

8.	A Prototype is important as it provides a
Option A:	Mini-Model of existing System
Option B:	Manifestation of a design that allows stakeholders to interact with it and to explore its suitability
Option C:	Working Model of existing System
Option D:	can be applied only to the newly created product
9.	Which of the following does not include in Shneiderman's 8 golden rules?
Option A:	Support internal locus of control
Option B:	Permit easy reversal actions
Option C:	Offer informative feedback
Option D:	Maintain the System frequently
10.	In a heuristic evaluation:
Option A:	A group of psychologists administer a questionnaire
Option B:	A group of usability experts review a user interface according to a small set of principles
Option C:	A group of test users conduct a formal experiment
Option D:	A group of usability experts judge an interface with a detailed checklist of guidelines

Q2. (20 Marks)	Solve any Two Questions out of Three 10 marks each
A	Describe four basic activities of Interaction Design.
B	Compare Controlled Setting, Natural Setting, and Any Setting Evaluation.
C	What do you mean by low-fidelity and high-fidelity prototyping? Explain with examples.

Q3. (20 Marks)	Solve any Two Questions out of Three 10 marks each
A	Write a note on 10 heuristics by Nielsen.
B	List various usability inspection methods and summarize cognitive walkthrough techniques.
C	Describe in detail Cognitive Frameworks.

Q4 (20 Marks Each)	
A	Solve any Two 5 marks each
i.	Write a note on Good Error Messages with examples
ii.	Explain Wireframe with suitable example.
iii.	What is DECIDE framework? Explain.
B	Solve any One 10 marks each
i.	Define usability and identify the most relevant usability goals for Ecommerce website. Also Justify.
ii.	Write a note on different interview styles.