



THE MOMBASA POLYTECHNIC UNIVERSITY COLLEGE

(A Constituent College of JKUAT)

(A Centre of Excellence)

Faculty of Engineering & Technology

DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

**UNIVERSITY EXAMINATION FOR DEGREE IN BACHELOR OF SCIENCE IN
INFORMATION TECHNOLOGY**

(BSC. IT)

BIT 2305: HUMAN COMPUTER INTERFACE

SPECIAL/SUPPLEMENTARY EXAMINATION

SERIES: OCTOBER 2012

TIME: 2 HOURS

Instructions to Candidates:

You should have the following for this examination

- *Answer Booklet*

This paper consist of **FIVE** questions

Answer question **ONE** and any other **TWO** questions

Maximum marks for each part of a question are as shown

This paper consists of **TWO** printed pages

SECTION A (COMPULSORY)

Question One (30 marks)

- a) Explain the usability attributes. **(5 marks)**
- b) How should one design user interface for multimedia? **(3 marks)**
- c) Explain the importance of groupware. **(2 marks)**
- d) Explain the term usability. **(2 marks)**
- e) Fill in the time/space matrix. **(4 marks)**

Same Time

- f) Outline the quality components of usability according to Jakob Nielsen (2003) (5 marks)
- g) State the Human Computer Interface design guidelines. (3 marks)
- h) Outline the Donald Norman's model. (3 marks)
- i) Outline the uses of animation. (3 marks)

SECTION B (Answer Any Two Questions)

Question Two (20 marks)

- a) Draw a flow chart to illustrate user interface design process. (5 marks)
- b) Describe the user interface design principles. (5 marks)
- c) Discuss the interaction styles. (10 marks)

Question Three (20 marks)

- a) Discuss the computer-mediated communication. (10 marks)
- b) Explain the term usability Engineering. (3 marks)
- c) Draw the usability Engineering Lifecycle and explain the various sections. (7 marks)

Question Four (20 marks)

- a) Discuss the spiral process of user interface development process. (8 marks)
- b) Discuss the Golden rules of user interface design. (8 marks)
- c) Explain the **FOUR** different models that come into play when a user interface is analyzed and designed. (4 marks)

Question Five (20 marks)

- a) Explain the term user centered design. (4 marks)
- b) Outline the advantages and disadvantages of participatory design. (6 marks)
- c) Discuss the approaches to user support. (10 marks)