



**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 811

COURSE TITLE: User Interface Design and Ergonomics (3 Credits)

Total mark is 70 and each question carries 14 marks
Answer 5 Questions in 3.00 Hours.

- 1 (a) Describe a prototype and list three stages of it. (8 marks)
- 1(b) Identify three techniques used in low fidelity Prototype (3 marks)
- 1(c) Identify three advantages of Low Fidelity prototype (3 marks)

- 2(a) What is User Centered Design? List three (3) major considerations of it. (5 marks)
- 2(b) Explain the term “Colour” Identify three facts about Colour.(5 marks)
- 2(c) Outline four (4) common programming languages and tools that support the implementation of Model View Controller.(4 marks)

- 3a What is a User Interface? (3 marks)
- 3b. Identify four (4) examples of Object-Oriented User Interface. (8 marks)
- 3c. List three (3) examples of Cognitive models (3 marks)

- 4(a) Explain the term “Ergonomics” (6 marks)
- 4b. Outline three (3) benefits of Ergonomics (3 marks)
- 4(c) List five (5) tips for designing a good User Interface (5 marks)

- 5(a) Give the full meaning of the following acronyms:
 - (i) WWW
 - (ii) HTML
 - (iii) WUI

- (iv) GUI
- (v) WIMP
- (vi) CAD.
- (vii) PIM
- (viii) CSCW

(1 marks each)

5(b) Define Human Computer Interface. List three aspects of its loop of interaction (6 marks)

6(a) What do you understand by Graphical User Interface? (4 marks)

6(b) Identify and explain three (3) Aspects of Ergonomics (6 marks)

6(C) Identify four (4) out of nine Nielsen and Molich's Heuristics (4 marks)

7a What is a motor skill? List three types (5 marks)

7b. Describe a Human Processor Model (6 marks)

7(c) Outline three (3) application areas where 3-dimentional graphics can be used. (3 marks)