



**NATIONAL OPEN UNIVERSITY OF NIGERIA**  
**14-16 AHMADU BELLO WAY, VICTORIA ISLAND LAGOS**  
**SEPTEMBER/OCTOBER 2015 EXAMINATION**  
**SCHOOL OF SCIENCE AND TECHNOLOGY**

**COURSE CODE:** CIT 353

**COURSE TITLE:** Human Computer Interaction

**TIME ALLOWED:** 2 Hours

**INSTRUCTION:** Answer any four (4) questions.

**QUESTIONS**

1a. Assuming you were employed as a skilled focus group facilitator in a firm, in simple terms, state your expected key role. (2 marks)

1b. Give an overview of the following concepts within the concept of Human Computer

Interaction:

- (i) Keyboard acceleration
- (ii) Icons
- (iii) Windows

(4 marks each; 4x3 = 12 marks)

1c. Write down three benefits of questionnaires. (3 marks)

1d. Give the full meaning of the acronym MMD (1/2 mark)

**[Total = 17 1/2 marks]**

2a. In Human Computer Interaction, the terms of interaction are classified into three. Name and explain these three categories. (2 marks each; 3x2 = 6 marks)

2b. State two benefits of adopting the concept of usability. (2 marks)

2c. Name any common widget you know. (1/2 mark)

2d. Give a brief description of the three (3) issues to be considered in the adaptive help process. (3 marks each; 3x3 = 9 marks)

**[Total = 17 1/2 marks]**

3a. Norman initiated the design principles in HCI. List any 5 of these principles. (5 marks)

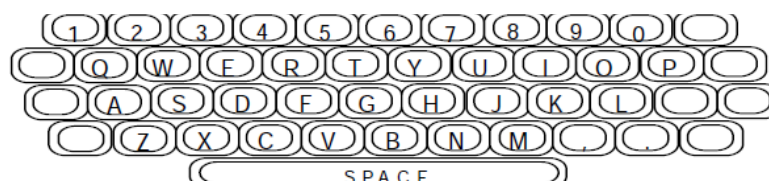
3 b. Give an overview of each of the following terms with respect to the principles of learnability:

- (i) Consistency
- (ii) Predictability
- (iii) Synthesizability
- (ii) Familiarity
- (iii) Generalizability

(2 marks each; 2x5 = 10 marks)

3c. Distinguish between discrete and continuous data. (2 marks)

3d. Identify and name the figure below:



(1/2 mark)

**[Total = 17½ marks]**

4a. Write briefly on the evolution of the following:

- (i) Computer Aided Design
- (ii) Video Games
- (iii) Multimedia
- (ii) Gesture Recognition
- (iii) 3-D
- (iii) Generalizability

(3 marks each; 5x3 = 15 marks)

4b. Give the full meaning of the acronym UIMS within the context of Human Computer Interaction.

(½ mark)

4c. Define the term 'Multimodality'

(2 marks)

**[Total = 17½ marks]**

5a. Outline any five (5) ways of using Human Computer Interaction in catering for man's needs.

(10 marks)

5b. Describe the process of detecting the motion of a cursor by optical means?

(5 marks)

5c. Whose work stressed the negotiation of language games?

(½mark)

5d. State any 2 levels of design that will guide the designer.

(2 marks)

**[Total = 17½ marks]**

6a. Mention and briefly explain any four (4) aspects involved in the 'loop of interaction' process.

(3 marks each; 4x3 = 12 marks)

6b. State the level/levels of programming support tools in the following:

- (i) Windowing systems (2 marks)
- (ii) Toolkits (1 mark)
- (iii) UIMs (2 marks)

(3 marks each; 5x3 = 15 marks)

6c. Write down the full meaning of the acronym MVC within the context of Human Computer Interaction.

(½ mark)

**[Total = 17½ marks]**