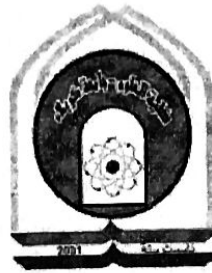


University of Kerala
College of Science
Computer Science Dep.



Level: 4th Year
Subject: Human-Computer Interaction
Time: 3 hours
Examiner: Mohammed Mohsin

Final Examination – 1st Semester - 2017-2018
Note: Number of questions is (5). Answer (5) questions

Q1 Define the following-----(10 Marks)

- 1- Scenarios, 2- Consistency, 3-*Conceptual Design*, 4-Feedback, 5-*Physical Design*

Q2 Answer the following questions briefly and precisely--(Choose Five)---10 Marks)

- 1- There are three key characteristics of the interaction design process: Explain two?
- 2- List two of ten main usability principles?
- 3- What are the three key characteristics of the interaction design process? explain two of them briefly?
- 4- What is ActMates designed for, and what term it represents?
- 5- What is waterfall lifecycle model?
- 6- What is prototyping, explain briefly?

Q3 Answer the following questions-----(Choose Five)-----10 Marks)

- 1- What do you think are the key goals and user experience goals for an Internet application that allows the general public to access their medical records via interactive TV? And explain the difference between the two key goals?
- 2- What is manipulating and navigating Conceptual model, explain with an example?
- 3- “Ideally, error messages should be treated as messages”, explain what does that means? and explain two of the main guidelines?
- 4- Explain what is Conceptual Models Based on Objects and give an example?
- 5- Who are the users? and what are the user categories?
- 6- How a person's physical characteristics may affect the design?

Q4 Write True or False on each sentence. If a statement is false, rewrite the corrected sentence----- (10 Marks)

- 1- One of the minor concerns when designing agents and virtual characters is how to make them believable.
- 2- If the agent is meant to be angry, then its body posture, movements, and facial expression all are not needed to be integrated to show this.
- 3- A problem in starting to solve a design problem at the physical level?
- 4- The most sensible way for users to evaluate designs is to interact with them. This does not mean that a software version is required, but rather, a paper-based prototype is quick and cheap to build.
- 5- Innovations arise through cross-fertilization of ideas from different applications

Q5 Imagine that you've been asked to design a delivery application of smartphones. The application provides different service such as searching for restaurant location, searching for a meal, register a new user, add a new meal, add a new restaurant. Sketch out five essential interfaces of the webpage? (10 Marks)



Signature of the Course Lecturer

Good Luck



Head of the Department signature

Dr. Ammar A. Altameemi

