UNIT 1:--

SET1

Q1) a)
Explain the Human Input and Output channels. How do they impact the user interface design?
[5]
b)
Express your opinion - "A design should be User-Centric"
[5]
c)
Describe the relationship between UI and UX with suitable examples.
[5]
OR
Q2) a)
Draw and explain the structure of (ANY ONE) in brief:
1. Human eye 2. Human ear
[5]
b)
Compare template-based and content-based approaches in screen design.
[5]
c)
Explain the UI design process with suitable stages and examples.
[5]

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Q1) a) Define user interface design. Explain the importance of a good design.
[5]
b) Write a short note on - Human Memory Structure with diagram. [5]
c) Explain UI elements. [5]
Q2) a) Explain in brief UI design process. [5]
b) Explain visual communication design components in interface design.
[5]
c) How to create a mobile app interface design. [5]

SET 2

Q1) a)
How can organizations foster a usability-centered design culture? Discuss policies, leadership roles, and team dynamics.
[5]
b)
Express your opinion - "A design should be User-Centric"
[5]
c)
Describe the relationship between UI and UX with suitable examples.
[5]
OR
Q2) a)
Draw and explain the structure of (ANY ONE) in brief:
1. Human eye 2. Human ear
[5]
b)
What are the golden rules of interface design, and how can they be applied to enhance user experience? Discuss with examples.
[5]
c)
Explain the UI design process with suitable stages and examples.
[5]

SET 3

a)
Differentiate between sensory memory, short term memory and long term memory.
[5]
b)
Express your opinion - "A design should be User-Centric"
[5]
c)
Describe the relationship between UI and UX with suitable examples.
[5]
OR
Q2) a)
Describe the importance of user-centered design as a core pillar of design, and provide examples
[5]
b)
Explain the characteristics of graphical and web user interfaces, guidelines, principles and theories of good design
[5]
c)
Compare and Contrast any two of the following Invision, Axure, Figma, Flutter and Mockups
[5]

UNIT 2

SET 1

Q3) a)
Compare and contrast direct manipulation interfaces with command-based interfaces.
[5]
b)
What are breadcrumbs, and how do they assist in menu navigation?
[5]
c)
Explain the visual design principles and their role in creating a good user interface.
[5]
OR
Q4) a)
Define interaction design. How does it contribute to user engagement?
[5]
b)
Explain the 6 stages of UX design and describe the purpose of each stage briefly.
[5]
c)
Describe the key characteristics of graphical and web user interfaces. How do they affect user experience?
[5]
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Q3) a) Differentiate GUI and Web Interface. [5]
b) Explain 6 stages used in UX design. [5]
c) Explain Different Visual Design Principles. [5]
OR
Q4) a) Differentiate Between UI and UX with example. [5]
b) Write a short note on - Universal Usability. [5]
c) Describe the concept of interaction design. [5]

SET2

Q3) a)
Compare and contrast direct manipulation interfaces with command-based interfaces.
[5]
b)
What are breadcrumbs, and how do they assist in menu navigation?
[5]
c)
Explain the visual design principles and their role in creating a good user interface.
[5]
OR
Q4) a)
Discuss the importance of understanding users in the UX design process.
[5]
b)
Explain the 6 stages of UX design and describe the purpose of each stage briefly.
[5]
c)
Define direct manipulation in the context of user interface design. Compare and contrast direct manipulation interfaces with command-based interfaces.
[5

SET 3

Q3) a)
Compare and contrast direct manipulation interfaces with command-based interfaces.
[5]
b)
What are breadcrumbs, and how do they assist in menu navigation?
[5]
c)
Explain the visual design principles and their role in creating a good user interface.
[5]
OR
Q4) a)
Discuss the importance of understanding users in the UX design process.
[5]
b)
Explain the 6 stages of UX design and describe the purpose of each stage briefly.
[5]
c)
Explain the importance of user interface and the benefits of good design.
[5