MAKERERE UNIVERSITY

SCHOOL OF COMPUTING & INFORMATICS TECHNOLOGY

SEMESTER I, TEST I 2015/2016

PROGRAMME: Bachelor of Science - Computer Science, Bachelor of Information Technology, Bachelor of Science – Software Engineering

YEAR OF STUDY: III

COURSE NAME: USER INTERFACE DESIGN

COURSE CODE: CSC 3119, BIT 3103, CSC 3208

DATE: 20th October 2015

INSTRUCTIONS

I. ATTEMPT ALL QUESTIONS (25 MARKS)

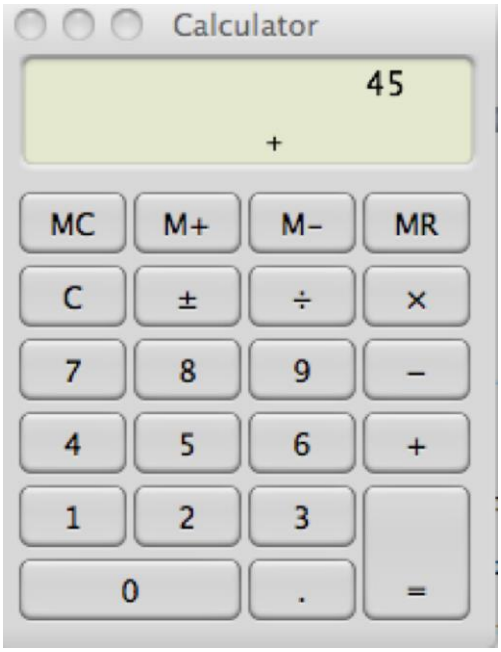
II. DURATION: 45 MINUTES

Question 1

A) The process of Interaction Design involves four basic activities. List them. **(4 Marks)**

B) A popular word processor previously contained an anthropomorphic character to assist you while using the product. Briefly describe any 2 disadvantages that are associated with this design **(2 Marks).**

C) Consider the Scientific calculator and the normal calculator interfaces below and answer the question that follows. With justification, compare these two interfaces using any three usability goals/aspects. **(3 Marks)**



D) Define the term Conceptual Model **(1 Mark)**

E) You have been hired to develop a wireless information system to help people find their way around a very large shopping mall. What kind of information would you need to find out in order to develop a conceptual model? (Briefly describe this in not more than 1 paragraph) **(3 Marks)**

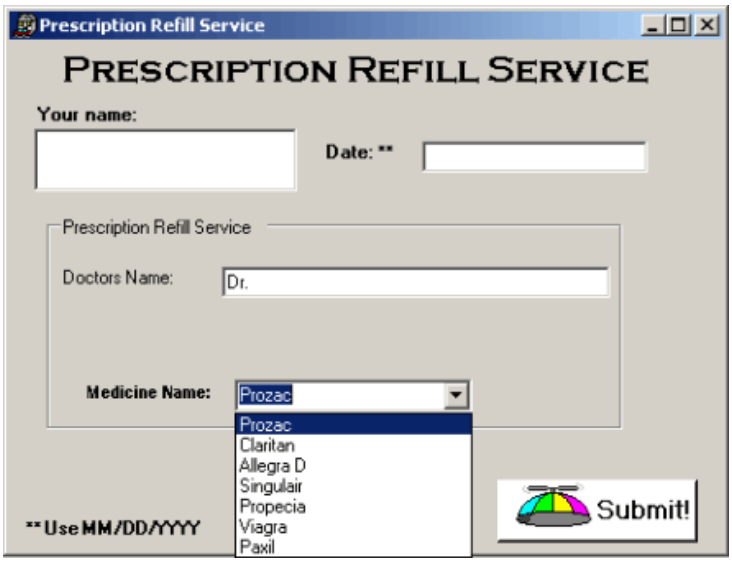
F) Differentiate between Synchronous and Asynchronous communication. **(2 Marks)**

G) List any two cons of Asynchronous communication. **(2 Marks)**

H) In Practice, the make-up of any design team depends on the kind of interactive product being built. Who do you think would need to be involved in developing:

i) A public kiosk providing information on the location of for instance restaurants, coffee shops, the cinema or any other exhibits available in a large shopping mall. **(2 Marks)**

I) Refer to the interface below and Name two ways you could update the above interface to support the principles of direct manipulation. **(4 Marks)**



J) List any 2 benefits of direct manipulation interfaces **(2 Marks)**

END!!!