



NATIONAL OPEN UNIVERSITY OF NIGERIA
14-16 AHMADU BELLO WAY, VICTORIA ISLAND LAGOS
SCHOOL OF SCIENCES AND TECHNOLOGY
MAY/JUNE 2012 EXAMINATION

CIT 711 USER INTERFACE DESIGN AND ERGONOMICS (3 CR)

TIME ALLOWED: 3HRS

INSTRUCTIONS: Answer 5 Questions

- 1a What is a User Interface? (5 marks)
- 1b. List and explain any three (3) types of User Interfaces.(9 marks)
- 1c. Explain User Interface Modalities and Modes (6 marks)

- 2a. Mention and explain the three (3) pillars to an application success? (6 marks)
- 2b. List and explain any five (5) tips for designing good User Interface.(10 marks)
- 2c. Mention four basic principles to remember about users (4 marks)

- 3a. What do you understand by Graphical User Interface? (6 marks)
- 3b Explain what you understand by “Human-Computer Interaction (HCI)” (8 marks)
- 3c. Mention any three goals of Human-Computer Interaction (6 marks)

- 4a. What is Ergonomics? (4 marks)
- 4b. List and explain three aspects of Ergonometic. (12 marks)
- 4c. Mention two benefits of Ergonomics (4 marks)

- 5a What is a motor skill? (5 marks)
- 5b. Write a short note on the following
 - (i) Gross motor skills
 - (ii) Fine motor skills
 - (iii) Ambidexterity(3 marks each)
- 5c. Write three (3) facts about Colours (6 marks)

- 6a What is Prototyping? (5 marks)
- 6b. List and Explain three different prototyping techniques.(9 marks)
- 6c. Mention three fidelity types of Prototyping (6 marks)

- 7a. What is Model-View-Controller (MVC) with examples? (7 marks)
- 7b. Write short note on the following:
 - (i) Evaluating with the Users
 - (ii) Evaluating without the Users (4 marks each)

7c. Mention any five (5) common programming languages and tools that support the implementation of MVC. (5 marks)