the evolution of UI/UX design from early computing interfaces to modern-day mobile-first design principles. What key milestones have shaped this evolution?	3	1
4	What are the essential steps involved in conducting effective user interviews for UX research? Provide examples of questions you might ask to uncover user needs and behaviors.	3	1
5	Why is creating user personas important in the UI/UX design process? How do personas help designers make informed	4	1

	decisions?		
6	Describe the difference between qualitative and quantitative data in UX research. How can each type of data be used to improve user experiences?	4	1
7	Explain the concept of information architecture in UI/UX design. How does effective information architecture contribute to better user experiences?	3	1
8	What are the key principles of visual design in UI/UX? Provide examples of how color, typography, and layout can impact user interactions.	7	1
9	Why is usability testing important in UI/UX design? What are some common methods used in usability testing, and how do they help improve product usability?	4	1
10	Discuss three emerging trends in UI/UX design. How might these trends shape the future of digital experiences?	3	1
Unit No : 2			
11	Define UI (User Interface) and UX (User Experience) design. Explain the key differences between them with examples.	3	2
12	What are the principles of user-centered design in UI/UX? Provide examples of how these principles can be applied in digital product development.	4	2
13	Discuss the role of information architecture (IA) in UI/UX design. Describe three common organization schemes used in IA and provide examples for each.	4	2
14	Explain the importance of wireframing in the UI/UX design process. What are the primary benefits of creating wireframes before moving to high-fidelity designs?	4	2
15	Compare and contrast low-fidelity and high-fidelity prototypes in UI/UX design. When and why would you use each type?	4	2
16	Describe three fundamental principles of visual design in UI/UX. How do these principles contribute to creating effective user interfaces?	4	2
17	How does color theory impact UI/UX design? Provide examples	4	

	of how color choices can influence user experience and interface usability.		2
18	What are micro interactions in UI/UX? Why are they important, and how do they enhance user engagement?	7	2
19	Discuss the challenges and considerations specific to designing interfaces for mobile devices. How does a mobile-first design approach address these challenges?	7	2
20	Explain Gestalt principles and their relevance to UI/UX design. Provide examples of how these principles can be applied to create intuitive and cohesive user interfaces.	7	2
Unit No : 3			
21	Describe various prototyping methods. How do these methods help in the design process?	3	3
22	How can feedback be incorporated into design iterations? Provide examples.	3	3
23	Why is it important to create and maintain design libraries in modern design workflows?	3	3
24	Explain the purpose of prototyping in the design process and list some commonly used prototyping tools.	4	3
25	What is usability testing? Discuss its significance in improving user experience.	4	3
26	Define responsive design. What are the key principles of responsive design?	4	3
27	What are design systems? Explain the role of design systems in maintaining consistency across multiple platforms.	6	3
28	Explain the iterative design process and how it contributes to refining the user interface.	6	3
29	Discuss the challenges of designing for multiple devices and screen sizes. How do you address these challenges?	6	3
30	How does prototyping and user testing contribute to building responsive and efficient design systems?	6	3

Unit No : 4

31	Define accessibility in the context of UI/UX design. Why is it important?	4	4
32	What are the four principles of WCAG? Provide an example of each.	7	4
33	Explain the difference between automated and manual accessibility testing. Why are both important?	4	4
34	Discuss three design strategies for making web content accessible to users with visual impairments.	4	4
35	How can captions and transcripts improve accessibility for users with hearing impairments?	7s	4
36	Describe how you would design a website to be navigable using only a keyboard.	4	4
37	What are some common challenges faced by users with cognitive impairments, and how can designers address them?	4	4
38	Explain the concept of inclusive design. How does it differ from accessibility?	7	4
39	Identify and discuss two tools commonly used for accessibility testing.	4	4
40	What steps can be taken to ensure a product is both accessible and inclusive during the design and development process?	4	4

Course Coordinator   **Head of Department**