**COM 415: HUMAN FACTORS IN COMPUTER AND INFORMATION SYSTEMS (ASSIGNNET)**

1. Define the term HUMAN centred design and explain the importance of involving users in the design of interactive computer system. (6 Marks)
2. Define the term usability and describe the three key usability engineering principles

(8 Marks)

1. Integrating interaction design activities in software development lifestyle models from other disciplines requires careful planning. Describe the benefits of integrating with agile software development in interaction design. (8 Marks)
2. Describe any four usability evaluation techniques (8 Marks)
3. Information presentation is concerned with presenting system information to system users. Explain the difference between static and dynamic presentation (6 Marks)
4. Explain the importance of Normans model of interaction in system development (6 Marks)
5. Explain how the usability of an interactive system can be demonstrated or measured using any four variables (8 Marks)
6. Define the term human computer interaction and explain the importance of “affordance” in the field of human computer interaction (4 Marks)
7. Describe any three things to bear in mind when designing a menu system. (6 Marks)
8. Define the term HCI design and explain how it differs from software engineering “waterfall model” (6 Marks)
9. Usability designers must make sure that the interaction is simple and that the use feels comfortable in the physical and mental environmental of the site. Describe any four web usability problems. (8 Marks)
10. Describe the goal of user interface design and state two problems that must be addressed in interactive system design. (6 Marks)
11. Highlight any five things to be done when designing forms for data entry to make it easy for the person who is keying data. (5 Marks)
12. State any five characteristics of direct manipulation (5 Marks)
13. The user context for a web site involves understanding the web user ie creating an audience profile. Discuss four types of information about the web user profile to be sort by the designer (6 Marks)
14. Differentiate **hep** from **documentation** and describe **two** issues to be addressed in the design of help. (6 Marks)
15. Computer interaction interfaces should be designed to be meaningful. This applies both to interfaces which use commands and interfaces which use icons or graphical representation for actions. Briefly describe four guidelines employed to ensure that commands are meaningful (8 Marks)
16. Define “Navigation” and state the three activities involved in navigation (5 Marks)
17. Discuss defects in design features of Kabianga university website (5 Marks)