

Synoptic

Name of the Course: User Experience Design

Course Code: CE923

Branch: M.Tech Sem II Computer  
May 2019

Year : 2018-19

Q1 a) 6 M

Aesthetic and Affect are part of Emotional Interaction. Justify with example.

Aesthetic Factors : Elusive concept, objectivity Vs subjectivity, Perceive , clean, pleasant, innovative etc.(03 M)

Affect Factors: Feeling, emotions, person's change, behavior, reflective processing etc. (03M)

b) 6 M

What is a process in UX Lifecycle process and why it is needed in UX design.

Defination of process : 3 M

Need of process in UX design : 3 M

OR

Distinguish between Horizontal prototype and Local Prototype.

Horizontal prototype :3 M

Local Prototype :3 M

Qu.2 a) 6 M

Explain the characteristics of the four Quadrants of the System Complexity Space with diagram.

Definition of System Complexity Space :2 M

Explanation of four Quadrants with diagram : 4 M

b) 6 M

Explain how do we choose a process instance for a project.

Factors to choose a process : risk tolerance, project goals, project resources, types of system being designed , organizational culture ,stages of progress : 6 M

Qu.3 a)6 M

What do you mean by work role, sub-role, mediated work-role, envisioned work-role. Explain with example.

For each concept and explanation :1.5 M each

b) 6M

Elaborate the idea of social model with example.

Social model concept: 3 M

Example : 3 M

Qu.4 a) 6 M

Elaborate on Task structure models and its uses with example

Concept : 3 M

Example : 3M

OR

What are different paradigm used in 'Design' and explain.

Engineering paradigm: 2M

Human Information processing paradigm : 2 M

Design thinking paradigm: 2M

b) 6 M

What are storyboards in the context of UX design? How do you create a story?

Definition and concept of storyboard: 3 M

Procedure to create storyboard: 3M

OR

What are Wireframes. Explain how it is build with suitable example.

Definition and concept of wireframe: 3 M

Steps to build wireframe :3 M

Qu.5 a) 6 M

Explain UX measures for evaluation of interaction design

Any 6 UX measures : 6 M

b) 6 M

Explain in brief any six basic UX design guidelines with respect to user actions for each stage of the Interaction Cycle ?

Any 6 basic UX design guidelines : 6 M