COURSE CODE: CIT811
COURSE TITLE: User Interface Design and Ergonomics (3 units)
TIME ALLOWED: 3 Hours
INSTRUCTION: Answer 5 Questions

1a.   Give the full meaning of the following acronyms:
i.   ZUI
ii.   OOUI
iii.   WUI
iv.   OIC
v.   WIMP
vi.   CAD
vii.   PIM
viii.   CSCW
ix.   UCD
x.   MVC
                (1mark each)
1b. Explain what you understand by the term "Modality "(4 marks)
1c. List three tips for designing good User Interface (6 marks)

2a. Explain the term "Ergonomics"? (6 marks)
2b. Differentiate between Efficiency and Ergonomics with examples (8 marks)
2c. Mention three benefits of Ergonomics (6 marks)

3a. Explain the term "Task Analysis" (4 marks)
3b. List and explain any three stages of task analysis (10 marks)
3c. Mention and explain any three major consideration of User Centered Design (6 marks)

4a What is a User Interface? (7 marks)
4b. List and explain three types of User Interface. (9 marks)
4c. List and explain four (4) examples of Cognitive models (4 marks)

5a. Write a short note on each of the following:
i.   Icons
ii.   Controls (widgets)
iii.   Menus

(2 marks each)

5b. Mention and give a detailed description of any application areas where 3-dimentional graphics can be used.
(6 marks)
5c. List and explain any four (4) stages involved in usability testing (8 marks)

6a. What do you understand by Graphical User Interface? (5 marks)
6b Write a short note on each of the following:
i.   Embedded Computation
ii.   Augmented reality
iii.   Group interface
(3marks each)

6c. Mention any two goals of Human-Computer Interaction (6 marks)

7a What is a motor skill? (4 marks)
7b. Describe a Human Processor Model (7 marks)
7c. Explain three types of motor skills (9 marks)