

Degree & Branch	B. E - Common to CSE and EEE branches	Semester	06
Subject Code & Name	UIT1042 – User Interface Design (Open Elective)		
Time: 90 Minutes Date: 06.04.2022	Answer All Questions	Maximum: 50 Marks	

(K1 – Remembering, K2- Understanding, K3- Applying, K4- Analyzing, K5- Evaluating, K6 – Creating)

CO1	Use software and prototyping tools to design user interfaces that take into account human capabilities and constraints, users' needs and usability goals
CO2	Implement functional user interface prototypes based on the design process
CO3	Critically evaluate the usability of a software application

Part – A (6 × 2 = 12 Marks)

Q. No.	Questions	KL	CO	PI
1	Mention the importance of a good design.	K2	CO1	1.3.1
2	Define mental model.	K1	CO1	1.3.1
3	Differentiate the term Internet, Intranet and Extranet.	K1	CO1	2.3.1
4	"Incremental actions are easily reversible"-Justify the statement with an example.	K3	CO2	3.1.3
5	List five ways to provide simplicity while designing a UI.	K2	CO1	3.1.3
6	State some features that affect the popularity of web user interface.	K2	CO1	3.3.2

Part – B (3 × 6 = 18 Marks)

7	A small vendor develops an interface design for a health care application. List the general characteristics to be considered while developing the UI.	K3	CO2	3.4.1
8	Write the differences between GUI and Web interface.	K2	CO2	4.1.2
9	"Human are complex organisms with a variety of attributes that have an important influence on interface and screen design".- Justify and explain	K3	CO2	4.2.1

Part – C (2 × 10 = 20 Marks)

10	Explain the concept of direct and indirect manipulation and when it leads to infeasible situation for a mask detection application system?	K3	CO1	5.2.1
OR				
11	A webpage needs to be developed for a clothing company for its potential customers. Enlist the features that would fit into the design as per Nielsen's usability.	K3	CO1	10.1.1
OR				
12	A startup firm gets an order to develop a voice-controlled application for blind people. Discuss the five commandments along with relevant categorization in detail.	K3	CO2	5.2.1
OR				
13	Enumerate the direct techniques for determining the business requirements for a VR game application.	K3	CO2	5.2.2