

Duration: 3hrs

[Max Marks:80]

- N.B. : (1) Question No 1 is Compulsory.
(2) Attempt any three questions out of the remaining five.
(3) All questions carry equal marks.
(4) Assume suitable data, if required and state it clearly.

- 1 Attempt any FOUR [20]
 - a How does user research contribute to the process of designing user interactions?
 - b What is the difference between user interface design and user interaction design?
 - c Explain good error messages with example.
 - d How does accessibility factor into user interaction design?
 - e Give Examples of Quantitative Data Analysis Methods
- 2 a Can you discuss the characteristics of good design and bad design, using a specific example to illustrate the concept. [10]
b Explain any five design principles and aid thinking when designing for product development with good UX. [10]
- 3 a What is the role of prototyping in user interaction design? What do you mean by low-fidelity and high-fidelity prototyping? [10]
b List various usability inspection methods and summarize cognitive walkthrough techniques. [10]
- 4 a What methods are available for gathering data during the requirements phase, and how do these techniques help in understanding user needs and project requirements? [10]
b Explain Shneiderman's "Eight Golden Rules of Interface Design" [10]
- 5 a How do controlled settings, natural settings, and evaluations in any setting differ when assessing user experiences? [10]
b Design the interface for Education Content management system. [10]
- 6 a What is DECIDE framework? Explain in detail [10]
b Summarize the key issues in Data Gathering process. [10]
