COURSE CODE: CIT353
COURSE TITLE: Introduction to Human Computer Interaction (2 Credits)
TIME ALLOWED: 2$^1/_2$ Hours
INSTRUCTION: Answer 4 Questions

1a . Give the full meaning of the following acronyms?
>   (i)   UIMS
>   (ii)   PDAs
>   (iii)   DVST
>   (iv)   WYSIWYG
>   (v)   TCP
>   (vi)   WIMP
>   (vii)   CARD
>   (viii)   WAP
>   (2 marks each)

b. How would you explain Human Computer Interaction to a layman?
(3 marks)
c. Mention any three (3) scientific methods of conducting research in human-computer interaction.

(6 marks)

2a. What are the major components of the web technology?
(5marks)
 b. Write a short note on each of the following:
>   (i) Graphics
>   (ii) Hypertext
>   (iii) Prototypes

(5 marks)
c. List five application software you know
(5 marks)

3a. List and describe seven principles that may be considered at any time during the design of a user interface

(14 marks)
b. Explain the three types of Recognition and Gestures mode of interaction. Mention areas where each is effectively applied.
(11 marks)

4a. How would you explain "Touch Sensitive Screen" to a layman
(6 marks)
b. Mention three (3) advantages of the touch sensitive screen interface
(9 marks)

c. Mention five (5) health hazards that may likely exist as a result of interacting with the CRT.   (10 marks)

5a. What is Knowledge Representation?
(7 marks)
b. Describe the rule based, the frame based and the networked based techniques of Knowledge Representation.
(9 marks)
c. List any three types of prototype methods?
(9 marks)

6a. Write short note on the following:
   (i)   Icon
   (ii)   Stylus and light pen
   (iii)   Networked computing
          (5 marks each)
b. List three elements of interaction are provided by the print technology
(6 marks)
c. List two benefits of Usability.
(6 marks)