JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY

SCHOOL OF EDUCATION

UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF EDUCATION ARTS WITH IT

4THYEAR 2ND SEMESTER 2018/2019 ACADEMIC YEAR

KISII /NAMBALE CAMPUSES

COURSE CODE: SCS 416

COURSE TITLE: HUMAN COMPUTER INTERACTION

EXAM VENUE: **STREAM: (EDU)**

DATE: DECEMBER 2018   **EXAM SESSION:**

TIME: 2   HOURS

Instructions:

1. Answer Question ONE (COMPULSORY) and ANY other 2 questions
2. Candidates are advised not to write on the question paper.
3. Candidates must hand in their answer booklets to the invigilator while in the examination room.

QUESTION ONE 30 MARKS

a. Describe five goals of Human Computer Interaction(HCI) (5marks)
b. Explain usability (2marks)
c. Usability is a combination of factors that affect the user's experience with the product or system. Explain the five major factors of usability.(10marks)
d. Explain Norman's seven (7)Principles on human computer interaction (7marks)
e. Explain three measurements in eye tracking(6marks)

QUESTION TWO 20 MARKKS

a. Explain the significance of usability in Human Computer Interaction (HCI) (4marks)
b. Describe four major principles of a good HCI design (4marks)
c. Explain evaluation and three goals of evaluation as applied in HCI(8marks)
d. Describe two types of evaluation(4marks)

QUESTION THREE 20 MARKKS

a. From the context of HCI, explain three major usability principles (6marks)
b. Explain why Human Computer Interaction is important in the context of WWW(8marks)
c. State any five disciplines contributing to Human Computer Interaction(5marks)
d. Explain human computer interaction (1mark)

QUESTION FOUR20 MARKKS

a. Explain three major sections of   Human Computer Interaction(HCI)   (6marks)
b. Human-computer interaction is, in the first instance, affected by the forces shaping the nature of future computing. Describe the forces (5marks)
c. Describe the stages of Norman's model of interaction (7marks)
d. Explain eye tracking as applied in HCI (2marks)

QUESTION FIVE20 MARKKS

a. Describe any three types of evaluation(6marks)
b. Explain how the use of colour in computer screen displays can affect user efficiency(6marks)
c. Describe five guidelines for the use of color in screen displays (5marks)
d. Explain four tips for designing textual display (3marks)